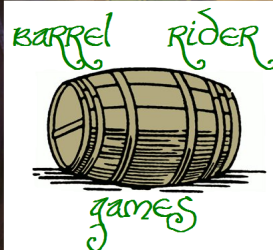


CLASS COMPENDIUM

WRITTEN BY: JAMES M. SPAHN



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CLASS COMPENDIUM

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INTRODUCTION

When I first published *Labyrinth Lord* in the summer of 2007 the old-school landscape looked much different than today. At that time there wasn't much of an audience for products that supported an out of print edition of the world's most popular fantasy RPG. Some people scratched their heads about why a few crazy people were trying to bring back old rules. Then a series of events occurred, which is a much larger discussion than what I have space for here, and the "OSR" as we know it today started to become a true movement in 2008-2009.

It was always my hope that in writing *Labyrinth Lord* I would be able to gather support around the game so that it could be a brand people recognized as supporting a particular style of play and rules. I am a small publisher, and it was never my intention to be the go-to source for "official" supplements. The game belongs to us all, so there can be no single authority on what is "official."

When I see a product like the *Class Compendium* it gives me true pleasure that someone would build upon my efforts and contribute to the growth of the game. The *Class Compendium* is a fine addition to the large and ever growing body of support for *Labyrinth Lord*. The *Class Compendium* presents many unique classes ready to be inserted into your campaign. I could speak to the creativity and mastery of the rules evidenced in the game design, but there is really one criteria that matters most. This is a book that will be useful in actual play. You will feel compelled to use it at the game table.

Dan Proctor
Goblinoid Games
April 2015



ARCANE ALLIES



ALIENIST



Requirements: Int 9, Wis 12
Prime Requisite: INT and WIS
Hit Dice: 1d4
Maximum Level: 20th

It is said by some that between the Astral and Ethereal Planes there is a hidden reality where all thoughts dwell. This is the realm of the mind where every emotion, every fear, and every joy begins to form before coming into the mind of a mortal. It is called Umbra and it is the realm of madness – for it is here that these thoughts intertwine endlessly into an insanity before they are fully formed and enter the mind of a sentient creature.

The alienist is a unique scholar and psychological investigator who has dedicated their life to the study of Umbra in hopes of harnessing its energy to accomplish great and terrible things. While these explorers of thought often begin their efforts with a disciplined and academic mind, those who delve too deeply into the realm of thought are invariably driven mad as their power grows. Eventually they are gibbering, rambling madmen with bizarre power that is not quite magical or divine, but instead is the focused energy of insanity.

Alienists do not focus on the material world or martial skill. As such they only wield a dagger or the quarterstaff in combat and do not wear armor. They use the Attack Values and Saving Throws of a Magic-User of equal level.

At 1st level they may choose their any alignment. By the time they reach 3rd level, their mind has begun to unhinge itself and they must change their alignment to Neutral or Chaotic if it is not already. When they reach 5th level their mind twists further and they must change their alignment to Chaotic.

An alienist who has a 16 in either Intelligence or Wisdom receives a +5% bonus to all experience points they earn and if they have a 16 in both attributes this bonus increases to +10%.

Reaching 9th Level: When an alienist reaches 9th level he can take up the title of *Madman* and his insights into the dark corner of the mind draw the attention and dedication of a few fanatical followers. Several (2d6) 1st level alienists will come to learn the “wisdom” and “insights” from their new master. They are all chaotic in alignment and are completely loyal to him, never having to make morale checks.

CLASS ABILITIES

Manifestation of Madness: All alienists can draw upon the power of the umbra and manifest its energy on the material plane - often in an effort to manipulate the minds of others. They have a selection of abilities known as manifestations that mimic spells of the same name. These are not truly magical or divine spells, and the alienist does not study or pray for these abilities each day. They simply select at the time of activation which abilities they would like to use from the list of manifestations below. They are limited in the number and level of the manifestations they may use each day, based on their level.

Strength of Mind: At 3rd level the alienist receives a +2 bonus to resist any *Charm*, *Fear*, or mind-influencing spells. They also receive this bonus to resist spells which provide insight into their thoughts, such as *Detect Evil*, *ESP*, or *Know Alignment*.

Bloody Insight: By the time an alienist reaches 5th level they have seen enough of blood and war that they have gained a supernatural insight into the techniques of combat and may select a single weapon described in the equipment list of the *Labyrinth Lord* core rules which they are able to wield in combat without penalty.

Mercurial Thoughts: Beginning at 7th level, the insanity which fills the mind of an alienist becomes a dangerous thing. Any time the alienist successfully makes a saving throw to resist *Charm*,

Fear, or mind-influencing spells or spells that would provide insight into their mind such as *Detect Evil*, *ESP* or *Know Alignment*, the individual who cast the spell upon the alienist must make a saving throw vs. spells or find their spell turned on themselves as if it were cast by the alienist. This must be a spell which functions exactly as one of the alienist's manifestations, as determined by the list below. However, it does not have to be a spell currently available to the alienist – it only needs to appear on the list of manifestations.

Infinity of Thought: When an alienist reaches 9th level their thoughts have become so fragmented and inconsistent that they no longer have an alignment. They are not good nor evil, lawful nor chaotic – yet neither are they neutral. Their thoughts and their morals are all things and none. They are no longer affected by spells that depend on moral or alignment factors, such as *Protection from Evil*. Spells like *Detect Evil* or *Know Alignment* will provide no information. They gain no benefit or penalty from these spells if they are cast upon them.

In addition, the alienist is able to twist his mind on such a deep level that he can actually make use of several magic items tied to alignment as if he were of an alignment that were most beneficial. He may wear a *Helm of Opposite Alignment* and suffer no penalty, or wield a sapient sword as if he were the same alignment as the weapon. The character is not actually that alignment. In fact, the character is literally of *no* alignment.

Alienist Class & Manifestation Progression

Experience	Level	Hit Dice (1d4)	Special Abilities	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
0	1	1	Manifestation of Madness	1	–	–	–	–	–	–	–	–
2235	2	2		2	–	–	–	–	–	–	–	–
4465	3	3	Strong Mind	2	1	–	–	–	–	–	–	–
8925	4	4		2	2	–	–	–	–	–	–	–
17851	5	5	Bloody Insight	2	2	1	–	–	–	–	–	–
32701	6	6		2	2	2	–	–	–	–	–	–
71401	7	7	Mercurial Thoughts	3	2	2	1	–	–	–	–	–
135001	8	8		3	3	2	2	–	–	–	–	–
255001	9	9	Infinity of Thought	3	3	3	2	1	–	–	–	–
375001	10	+1 hp only*		3	3	3	3	2	–	–	–	–
495001	11	+2 hp only*		4	3	3	3	2	1	–	–	–
615001	12	+3 hp only*		4	3	3	3	3	2	–	–	–
735001	13	+4 hp only*		4	4	4	3	3	2	1	–	–
855001	14	+5 hp only*		4	4	4	4	3	3	2	–	–
975001	15	+6 hp only*		5	4	4	4	4	3	2	1	–
1095001	16	+7 hp only*		5	5	4	4	4	4	3	2	–
1215001	17	+8 hp only*		5	5	5	4	4	4	4	3	1
1335001	18	+9 hp only*		5	5	5	5	4	4	4	4	2
1455001	19	+10 hp only*		6	5	5	5	5	4	4	4	3
1575001	20	+11 hp only*		6	6	5	5	5	5	4	4	4

*Hit point modifiers from constitution are ignored

Alienist Manifestation List

1st Level

Allure
Charm Person
Comprehend
Languages
Command
Hypnotism
Message
Read Languages
Remove Fear
Sanctuary
Sleep

2nd Level

Amnesia
ESP
Feign Death

Locate Object
Misdirection
Know Alignment
Reveal Charm
Scare

3rd Level

Clairaudience
Clairvoyance
Fear
Nondetection
Paralyze
Suggestion
Tongues

4th Level

Charm Monster

Confusion

Detect Lie
Implant Emotion
Phantasmal Killer
Phantasmal Monster

5th Level

Confusion (Greater)
Contact Other Plane
Feeblemind
Phantasmal Monsters
(Greater)
Telekinesis

6th Level

Phantasmal Monsters
(Advanced)

Repulsion

Speak with Creatures
Suggestion (Mass)

7th Level

Power Word Stun
True Seeing
Vision

8th Level

Irresistible Dance
Mass Charm
Mind Blank

9th Level

Astral Projection
Power Word Kill

FAMILIAR



Requirements: Str 13 or less, Int 9

Prime Requisite: INT

Hit Dice: 1d4

Maximum Level: 8th

Magic-users often bind animals to their service through magical rituals and incantations. These are typically small mammalian or avian creatures – cats and rabbits, hawks and crows. While these creatures are keen and loyal, a rare few gain such insight and wisdom from this arcane binding as to become sentient and actively aid both their master

and his adventuring companions. These creatures are called familiars.

All familiars are small animals with remarkably abilities. They are not able to wield any weapons, wear armor or use shields. Instead they rely on their natural gifts when forced into battle, which they typically avoid. They use the Attack Values and Saving Throws of a halfling of equal level. Though they may be of any alignment, they face one magical limitation: they cannot knowingly and willingly betray their master.

Familiars with an intelligence of 13 or higher receive a +5% bonus to all experience points they earn, while those with a 16 or higher receive a +10% bonus. Most familiars are incapable of speech, though all of them are able to understand common, their alignment tongue, sylvan and all languages known to their master.

Due to their remarkably small size, all familiars receive a -3 bonus to their armor class, in addition to any bonus granted from a high Dexterity. As part of the nature of the enchantment that binds them, they also have infravision at a range of 120 feet.

Reaching 8th level: At 8th level a familiar becomes known as a *Magical Beast* and has truly become imbued with arcane energy. Their attacks are considered to be magical for purposes of inflicting damage on creatures immune to mundane weapons. Familiars do not attract followers, though they often take up residence in the towers of magic-users to whom they are bound.

Familiar Progression Chart

Experience	Level	Hit Dice (1d4)	Keen Senses	Hide in Shadows	Move Silently	Special Abilities
0	1	1	1-3	45%	45%	Empathic Link
2501	2	2	1-3	50%	50%	Spell Bond
5001	3	3	1-3	55%	55%	Empathic Telepathy
10001	4	4	1-4	60%	60%	Spell Thief
20001	5	5	1-4	75%	75%	True Telepathy
40001	6	6	1-4	85%	85%	Eyes of the Master
80001	7	7	1-5	95%	95%	Charm Animal
160001	8	8	1-5	99%	99%	Arcane Ferocity

CLASS ABILITIES

Familiar's Master: At character creation, the familiar selects one other character (always a player character capable of casting *Elf/Magic-user* spells), who is their master. Several of their special abilities are tied to their master, as described below. If the master dies, the familiar's abilities can be severely limited.

After the death of their master, the familiar may select a new master if they choose. This new master must be capable of casting *Elf/Magic-user*

spells and the ritual to bind the familiar and his new master takes 24 hours to cast and costs 100 gold pieces in material components.

Familiar Species: At character creation the player selects species for his familiar. This provides bonuses as defined by the chart below. A familiar's species determines how quickly and by what means they move as well as the damage they inflict when attacking in melee combat. Familiars are not capable of making missile attacks.

Familiar Species Chart

Species	Land Speed	Flight Speed	Melee Damage
Cat	150'	—	1d4
Crow/Raven	60'	120'	1d2
Dog	120'	—	1d6
Eagle/Hawk	30'	120'	1d4
Hare	180'	—	1d3

Inhuman Form: All familiars are incapable of wearing magical items or wielding magical weapons. In addition, they cannot use magical scrolls and cannot activate miscellaneous magical items or use wands, staves or rods. The only exception to this limitation is magical rings. Familiars may wear two such items in the same way that humanoid creatures would wear bracers, typically around their limbs or

ankles. So, for example, a familiar cannot wear *Bracers of Armor*, but might make use of a *Ring of Protection*.

Familiars may still drink potions, if they are served to them in a bowl or other serving vessel. They still must consume the entire magical potion to gain its benefits.

The following special abilities cannot be used if the familiar does not have a master: Empathic Link, Spell Bond, Eyes of the Master and Arcane Ferocity.

Hide in Shadows: A familiar will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a familiar. However, the familiar always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Keen Senses: All familiars possess remarkably sharp senses. It is a supernatural gift that allows them to detect a great many hidden and secret things. Successful use of this ability allows them to detect the presence of an invisible or hidden foe within 120' of them, though they are not able to determine the exact location of such an enemy. In addition, if this ability is used successfully, the familiar is not surprised by a foe, regardless of whether they are hidden or in the open. Also, this ability may be used to detect the exact location of hidden and secret doors

when the familiar actively searches for them.

Finally, this Keen Senses may also function exactly as a thief's *Hear Noise* ability.

Empathic Link: Beginning at 1st level, the familiar has an empathic bond with his master that is not limited by distance. As long as both the familiar and his master are on the same plane of existence they can sense the general emotional state of one another. In addition, the familiar may send basic emotional feelings to their master such as “danger,” “safe” or “afraid.” The master may, in return, send basic or one-word commands to his familiar, though the familiar is not bound to follow them. These commands are things like “hide,” “return to me,” or “attack the guard.”

Spell Bond: At 2nd level the bond between master and familiar has grown so strong that the master may actually imbue his familiar with spells, which the familiar can then cast at a time of their choosing. The number of spells and the level of those spells is determined by the familiar's level, as per the chart below. These spells must be *Magic-user/Elf* spells and the master must be able to cast them from their own spell books. The familiar's master chooses which spells it receives and the spells remain until the familiar casts them.

Familiar Spell Bond Chart

Familiar Level	1st Level Spells	2nd Level Spells	3rd Level Spells
1	—	—	—
2	1	—	—
3	2	—	—
4	2	1	—
5	2	2	—
6	2	2	1
7	2	2	2
8	3	2	2

Empathic Telepathy: Once a familiar reaches 3rd level their empathic abilities have become so strong that they can reach out to any intelligent creature within 120' and send basic emotional feelings to this single target, such as “danger,” “safe” or “afraid.” In

addition they are able to sense the basic emotional feelings of all intelligent creatures within 120'.

Spell Thief: At 4th level a familiar may actually drain magical energy from an enemy who is capable

of casting *Magic-user/Elf* spells. Once per day they may choose to activate this ability when they have made a successful melee attack. The target of that attack must make a saving throw vs. spells or immediately lose one randomly selected spell that they currently have memorized. The familiar then immediately gains the use of that spell if they have a spell slot available based upon the Spell Bond chart; the stolen spell occupies that slot once taken via this ability. This spell will always be between 1st and 3rd level, selected by the Labyrinth Lord or determined randomly. If it is a spell that the familiar can not currently memorize, then the Labyrinth Lord should make another selection until a spell that the familiar is able to cast is selected.

This ability may be used twice per day at 8th level.

True Telepathy: Once a familiar reaches 5th level they become truly telepathic and may communicate complex, detailed information to any intelligent creature within 120', regardless of their spoken language. The target of this telepathy knows that the familiar is the source of this communication and can telepathically reply.

Eyes of the Master: At 6th level the bond between familiar and master is so strong that they may

actually share their senses. The familiar is able to see through the eyes of his master and the master may see through the eyes of the familiar. This ability may be activated at will and has no limits regarding duration or distance. However, when a familiar is looking through their master's eyes their own vision is blind and vice versa.

Charm Animal: Familiars of 7th level or higher radiate a kind of natural charm to lesser members of their species. If the familiar so chooses, when they come within 120' of a creature of their own species that creature must make a saving throw vs. spells or fall under the effects of a *Charm Animal* spell as if it were cast by the familiar.

This ability may be used once per day.

Arcane Ferocity: At 8th level, a familiar is more than just a companion. He can become a fierce protector. If either the familiar or his master is reduced to fewer than half their hit points they gain the following bonuses while in combat: two attacks per round, +5 to attack and double damage on all attacks. This bonus remains until both they and their master are healed to greater than 50% of their hit points.



THOPIAN GNOME



Requirements: Int 9, Cha 9
Prime Requisite: INT and CHA
Hit Dice: 1d4
Maximum Level: 10th

Gnomes are diminutive creatures, typically standing around three feet tall with sharp features and long noses. They regularly sport long white beards and merry smiles. The Thopian gnome is a rare subrace of these creatures which is said to come from a distant realm in a hidden vale. It is believed that they are all descended from a single progenitor – a nefarious, yet highly virile gnome whose is said to

be have a skilled silver tongue and a gift for all manner of vile magic.

Thopian Gnomes look identical to standard gnomes, but carry on many of the foul gifts of their progenitor. They can wield daggers, darts, staves, and slings in combat and favor poison use when forced into battle. Both armor and shields are prohibited to the Thopian Gnome. Their keen senses allow them to detect secret doors on a 1-2 on 1d6 when actively searching as well as provide them with infravision to a range of 60'. Their small size grants them a -2 bonus to their armor class when being attacked by creatures who are larger than man-sized. Due to the taint in their blood, they are never lawful in alignment. Thopian Gnomes use the Attack Value of a thief of equal level, but have Saving Throw values of an elf of equal level.

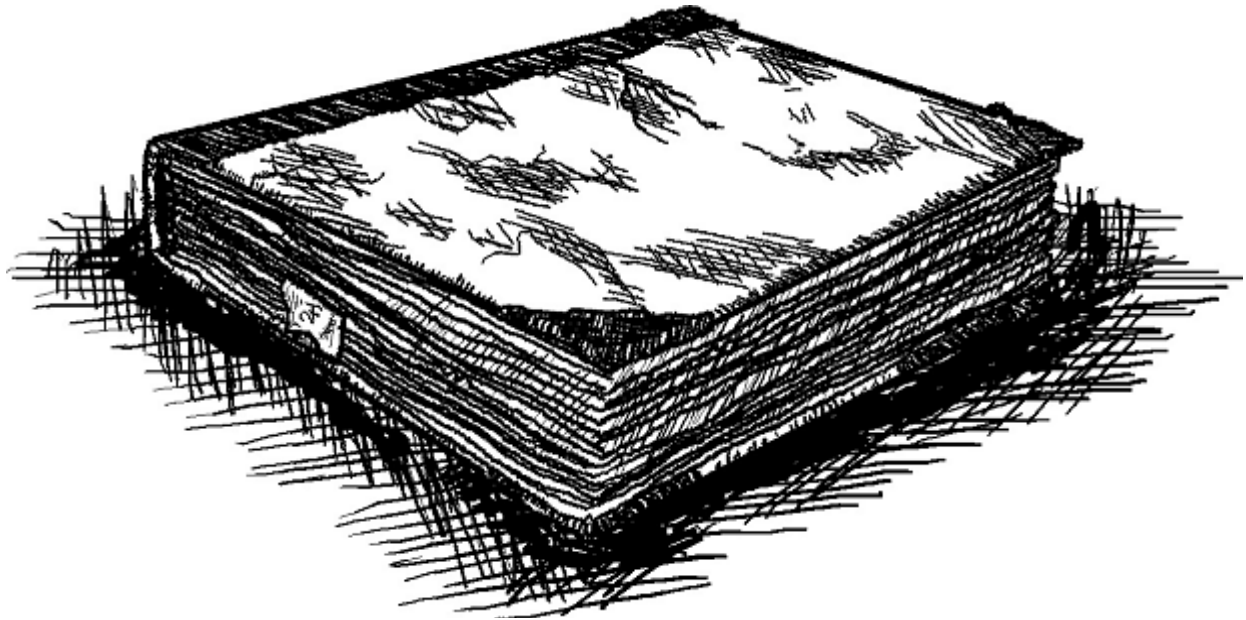
A Thopian Gnome with an Intelligence or Charisma of 13 or higher receives a +5% bonus to all experience points they earn. If both Intelligence and Charisma of 13 or higher receives a +10% bonus to all experience points earned. They are able to speak common, gnomish, goblin, kobold and sylvan.

Reaching 9th Level: A Thopian Gnome who has reached 9th level has often earned the title of *Bastard* or some other less than noble moniker by anyone who has gotten to know them with any depth. The bastard attracts the attention of 2d6 chaotic followers who hope to learn from a master of mischief. These followers are typically goblins, illusionists, necromancers, thieves or other nefarious characters. While they are eager to learn from a master and can often be talked into taking risks in service to the bastard, they are want to betray their lord if the opportunity presents itself.

Thopian Gnome Class & Spell Progression

Experience	Level	Hit Dice (1d4)	Special Abilities	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level
0	1	1	Dirty Fighter	1	-	-	-	-
4065	2	2		2	-	-	-	-
8125	3	3	Familiar	2	1	-	-	-
16251	4	4		2	2	-	-	-
32501	5	5	Trust Me	2	2	1	-	-
65001	6	6		2	2	2	-	-
130001	7	7	Vile Components	3	2	2	1	-
200001	8	8		3	3	2	2	-
400001	9	9	Bad Penny	3	3	3	2	1
600001	10	+1 hp only*		3	3	3	3	2

*Hit point modifiers from constitution are ignored



CLASS ABILITIES

Dirty Fighter: Thopian Gnomes do not believe in a fair fight. They regularly use poison and have no risk of accidentally poisoning themselves when applying it to their weapon. In addition, they can make a backstab attack in a manner similar to a thief if their opponent is surprised or unaware of their presence. In these cases they receive a +4 bonus to their attack roll and inflict double damage. This backstab attack can only be done with melee weapons.

Familiar: At 3rd level Thopian Gnomes have bound an unwitting creature to their service. These creatures are almost always kindly sylvan beings such as pixies, fairy dragons or other noble beasts. They are always bound to the Thopian Gnome via deception and dark enchantment and sullenly serve their master. Exactly what creature ends up in this unfortunate situation is determined by the Labyrinth

Lord. If the familiar dies, that's generally not a problem for the Thopian Gnome. They simply have to wait a month and summon a new one.

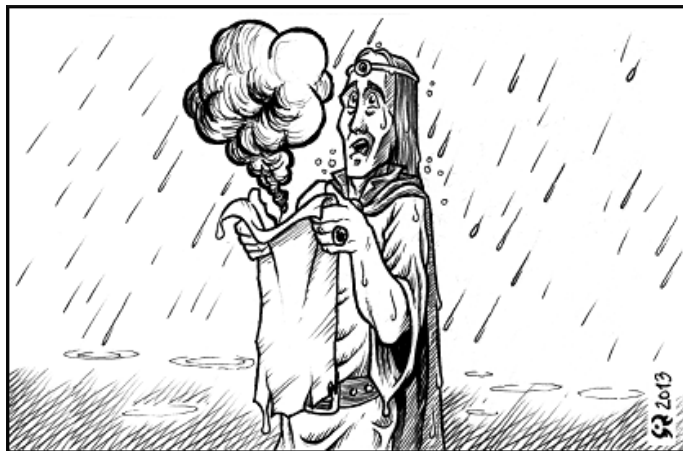
Trust Me: By the time a Thopian Gnome reaches 5th level, they've become masters of manipulation and double-talk. Whenever they roll a 2 on 2d6 when interacting with an NPC, they may re-roll their this reaction check, though they must keep the results of the second roll no matter how poor it may be.

Vile Components: Thopian Gnomes of 7th level or high have learned to utilize particularly repugnant components in some of their daily incantations. Whether it's waving animal entrails around or using urimancy to divine secrets, they use arcane trappings that civilized spellcasters leave untouched. Three times per day, before casting a spell, the Thopian Gnome may declare that he's empowering a spell with these vile components. Any creature targeted by a spell with such empowerment suffers a -2 penalty to their saving throw to resist these effects.

Bad Penny: You just can't keep a bad gnome down! At 9th level a Thopian Gnome has learned to deceive even death. Whenever they fail a saving throw to resist an effect that would immediately slay them outright, such as a poison, Death Spell or Phantasmal Killer, he may re-roll that saving throw once. The Thopian Gnome must take the results of the second roll, even if they are worse than the first.

Spells: Thopian Gnomes are able to cast both *Magic-User/Elf* and *Illusionist* spells. They must maintain a spellbook, which they study each day – though this spellbook may contain both *Magic-User/Elf* and *Illusionist* spells. Thopian Gnomes are also able to use any magic item which can be used by a *Magic-User/Elf*, or *Illusionist*, including scrolls. The Thopian Gnome begins play with 4 1st level spells in their spellbook – two *Magic-User/Elf* spells and two *Illusionist* spells.

WILD WIZARD



Requirements: Con 9, Int 9

Prime Requisite: INT

Hit Dice: 1d4

Maximum Level: 20th

Magic is not an exact science and even the most detailed incantation or formula can result in terrible destruction if the spellcaster's proper words and gestures are not executed with exacting detail. Still, occasionally a magic-user decides to specialize in the study of this arcane chaos and even bend it to their will. Known as Wild Wizards, these rare wizards are often regarded as mad. The study of what is known as "magical flux" often leads to their own demise, but those rare few who are able to harness the chaotic energies hidden behind these arcane spells are among the most powerful and feared spellcasters in the world.

Wild wizards may only wield daggers, darts and staves in battle and do not wear armor or use shields. This cumbersome protection hinders their ability to wield magic. They use the Saving Throws and Attack Values of a magic-user. They may be of

any alignment in spite of the common belief that all wild wizards are chaotic in alignment.

These chaotic arcanists cast and memorize their spells just like a magic-user and draw from the same list of spells. They may use *Magic-User/Elf* scrolls and other items normally limited to those classes. In addition, by having a deeper understanding of the inherent chaos of magic, a wild wizard is able to sometimes exercise control over otherwise unpredictable magic items. Whenever a wild wizard is using a magical item that produces a random effect (such as a *Bag of Tricks* or *Rod of Wonder* as depicted in the *Advanced Edition Companion*) there is a 5% per level that the wild wizard will be able to pick the exact achieve the exact desired effect from the item and not be left to the random whim of the otherwise unpredictable item.

Wild wizards with an Intelligence of 13 or higher receive a +5% bonus on all experience points earned. Those with a 16 or higher receive +10%.

Reaching 9th Level: When a wild wizard reaches the 9th level, he is able to create spells and magic items. These rules are in the Magic Research portion of Section 8 of the *Labyrinth Lord Core Rules* and he may be known as a *Wild Arcanist*. A wild wizard will often build a great tower or stronghold at this time and is encouraged to do so well away from any civilized lands where his magical experimentation might result in collateral damage. When he reaches 11th level he will then attract between one and six (1d6) magic-user or wild wizard apprentices, who will range from level 1-3.

Wild Wizard Level & Spell Progression

Experience	Level	Hit Dice (1d4)	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
0	1	1	1	-	-	-	-	-	-	-	-
2501	2	2	2	-	-	-	-	-	-	-	-
5001	3	3	2	1	-	-	-	-	-	-	-
10001	4	4	2	2	-	-	-	-	-	-	-
20001	5	5	2	2	1	-	-	-	-	-	-
40001	6	6	2	2	2	-	-	-	-	-	-
80001	7	7	3	2	2	1	-	-	-	-	-
160001	8	8	3	3	2	2	-	-	-	-	-
310001	9	9	3	3	3	2	1	-	-	-	-
460001	10	+1 hp only*	3	3	3	3	2	-	-	-	-
610001	11	+2 hp only*	4	3	3	3	2	1	-	-	-
760001	12	+3 hp only*	4	4	3	3	3	2	-	-	-
910001	13	+4 hp only*	4	4	4	3	3	2	1	-	-
1060001	14	+5 hp only*	4	4	4	4	3	3	2	-	-
1210001	15	+6 hp only*	5	4	4	4	4	3	2	1	-
1360001	16	+7 hp only*	5	5	4	4	4	4	3	2	-
1510001	17	+8 hp only*	5	5	5	4	4	4	4	3	1
1660001	18	+9 hp only*	5	5	5	5	4	4	4	4	2
1810001	19	+10 hp only*	6	5	5	5	5	4	4	4	3
1960001	20	+11 hp only*	6	6	5	5	5	5	4	4	4

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Magical Flux: Whenever a Wild Wizard casts a spell there is a chance that the magical energy flowing through him may react in an unexpected fashion. This sudden flux in energy can result in a spell becoming far more powerful than the caster predicted, far less powerful, or for the magic to manifest itself in a completely unique way unrelated to the intended incantation.

However, wild wizards are not totally at the mercy of chaos. Each day when a wild wizard memorizes their daily allotment of spells they may choose to expend a spell slot one level higher than the spell memorized. If they do so, then there is no chance of a magical flux occurring and the spell

functions normally. So, for example a 3rd level wild wizard could choose to memorize *Magic Missile* in their 2nd level spell slot (instead of the normal first level slot, as *Magic Missile* is a 1st level spell) to guarantee that the spell would function exactly as specified in the *Labyrinth Lord Core Rules*.

If a wild wizard chooses to memorize a spell in its intended spell slot, they run the risk of invoking a magical flux when they cast the spell. There is a 10% chance that spells memorized in this fashion will result in a magical flux. If a flux does occur, the Labyrinth Lord should roll on the chart below to determine nature of the magical flux.

Magical Flux Effect Chart

d20	Magical Flux Effect
1	The spell fizzles out and has no effect, the spell is expended
2	The spell fizzles out and has no effect, but it is not expended.
3	The caster now becomes the target of the spell. If he was already the target, there is no other effect.
4	The spell is wiped from the caster's mind and transferred to that of the nearest intelligent creature. The intelligent creature retains knowledge of that spell and may cast it as a Magic-User of a equal level to the character. Once the spell is cast, it is wiped from the mind of that person. Until the spell is cast, the Wild Wizard cannot memorize new spells in that spell slot.
5	The spell functions normally, however the caster now is only able to speak in the language of magic. For the next hour, whenever they speak it sounds like gibberish and there is a 5% chance that they will accidentally cast a random spell they currently have memorized when attempting to speak
6	The spell does not function and the spell slot is expended. Instead, for the next hour, the caster is now under an enchantment as if they had the constant benefit of a <i>Detect Magic</i> spell active on everything they see. This magical aura is wavering and bright, making it difficult to focus. The caster is unable to concentrate or defend themselves properly while in this state and suffers a -2 penalty to their Armor Class while this flux is in effect.
7	A magical backlash occurs. The caster suffers a number of points of damage equal to the level of the spell cast. So, for example, a 1 st level spell inflicts one point of damage on the caster.
8	A magical backlash occurs. The caster suffers a number of points of damage equal to the level of the spell cast. So for example a 2 nd level spell inflicts two points of damage on the caster. The spell slot is not expended.
9	Instead of casting the intended spell, the Wild Wizard casts a random spell of equal level, as determined by the Labyrinth Lord.
10	The spell functions normally.
11	The spell functions normally, but the spell slot is not expended.
12	Instead of casting the intended spell, the Wild Wizard casts a random spell level one level higher than the level of the intended spell. The spell cast is determined randomly by the Labyrinth Lord.
13	The spell functions as expected. However, for the next twenty four hours, whenever the caster speaks a blast of fire shoots from his mouth doing 1d6 points of damage any target standing within ten feet directly in front of the Wild Wizard.
14	The spell is cast with remarkable speed. The caster may take a second action in the round, whether it is to move, attack or cast a second spell.
15	The caster accidentally summons a random monster determined by the Labyrinth Lord. The caster has no control over the monster's actions.
16	Instead of casting the intended spell, the Wild Wizard casts a random spell level two levels higher than the level of the intended spell. The spell cast is determined randomly by the Labyrinth Lord.
17	The spell functions as intended, except that if the target is normally entitled to a saving throw to resist or reduce the effects, they do not receive it.
18	The spell functions as intended, except that if the target is normally entitled to a saving throw to resist or reduce the effects, they do not receive it. The spell slot is not expended.
19	The spell functions at maximum effect. All damage dice are automatically considered to be the highest number possible. In addition, if the target is normally entitled to a saving throw or some form of magic resistance, they do not get to roll.
20	The spell functions at maximum effect. All damage dice are automatically considered to be the highest number possible. In addition, if the target is normally entitled to a saving throw or some form of magic resistance, they do not get to roll. The spell slot is not expended.



DOUGHTY DWARVES



RAGING SLAYER



Requirements: Str 12, Con 9
Prime Requisite: STR and CON
Hit Dice: 1d8
Maximum Level: 12th

While all dwarves have a natural knack for combat, there are some of the bearded folk who are born with a special lust for battle. Whether they are blessed (or cursed) by the dwarvish gods of war, none can say. They sing and slay in equal measure, wandering the land in search of terrifying beasts that might fall beneath their axe, pausing only long enough to drink themselves into a stupor at a roadside tavern. They are called raging slayers and their craving for war cannot be slaked.

Raging slayers share many traits in common with their calmer kin. They are able to see in the dark with infravision up to 60 feet. Like other dwarves they have spent a lifetime underground, and have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. Raging slayers must be actively searching for these abilities to function. Like other dwarves they are able to wield any one-handed melee weapon, though they do not use ranged weapons which they regard as tools reserved for cowards who have no true taste for battle. In addition, they limit themselves in their selections of armor. They believe that a true dwarf must be clad in metal alone. As such they may only wear scale mail, chain mail, banded mail or plate armor and may only use metal shields. The raging slayer uses the attack value and saving throws of a dwarf of equal level and can speak common, their alignment tongue, dwarvish, goblin, gnome and kobold.

A raging slayer who has a Strength or Constitution of 16 or higher receives a +5% bonus on all experience points they earn, while a raging slayer who has a 16 or high in both attributes receives a bonus of +10%. Due to their unquenchable lust for battle all raging slayers are of neutral or chaotic alignment. They may not be lawful.

Reaching 9th Level: The rare raging slayer who lives long enough to reach 9th level becomes known simply as a *Rager*. He attracts the service of 2d6 1st level dwarves and raging slayers who seek to earn glory beside him in battle. These followers are always of neutral or chaotic in alignment, though they are fiercely loyal to their lord.

Raging Slayer Class Progression Chart

Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Frothing Rage (+1/+1)
2187	2	2	Fear Immunity
4375	3	3	Frothing Rage (+2/+2)
8751	4	4	Psychotic Mind
17501	5	5	Frothing Rage (+3/+3)
35001	6	6	Snap Out of It!
70001	7	7	Frothing Rage (+4/+4)
140001	8	8	Slaying Song
280001	9	9	Frothing Rage (+5/+5)
400001	10	+3 hp only*	Iron Hide
540001	11	+6 hp only*	Frothing Rage (Two Attacks)
660001	12	+9 hp only*	Dead Man Walking

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Frothing Rage: All raging slayers are touched with a madness that comes over them in battle. During the first round of combat the raging slayer will loudly grunt, scream or bang his weapon upon his shield to work himself into a fury that aids him in battle. This fury, called frothing rage, lasts one round per level. At 1st level, while in this state, the raging slayer gains +1 to all attack and damage rolls made in melee combat. This bonus to attack and damage increases by one point at 3rd, 5th, 7th, and 9th level. At 11th level, while in a frothing rage, the raging slayer may make two melee attacks per round. While in this state, the dwarf must engage in melee combat at all times to maintain his fury, even if it means attacking an ally. A raging slayer who is unable to do so will find his frothing rage immediately ends.

For one turn after the frothing rage ends the raging slayer is exhausted and suffers a -2 penalty to all attack rolls and saving throws and may only move at half their normal speed. There is no limit to the number of times a raging slayer may use this ability each day.

Fear Immunity: Beginning at 2nd level the raging slayer is immune to all forms of fear, both mundane and magical. They automatically succeed in any saving throw made to resist spells such as *Remove Fear (Reversed)*.

Psychotic Mind: By the time a raging slayer reaches 4th level their mind has been so twisted by battle lust that they are more resistant to mind-influencing spells like *Charm Person* or *Confusion*. They receive a +4 bonus any saving throw made to resist such effects.

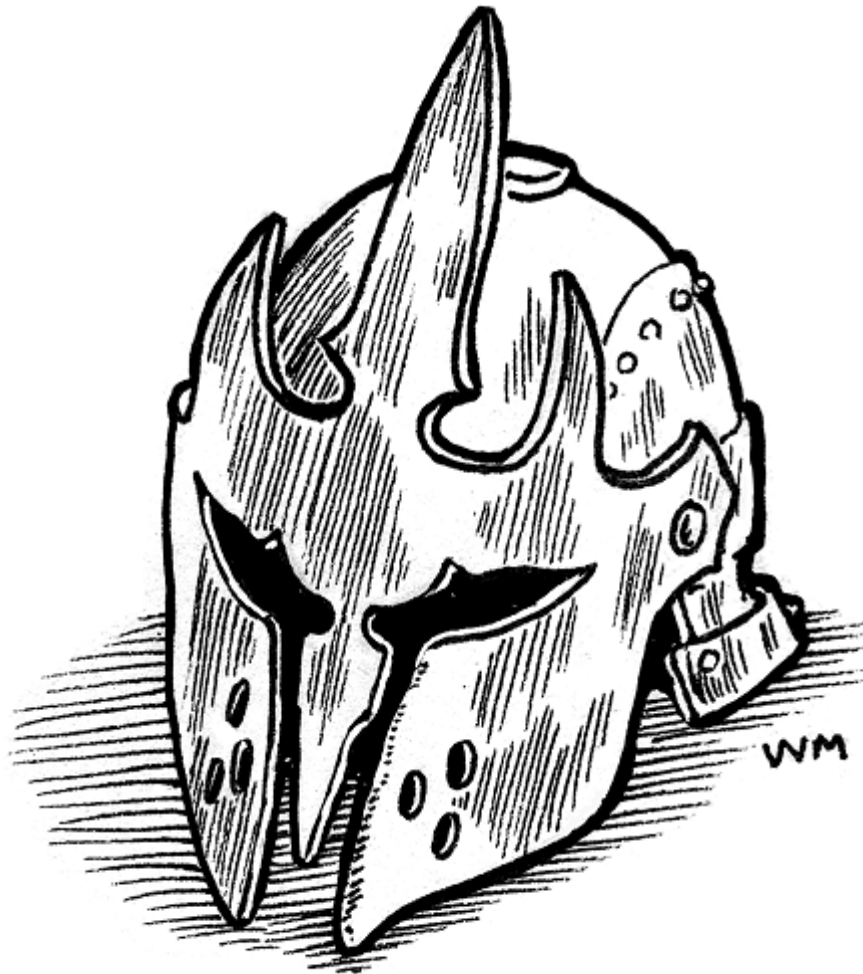
Snap Out of It!: At 6th level a raging slayer has learned that a good blow to the head can clear an addled brain. They may choose to make a melee attack against any foe who is currently under the effects of a mind-influencing spell such as *Charm Person*, *Confusion*, *Remove Fear (Reversed)* or even a *Sleep* spell. If they succeed in their attack they inflict normal damage, but the target may make a new saving throw to resist the effects of the spell with a +4 bonus to their saving throw.

Slaying Song: Raging slayers of 8th level or higher often sing in battle to inspire their allies. While melee combat, the raging slayer may sing a battle song to inspire his companions. All allies within 30' who hear the song receive a +1 bonus to attack and damage rolls while in melee combat when the raging slayer sings. The song will only continue as long as the raging slayer is under the effects of a frothing rage.

Iron Hide: A raging slayer of 10th level or higher has so many battle scars covering his body that his toughened hide actually serves to protect him to a small degree. All raging slayers of 10th level or

higher receive a +1 bonus to their armor class, even when surprised, unarmored, asleep or prone.

Dead Man Walking: At 12th level a raging slayer has learned to fight through wounds that would kill a lesser warrior. If reduced to zero hit points, the raging slayer may make a saving throw vs. death to remain standing, though they must be under the influence of frothing rage to do so. Each round the raging slayer may make a new saving throw to remain standing, though with a cumulative -2 penalty. Thus on the second round the raging slayer suffers a -2 penalty to their saving throw vs. death, on the third round they suffer a -4 penalty, and so on.



RUNE-SMITH



Requirements: Con 9, Wis 9
Prime Requisite: CON and WIS
Hit Dice: 1d6
Maximum Level: 12th

While most believe that dwarves are a race with an aversion to magic, this is a myth. Dwarves practice a unique kind of magic, called Runic Magic. The rare dwarf who takes up this path is known as the Rune-Smith. They carry a collection of personally crafted stones, typically made of polished rocks from the deep places of the world that are carried in a satchel of hand-crafted leather. By carving secret symbols on these stones each morning, they are able to weave unique enchantments connected to crafting, divination and the earth. By calling upon these enchanted stones, they are able to lend unique magical abilities to assist their adventuring companions.

Dwarven rune-smiths are proficient with all one-handed melee weapons and almost all ranged weapons. They can wear leather, chain and scale

armor, but do not use shields. Because of their stature, they cannot use two-handed melee weapons or long bows. Like their more martial kindred rune-smiths can detect traps, false walls, hidden constructions, and sloping pages with a 2 in 6 chance (1-2 on 1d6). They have to choose to actively look for these things. They are also resilient and use saving throws as a dwarf of equal level, but have the Attack Values of a Cleric equal to their level. In addition, they have an infravision of 60'. They are able to speak common, dwarvish and their own alignment tongue as well as several languages of their many of their hated enemies. These languages include goblin, kobold and gnome. Finally, rune-smiths may be of any alignment, though chaotic is rare due to the disciplined nature of their profession.

Rune-Smiths who possess a Constitution or Wisdom of 13 or higher receive a +5% bonus to all experience points earned, while those with a 13 or higher in both Constitution and Wisdom receive a bonus of +10%.

Reaching 9th Level: When a rune-smith reaches 9th level they are regarded as a master smith by their fellow dwarves. They may build a small underground keep where they will draw the service of 1d4+1 1st level dwarves to service as apprentices at their forge. As long as the forge is maintained by these apprentices and the rune-smith spends a reasonable amount of time guiding them, these apprentices will produce a single magical item every three months. Typically, these magical items are weapons or armor, though at the Labyrinth Lord's discretion other items can be created in rare instances. These items are never more powerful than simple enchantments such as a *Battle Axe +1*, *Scale Mail +1*, or other basic magical items. The cost to produce each of these items, as well as housing and maintaining their apprentices costs the rune-smith 500gp per month. If the rune-smith is unable to afford this cost or if he treats his apprentices poorly, he loses this benefit and his followers abandon him.

Rune-Smith Character Progression Chart

Experience	Level	Hit Dice (1d6)	Runes Known	Simple Rune	Complex Rune	Exotic Rune
0	1	1	1	1	-	-
2187	2	2	2	1	-	-
4375	3	3	3	2	-	-
8751	4	4	3	2	-	-
17501	5	5	4	2	1	-
35001	6	6	5	2	1	-
70001	7	7	6	2	2	-
140001	8	8	6	2	2	-
280001	9	9	7	3	2	1
400001	10	+2 hp only*	8	3	2	1
540001	11	+4 hp only*	9	3	3	2
660001	12	+6 hp only*	10	3	3	2

*Hit point modifiers from Constitution are ignored

CLASS ABILITIES

Rune Magic: After resting for eight hours, at the start of each day a rune-smith spends one hour preparing his stones by carving secret, magical symbols into them. A rune-smith can carve a number of symbols per day determined by the Runes Known column of the character progression chart. He may carve the same rune more than once, if he so chooses. A rune-smith begins play knowing how to carve a single Simple Rune, though he will learn more as he increases in level. At 5th level the rune-smith has learned to carve Complex Runes and at 10th level, he can carve Exotic Runes.

Simple, complex, and exotic runes are carved with enchantments that mimic the effects of the spells listed below. When the rune-smith chooses, they may activate these carved stones as if casting a spell. The spells function as if they are cast by a character of equal level to the rune-smith and this action is not inhibited by armor. Once a rune-smith has used a rune for one of these magical effects, the rune vanishes. A rune-smith may care more than one of the same rune onto his stones, though only a single rune may be carved on each stone.

A powerful rune-smith may know a great many runes, but may only use a limited number of these each day. A rune-smith may not carve more runes beyond the limit determined by his character level, even if he has the available known runes.

Finally a rune-smith may not learn a known rune of a power level he is unable to cast.

Example: The Rune-Smith Thraindar has just progressed from 6th to 7th level. At 6th level his Known Runes included *Cure Light Wounds*, *Knock*, *Resist Fire* (all Simple Runes) along with *Protection from Normal Missiles* and *Detect Lie* (both Complex Runes). Having achieved 7th level, he can now carve one additional Complex Rune each day and gains a new Rune Known. He cannot select an exotic rune, as he is not able to make use of this ability. He selects the Complex Rune of *Dispel Magic*.

Each day, after spending one hour carving his runes, he can carve four runes from his six Known Runes. Two must be Simple Runes and two

must be Complex. He chooses to carve two *Cure Light Wounds* runes, one *Dispel Magic* rune and one *Protection from Normal Missiles* rune. He may use these runes to cast the selected magical effects as if he were a spell caster of 7th level.

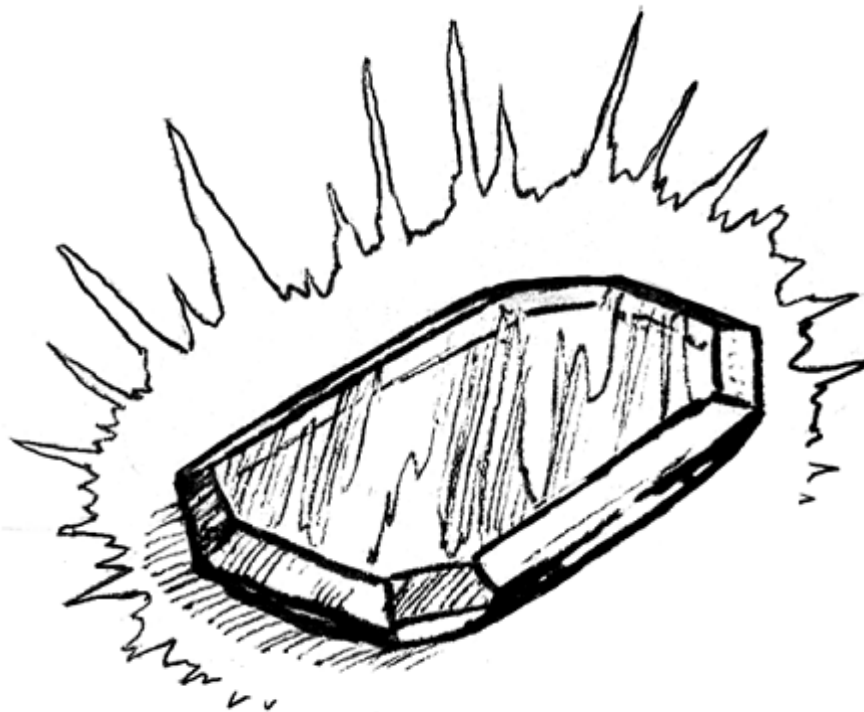
If a rune-smith does not have their sacred stones, they may not use runic magic. In order to craft new stones, a rune-smith must spend one month of time consecrating the stones and stitching a new rune-satchel. This process requires dedication and they may not adventure during this time and the cost in materials for this process is 100gp per rune known. Each rune-smith's stones are unique to that

individual and may not be used by another rune-smith.

Simple Runes: *Arcane Lock, Bless, Cure Light Wounds, Hold Portal, Knock, Light, Locate Object, Protection from Evil, Resist Fire.*

Complex Runes: *Continual Light, Detect Lie, Dispel Magic, Hold Person, Protection From Evil 10', Protection from Normal Missiles.*

Exotic Runes: *Hold Monster, Passwall, Stone Tell, Wall of Stone.*



WARCHANTER



Requirements: Str 9, Con 9, Cha 9

Prime Requisite: STR and CHA

Hit Dice: 1d8

Maximum Level: 12th

Dwarves may seem to most to be a dour and work-obsessed culture who has no interest in beauty beyond that which can be mined from the earth, this is not so. Great dwarven warrior of song, known as war chanters, remember the songs of fallen heroes

and hope to inspire their comrades to new glory upon the battlefield. With their powerful songs, the war chanter can help their allies find new courage and deal mightier blows against what would seem to be an insurmountable foe.

Like other dwarves, war chanters are able to use all one-handed weapons as well as wear any armor and make use of shields. They retain other dwarvish racial traits as well. They have the ability to see in the dark via infravision up to a distance of 60 feet. They are able to detect traps, false walls, hidden construction or notice a sloping passage on a 1-2 on a d6, but they must be actively searching for these things. They use the saving throws and attack values of a dwarf. The war chanter can speak common, dwarvish, goblin, gnome, kobold and their own alignment tongue. War chanters can be of any alignment, though few are chaotic.

Warchanters who possess a Strength or Charisma of 13 or higher receive a +5% bonus on all experience points they earn, or a +10% bonus if both Strength and Charsima are 13 or above.

Reaching 9th Level: When a war chanter reaches 9th level they become known as a *Skald* and draw the service of 5d4 1st level dwarves who act as their loyal warriors. While a skald and his company of dwarves often travel, the character is expected to provide adequate arms, equipment and supplies to those in his service. Often a war chanter will build an outpost in a stony or mountainous region to serve as a home for his soldiers, though he is under no such obligation.

Warchanter Class Progression

Experience	Level	Hit Dice (1d8)	Special Ability
0	1	1	Battle Song
2187	2	2	
4375	3	3	Toiling Dirge
8751	4	4	
17501	5	5	Stubborn Cry
35001	6	6	
70001	7	7	Call to War
140001	8	8	
280001	9	9	Brothers in Arms
400001	10	+2 hp only*	
540001	11	+4 hp only*	Lament for the Fallen
660001	12	+6 hp only*	

*Hit point modifiers from Constitution are ignored

CLASS ABILITIES

Battle Song: Every war chanter knows the songs of war and battle. By spending a single round reciting the ballads of past glories, the war chanter can inspire his allies to victory. For five rounds after using this ability the war chanter and all his allies within 30' receive a +2 bonus to attack and damage roles. This ability may be used three times per day.

Toiling Dirge: All dwarves know what it is to march for days on end or to work at the forge for endless hours. War chanters of 3rd level or higher may use this ability to ease the burden of their allies. While the war chanter and his allies are making a long march over a great distance he may perform a toiling dirge. The war chanter and all his company divide their overland wilderness movement rate by 4 instead of by 5 while under the guidance of his tireless song. So, for example, a company that normally moves 24 miles in a day (120' movement divided by 5) would instead move 30 miles that day (120' movement divided by 4). More details on overland movement can be found on page 45 of the *Labyrinth Lord* Core Rules.

Stubborn Cry: A common saying is “curse the stubbornness of dwarves,” and a war chanter of 5th

level or higher not only proves it so, but turns this often decried trait into an asset for his allies. A war chanter can begin performing a stubborn cry instead of taking another action in combat. While doing so, he keeps his allies from being distracted by the task at hand. All allies within 60' who hear the dwarf's stubborn cry may re-roll any failed saving throw against Poison & Death, Petrify & Paralyze and Spells & Spell-like devices. If the second roll is a also a failure, then the ally suffers the effect dictated by the failed saving throw.

A war chanter may use this ability as often as they like, but may not take other actions while doing so and the must have already begun the stubborn cry before the saving throw is called for by the Labyrinth Lord.

Call to War: At 7th level a war chanter's glorious tales of battle often lead those who would not otherwise do so to join his company. Whenever the war chanter takes the service of a hireling, follower, retainer, or mercenary that servant has a +2 bonus to morale and will serve the war chanter at a 20% discount off the normal cost of service.

Brothers in Arms: A war chanter looks upon those who fight along side him as kindred spirits and will often gladly give his life to save another. Once per day when an ally within 60' fails a saving throw, a war chanter of 9th level or higher may use this ability to grant them a re-roll of that saving throw using the war chanter's saving throw values instead.

Example: A 12th level war chanter has a saving throw vs. spells of 6. If his ally were a 12th level fighter with a saving throw vs. spells of 10 had just failed a save vs. spells, then the war chanter could use this ability to grant him a re-roll and the fighter would only need a 6 or better to succeed on that re-roll.

Lament for the Fallen: It is said that dwarves hold grudges even beyond death. At 11th level the war chanter can actually call to the spirits of his fallen allies to gain a small host of ghostly servants who will fight along side him. It takes one round to summon them. These spectral dwarves function just like the dwarf listing on page 72 of the *Labyrinth Lord* Core Rules, except that these allies receive a +2 to all attack and damage rolls and can only be damaged by magical spells or magical weapons with a +1 enchantment bonus or higher. They are also considered incorporeal, which allows them to fly and pass through solid objects.

The allies remain for one turn, or until defeated and 2d4 such spectral dwarves appear. This ability may be used once per day.





ENCHANTING ELVES



DARK ELF



Requirements: Str 9, Dex 9, Int 9, Cha 9

Prime Requisite: None.

Hit Dice: 1d6

Maximum Level: 10th

There are legends amongst the elves of the world of a time long ago when some of their kind turned away from sunlight and starlight and began to worship darkness. They became devoted to the forces of evil and even raised swords against their own kin in blood sacrifice to new, brutal gods. A great war in an era before time split the elven race in two, and these followers of evil became known as the Dark Elves.

In the aftermath of this brutal conflict the Dark Elves fled into the deepest, darkest forests of the world – those so blighted that they were abandoned by the elves. The worst and most wretched of these Dark Elves, sometimes called Alfar in the elven tongue, descended into the darkest caverns of the world to worship their foul gods. Though they have not been seen or heard from in

ages, elves still whisper of legions of their dark brethren that could one day rise from the darkness and slay them in the night.

Dark Elves stand between five and five and a half feet tall and typically weigh approximately 120 lbs. Their skin ranges in color from dusky grey to midnight black, and their eyes are typically red, blue or white. They are usually slight and athletic in build.

Most Dark Elves are Chaotic in alignment, though there are exceptions to this rule. Typically, a player character Dark Elf will be someone who has turned away from the foul ways of their kindred in hopes of redeeming themselves through a life of adventure. These rare outcast Dark Elves find themselves hunted by both their own kind as well as the rest of the world.

Dark Elves have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. They can wield any melee weapon and use any ranged weapon. They can use any armor or shield, in addition to casting spells as a magic-user. However, eons spent in darkness have corrupted them and diminished the magic in their blood. They can cast *Magic-user/Elf* spells using the progression listed below. Ages spent in the dark depths of the world have given them an affinity for the shadows. They may Hide in Shadows and Move Silently as a Thief using the progression listed below, though only when wearing padded armor, leather armor or studded leather armor. In addition, because of the long years Dark Elves has spent absorbing the mystical energies at the center of the world they have developed a unique resistance to magic. They have the Attack Value and Saving Throws of an elf of equal level. Dark Elves may speak common, elvish, dwarven, goblin, hobgoblin and orc.

Because they do not have a prime requisite, Dark Elves cannot earn bonus experience points for high attributes.

Reaching 9th Level: When a Dark Elf reaches 9th level they may build a stronghold. These strongholds are always either built in the deepest caverns of the earth or in the darkest parts of dense woodlands. These strongholds are typically hidden from others, though the Dark Elf's reputation will draw other

Dark Elves, goblins, hobgoblins, orcs and demi-humans of chaotic alignment to his service. Dark Elves who are not in the service of evil forces will have a difficult time preventing these new followers from committing acts of atrocity on local settlers and peasants.

Dark Elf Class and Spell Progression

Experience	Level	Hit Dice (1d6)	Hide in Shadows	Move Silently	Magic Resistance	1 st level	2 nd level	3 rd level
0	1	1	17%	27%	7%	-	-	-
4065	2	2	20%	30%	10%	1	-	-
8125	3	3	27%	37%	17%	1	-	-
16251	4	4	37%	40%	20%	2	-	-
32501	5	5	47%	43%	27%	2	-	-
65001	6	6	57%	53%	37%	2	1	-
130001	7	7	67%	63%	47%	2	1	-
200001	8	8	77%	73%	57%	2	2	-
400001	9	9	87%	83%	67%	2	2	-
600001	10	+2 hp only*	93%	93%	75%	2	2	1

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Hide in Shadows: Dark Elves are naturally stealthy and able to Hide in Shadows, just like a Thief. A Dark Elf will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a Dark Elf. However, the Dark Elf always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Magic Resistance: When a Magic-user or Elf spell would affect a Dark Elf, he may rolls a d100. If the number rolled is equal to or less than the percentage listed, the Dark Elf is unaffected by that spell even though it has been expended by the Magic-user or Elf. The Dark Elf may choose to fail this roll any time they wish, such as when they are casting spells upon themselves or receiving the benefit of spells cast by allies.

GREENSINGER



Requirements: Int 9, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d6

Maximum Level: 10th

All elves share an affinity for nature, but rare is the elf who learns to sing the songs of the babbling brook or head the pied-pipes of the western wind. Those few who do are known as Greensingers and they sing in tune with the rhythm of the natural world. Often they travel the world, from wild to wild, carrying with them songs unheard by mortal ears so that others might learn the depth, power and beauty of the earth upon which they cherish so dearly. They see themselves as the bearers of a legacy and a music that has existed since the beginning of time and hope to honor and aid nature with their gifts.

Unlike other elves, the greensinger is limited in his weapon selection. They see the weapons they wield as those that are given to them by the natural

world. As such they are able to wield clubs, javelins, long bows, quarterstaves, short bows, slings and spears. In spite of their prohibition from wielding a dagger in combat, greensingers are permitted to carry simple hand tools with metal parts simply for utilitarian purposes. Greensingers do not wear armor, but can carry shields – but only if that shield is wooden. They use the Attack Values and Saving Throws of an elf of equal level.

Like other elves, greensingers have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their connection to nature, elves are completely unaffected by the paralysis ghouls can inflict. Elves can speak their alignment language, common, elvish, gnoll, hobgoblin, sylvan, and orc. Because their first loyalty is to the earth itself, all greensingers are Neutral in alignment.

Greensingers who possess a 13 or higher in either DEX or CHA receive a +5% bonus to all experience points earned. If the greensinger has a 13 or higher in both CHA and DEX they receive a +10% bonus.

Reaching 9th Level: When a greensinger reaches 9th level they become known as a *Brethyle* – an ancient elven word meaning “Singer of Trees.” A *brethyle* never establishes a stronghold, but instead attracts 2d6 followers. The majority of these are natural animals, such as bears, wolves, or birds – though one of them may be a 1st level elf or greensinger who seeks to learn the songs of nature from the *brethyle*.

Greensinger Class and Spell Progression

Experience	Level	Hit Dice (1d6)	Special Abilities	1 st Level	2 nd Level	3 rd Level
0	1	1	Leaf Armor	-	-	-
4065	2	2	Song of the Wind	1		
8125	3	3	Speak with Animals	2		
16251	4	4	Song of the Earth	2	1	
32501	5	5	Speak with Plants	2	2	
65001	6	6	Song of the Sun	2	2	1
130001	7	7	Traceless Passing	2	2	2
200001	8	8	Song of the Sea	3	2	2
400001	9	9	Charm Animals	3	3	2
600001	10	+2 hp only*	Song of the Stars	3	3	3

*Hit point modifiers from constitution are ignored.

CLASS ABILITIES

Leaf Armor: Though they do not wear armor, greensingers have a deep and natural kinship with the earth and the trees that protects them. All greensingers wear a mantle of oak and ivy that grows and strengthens itself as they grow in power, eventually covering their entire body and offering an amazing level of protection. A greensinger receives a +1 bonus to their armor class at 1st level because of this leaf armor. With each experience level they gain, the armor strengthens itself and increases by +1. So a second level greensinger has a +2 bonus to their armor class, a 3rd level greensinger has a +3 bonus, and so on.

Song of the Wind: Once a greensinger has reached 2nd level they have learned the song of the wind and may use it to inspire their allies to new swiftness. By spending a round singing, the greensinger grants all allies in the party a +2 bonus to all ranged attack rolls and a +10' bonus to movement for the next three rounds. They may use this ability once per day.

Speak with Animals: Beginning at 3rd level a greensinger is acts as though they are under the effects of a *Speak with Animals* spell, permanently. While this functions exactly like the Cleric spell of the same name, it is not a magical effect – the

greensinger literally knows the tongue of all birds and beasts.

Song of the Earth: At 4th level the greensinger has learned the deep rumblings of the earth and the old songs of stone. By singing the great echoes of the earth, the greensinger is able to bring a new heartiness to their party, granting them a +2 bonus to all saving throws for the next three rounds. They may use this ability once per day.

Speak With Plants: Once a greensinger reaches 5th level they act as though they are under the effects of a *Speak with Plants* spell, permanently. While this functions exactly like the Cleric spell of the same name, it is not a magical effect – the greensinger literally knows the language of trees, flowers and plants.

Song of the Sun: At 6th level the greensinger can sing to the joy of the sun. By spending one round singing songs of light and of the dawn, they radiate light as per the Elf/Magic-user spell *Light*, except the radius of their light is 60' and the illumination lasts only one turn. This enchanted illumination banish all magical and natural darkness, grants a +2 morale bonus to all followers, hirelings and

henchmen within 60'. In addition, when a greensinger activates this ability they may attempt to Turn Undead as a cleric equal to their level. This ability may be used once per day.

Traceless Passing: Beginning at 7th level the greensinger leaves no traces of their passage wherever they go. They cannot be tracked by mundane means nor can they be scryed via any magical spell or item.

Song of the Sea: At 8th level the greensinger has learned the eternal music of the sea. By spending one round singing of the tides and the waters of the world, the greensinger can heal the wounds and weariness of all allies within 60' as if they had received the benefit of a *Cure Light Wounds* Cleric spell. In addition, the greensinger and all his allies can walk on the surface of any liquid for the next five rounds. This ability may be used once per day.

Charm Animals: By the time a greensinger has reached 9th level they have proven themselves to be an ally to all creatures of nature that they encounter. Whenever they come within 60' of any animal that creature must immediately make a saving throw vs. spells or act as though it had a *Charm Person* spell cast upon it by the greensinger. Unlike the spell, however, this effect only lasts for one hour.

Song of the Stars: The stars are eternal and so is the music of the greensinger. At 10th level they are able to summon up such great music that it reaches into infinity. By spending one round honoring the stars in the sky, they grant their allies the following benefits for the next five rounds: they cannot be blinded, nor their movement hindered by magical spells or effects. In addition, all weapons wielded by allies within 60' of the greensinger (and the greensinger himself) blaze with starlight, each glowing light. They function as +3 magical weapons and radiate a 30' light. Any foe struck by these weapons must make a saving throw vs. spells or be blinded for one turn.

This ability may be used once per day.

Spells: Beginning at 2nd level greensingers can cast spells in a manor similar to clerics, but commune with the earth for one hour each morning to gain their spells. Their spell list is limited to those listed below:

1st Level: *Charm Person, Detect Evil, Detect Magic, Protection from Evil, Resist Cold.*

2nd Level: *Know Alignment, Resist Fire, Snake Charm.*

3rd Level: *Animal Growth, Dispel Magic, Locate Object.*

HALF-ELF



natural charm and quick wits. They are slight of build, averaging 150 pounds with an average height of 5 ½ feet. They have pointed ears, and have inherited a love of nature from their elven parent.

Due to their light builds and tendency to favor agility over heavy arms and armor Half-Elves may not wield two-handed melee weapons and may only wear padded, leather, studded leather, scale mail, or chain mail armor. Half-Elves may use any ranged weapons, as well as shields. Half-Elves have an Attack Value equal to Fighters of an equal level and use the saving throw values of an Elf, though these saving throws do not improve beyond 10th level. Half-elves have 60' infravision. If actively searching, they can detect hidden and secret doors with a roll of 1-2 on 1d6.

They have inherited a resistance to the paralyzing effect of ghouls, receiving a +4 to saving throws against this effect. Half-elves may speak their alignment language, common, elvish, gnoll, hobgoblin, and orc.

A half-elf who has a 13 or higher in either their Dexterity or Charisma receives a +5% bonus to all experience points earned and if he has a 13 or higher in both he receives a +10% bonus.

Reaching 9th Level: When a Half-Elf reaches 9th level they may build a stronghold, though he earns no title. These strongholds are typically in or near, towns, villages and cities. These strongholds are typically places of great renown where the half-elf's reputation as a skilled adventurer will draw humans, dwarves, halflings and other half-elves from great distances to settle there. There character becomes a local hero to these settlers and must rule them justly. Between 3 and 18 (3d6) such followers will serve the half-elf.

Requirements: Dex 9, Int 9, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d6

Maximum Level: 15th

Half-elves are the result of the union of human and elf, and as such they seldom fit into either society. They have inherited both the grace of the elven parents and the adaptability of the human race. Because of this, they often find successful careers as wandering adventurers through their

Half-Elf Class Progression

Experience	Level	Hit Dice (1d6)	Charm Person	Hide in Shadows	Pick Pockets
0	1	1	20%	13%	20%
2035	2	2	23%	17%	23%
4065	3	3	27%	20%	27%
8125	4	4	30%	27%	30%
16251	5	5	37%	30%	37%
32501	6	6	40%	37%	40%
65001	7	7	43%	47%	43%
120001	8	8	53%	57%	53%
240001	9	9	63%	67%	63%
360001	10	+2 hp only*	73%	77%	73%
480001	11	+4 hp only*	83%	87%	83%
600001	12	+6 hp only*	93%	90%	93%
720001	13	+8 hp only*	95%	93%	95%
840001	14	+10 hp only*	97%	97%	97%
960001	15	+12 hp only*	99%	99%	99%

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Charm Person: Because of a half-elf's natural charm and ability to adapt to many situations talent and charisma, they are often able to *Charm Person* just 1st level magic-user spells (*Labyrinth Lord* Core Rules, p. 28). However, unlike the spell, a half-elf uses a special percentage chart to determine whether the person is charmed. Depending upon the situation, the Labyrinth Lord may add bonuses or penalties to the Half-Elf's d100 roll.

At 1st level a half-elf can attempt to charm a person once per day, twice a day at 5th level, three times a day at 10th level and four times a day at 15th level.

Hide in Shadows: Half-elves are naturally stealthy and able to Hide in Shadows, just like a thief. A Half-elf will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Pick Pockets: Because of their natural manual dexterity and ability he character is skilled at all manner of slight of hand. A half-elf may pick pockets as, just as a thief, using the percentage listed on the chart above.

SYLVAN ELF



Requirements: Wis 9

Prime Requisite: STR and WIS

Hit Dice: 1d6

Maximum Level: 10th

While all elves are born with magic in their blood and nature in their hearts, this does not always manifest in a natural gift for arcane spellcasting. Some elves nurture their love of nature and bond with all things that grow to such a degree that their magic is transformed into something that does not command nature, but instead becomes entwined with it. The magic they weave comes from the great trees of the world, the high peaks and the western winds.

Though they have much in common with their kin, they are often called the green elves, or sylvan elves.

Sylvan Elves have many traits in common with their more common cousins including infravision of 60 feet, as well as keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Unlike most elves, sylvan elves are not immune to the paralytic touch of a ghoul. Their affinity to nature has expressed itself an immunity to the *Charm* effects induced by the magical song of a harpy. Sylvan elves can speak their alignment language, common, elvish, gnoll, hobgoblin, and orc.

Like others of their kind, sylvan elves are proficient in all weapons. However, they can only wear leather armor. They can make use of shields, but only wooden shields. While they can be of any alignment, because of their close ties to nature the vast majority of sylvan elves are neutral in alignment. A sylvan elf must have at least 13 in both prime requisites in order to get the +5% to experience. They must also have a Wisdom of 16 and a Strength of 13 to get the +10% bonus

Reaching 9th Level: When a sylvan elf reaches 9th level they earn the title of *Green-Seer*. Rather than build a large stronghold, they instead typically claim an area of wilderness no larger than five square miles to dwell in and protect. There they build a small home, typically a simple hut or hollowed tree to call their dwelling. All natural animals in the sylvan elf's domain are friendly towards him and will provide him with aid. This aid typically includes news of those who pass through the Green-Seer's domain or warnings of dangerous activity within the area. In return, the sylvan elf protects all natural things within his domain, preventing civilization from encroaching on his lands. Unlike other elves, sylvan elves do not hire specialists or retainers to serve in their domain. They rely solely on their natural allies. However, they may still hire retainers, specialists and hirelings to aid them in adventuring.

Sylvan Elf Class and Spell Progression

Experience	Level	Hit Dice (1d6)	Tracking	Wilderness Survival	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level
0	1	1	30%	25%	1	-	-	-	-
4065	2	2	35%	30%	2	-	-	-	-
8125	3	3	40%	35%	2	1	-	-	-
16251	4	4	45%	40%	2	2	-	-	-
32501	5	5	50%	45%	2	2	1	-	-
65001	6	6	55%	50%	2	2	2	-	-
130001	7	7	60%	65%	3	2	2	1	-
200001	8	8	65%	75%	3	3	2	2	-
400001	9	9	70%	85%	3	3	3	2	1
600001	10	+2 hp only*	75%	95%	3	3	3	3	2

*Hit point modifiers from Constitution are ignored

CLASS ABILITIES

Spells: Sylvan elves do not cast spells from the Magic-user/Elf spell list in the *Labyrinth Lord* core rules. Instead they draw their magic from the Druid spell list depicted in the *Advanced Edition Companion* and included in Appendix IV of this book.

Tracking: Familiar with the signs left behind by those who pass through the wild places of the world, the sylvan elf may use this skill to determine if a creature has passed through an area recently and

track it. On a particularly successful roll, the sylvan elf may glean more specific details about their target (at the referee's discretion).

Wilderness Survival: All sylvan elves have learned to harvest the bounty of nature to survive. They may use this ability to spend four hours a day foraging in untamed lands in order to supply food and water for themselves and up to three other creatures with normal appetites.



HEROIC HALFLINGS



BURGLAR



Requirements: Dex 9, Con 9, Int 9

Prime Requisite: DEX and INT

Hit Dice: 1d6

Maximum Level: 8th

There are some halflings drawn to a life of adventure who do not take up the path of arms and armor. While they retain their racial gifts of extraordinary stealth and keen perception, unlike most of their kin they do not gain extensive proficiency in weapons, armor, and shields. Instead, they live by their wits and an extraordinary luck. These rare halflings are often hired by adventuring companies to serve as scouts, spies, or look-outs. They are most commonly known as burglars, though the more conservative among them prefer the term “treasure hunter” or “fortune seeker.”

Like other halflings, the burglar is restricted in his selection of weapons. In addition to be inhibited by his size, the burglar does not train as extensive for combat. Because of this he may only wield the following weapons: dagger, club, short sword, and sling. They do not use shields and may only wear padded or leather armor. They must have at least 13 in one or the other prime requisite in order to get the +5% to experience. They must also have a DEX and INT of 13 to get the +10% bonus. Burglars use the save Saving Throws and Attack Values as a halfling. They may be of any alignment, but very few burglars are lawful.

Burglars retain the uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, burglars can hide with 90% ability. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns. Early in their careers they are no more stealthy than other halflings (successfully hiding underground on 1-2 on 1d6). They eventually learn to do this with greater stealth. The chance of successfully using this ability while underground is determined by the Underground Stealth progression listed below. However, when using this ability they must be silent and motionless, whether in wilderness or underground.

Burglars retain the standard halfling bonus of +1 to initiative rolls when alone or in a party composed only of burglars and halflings. They have keen coordination that grants them +1 on any missile attacks, but have also learned to take advantage of their stealth and size. This opportunistic tactic grants them a +2 to melee attacks when attacking from behind, hidden in shadows, or any other situation where the opponent is unaware of attack. Because they are so small, halflings have a lower armor class (-2) when attacked by creatures greater than human sized.

Reaching 8th Level: A burglar who reaches 8th level becomes known as an *Expert Treasure Hunter*. He is honored by his local clan of halflings, who provide

him with a large and well furnished dwelling with ample larders. Whenever he returns home he always receives a warm welcome, as do the companions that travel with him. If he spends more than one month at home between adventures there is a 10% chance that

a young halfling will join him on his next adventure after hearing stories of his adventures. This follower functions as a 1st level halfling or burglar. If that follower is slain, then this chance is reduced by -5% on his next visit home.

Burglar Class Progression Chart

Experience	Level	Hit Dice (1d6)	Underground Stealth	Hear Noise	Find Traps	Pick Pockets
0	1	1	1-2	1-3	25%	35%
2501	2	2	1-2	1-3	35%	45%
5001	3	3	1-3	1-3	45%	55%
10001	4	4	1-3	1-4	55%	65%
20001	5	5	1-4	1-4	65%	75%
40001	6	6	1-4	1-4	75%	85%
80001	7	7	1-5	1-4	85%	95%
160001	8	8	1-5	1-5	95%	99%

CLASS ABILITIES

Burglar's Luck: Beginning at 1st level a burglar may re-roll any single attack, saving throw, or class ability after the results have been determined. They must take the second roll, even if it is worst than the original. They may use this ability once per day.

Hear Noise: Burglar can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the thief must be quiet and in a quiet environment. Unlike the other burglar abilities, this ability is rolled using 1d6.

Find Traps: This ability is similar to the thief ability Find & Remove Traps, but is more limited. While the burglar's keen senses offer him the opportunity detect the presence of traps, they are not able to disarm them due to a lack of training.

Pick Pockets: This skill is used by burglars to pilfer small objects or palm and conceal trinkets. A roll that equals twice or more of the skill percentage means the intended target notices the thieving attempt. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victim's reaction.

Engaging Riddler: Beginning at 3rd level when the burglar encounters a humanoid creature with whom they are able to verbally communicate, they may attempt to distract them with riddles, circular logic, or endless rambling. This ability may only be used on a single target. The target cannot actively be in combat when the burglar attempts to use this ability. After the burglar has spent one round talking to the target, that individual must make a saving throw vs. spells or act as if they had fallen under the effects of a *Charm Person* spell cast by the burglar. Unlike the spell, the burglar must continue talking to their target to maintain this effect. If they stop talking, the effect wears off one round later.

At 8th level when the burglar uses this ability he may now effect creatures as if he were mimicking a *Charm Monster* spell. However, he must still establish and maintain verbal communication and the effects still wear off one round after the burglar stops talking.

The burglar may use this ability up to three times each day.

FEAST MASTER



Requirements: Dex 9, Con 9, Wis 9

Prime Requisite: CON and WIS

Hit Dice: 1d6

Maximum Level: 8th

It is said that halflings have little or no magic about them. This is not entirely true. The little people have developed a unique and subtle art all their own. They have learned to infuse the essence of their stout hearts and simple wisdom into something they hold very dear: food.

While learning to cook a hearty, simple meal is something that all halflings learn as children, some show a special gift. Their recipes are perfect and their meals are lavish. They have perfected their culinary abilities to such a level of proficiency they are able to infuse these delightful creations with effects that can bolster their allies abilities and keep even the most travel-worn hero on his feet. These rare halflings are known as Feast Masters.

Like other halflings, feast masters may not use large and two-handed weapons, but may use any other weapon. Unlike other halflings, the feast master tends to travel lightly, to give them more room to carry important cooking implements such as pots, pans and spices. Because of this they may only wear leather armor and do not use shields. They

must have at least 13 in one or the other prime requisite in order to get the +5% to experience. They must also have a CON and WIS of 13 to get the +10% bonus.

Feast masters have an uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, they can hide with 90% ability. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns on a roll of 1-2 on 1d6, but they must be silent and motionless. Feast masters are dexterous folk who get a bonus of +1 to initiative rolls when alone or in a party composed only of halflings or feast master. They have keen coordination that grants them +1 on any missile attacks. Because they are so small, feast masters have a lower armor class (-2) when attacked by creatures greater than human sized.

Feast Masters use the same Attack Values and Saving Throws of a halfling and may be of any alignment.

Reaching 8th Level: When a feast master reaches 8th level he may build a tavern, inn or feasting hall. These places are typically built in halfling settlements – though they can be in human settlements. Adventuring halflings and other travelers will come from far and wide to sample the feast master's famous food and will develop quite an affection for the comforts he has offered them in their travels. Because of his reputation as a friend to these weary adventurers, the feast master may call on the aid of his noted patrons in times of great need. These allies may be called on once per year and are typically halflings (75%), dwarves (15%), fighters (10%), or thieves (5%). Between 1 – 4 patrons will arrive within two weeks of being summoned and will assist the feast master for up to 3 months. This summons may only be made once per year. A male feast master of 8th level is often known as a *gaffer*, a female feast master of 8th level is known as a *gammer*.

Feast Master Class Progression Chart

Experience	Level	Hit Dice (1d6)	Special Abilities
0	1	1	Basic Recipes
2501	2	2	
5001	3	3	Simple Recipes
10001	4	4	
20001	5	5	Journeyman Recipes
40001	6	6	
80001	7	7	Master Recipes
160001	8	8	

CLASS ABILITIES

Recipes: Once per day a feast master may prepare one meal recipe and one beverage recipe to help aid himself and his adventurer friends. Preparing this meal and beverage requires one hour of total time and is typically done before the party breaks camp in the morning or when they make camp in the evening. Consuming the prepared foods grants the individual a bonus determined by the meal or beverage. This benefit lasts for twenty four hours. The eater of the food can gain the benefit from one meal and one beverage. These bonuses are combined. However, they may not gain the benefit of two or more meals or two or more beverages at the same time.

A feast master can prepare basic recipes at 1st level. Beginning at 3rd level they can prepare simple recipes and at 5th level they learn to create journeyman recipes. Finally at 7th level the feast master can prepare master recipes.

The meal prepared can feed up to four individuals. For each level beyond the 1st, the feast master can feed one additional person. So a 5th level feast master can feed up to 8 individuals per day. These meals require specific ingredients. Basic meals cost 1gp per individual fed each day. Simple meals require 5gp per individual each day. Journeyman meals grow even more costly, requiring 10gp per individual each day. Finally, Master meals require 25gp for each individual they feed.

In addition to the required components, all feast masters keep a *cookbook*, which they cherish very much. They begin play with one such book and if it is lost, they are unable to use this ability. They must go to a halfling settlement and purchase a new *cookbook* for 250gp.

Basic Recipes:

Travel Cakes (*Meal*): These simple cakes of flour and water are flavored with a touch of honey so it's not quite like chewing on tasteless pulp. It's not much, but it will keep a man on his feet.

Effect: +1 hit point per level.

Bacon Jerky (*Meal*): A staple of halfling diets, bacon is common breakfast fair. This simple food, prepared over a fire, can bring surprising heartiness to a traveler.

Effect: +1 to all melee attack rolls

Sauteed Mushrooms & Carrots (*Meal*): Halflings favor mushrooms above all other foods, it is said. This simple dish of mushrooms drowned in butter is a staple of their diet.

Effect: +1 to all missile attack rolls.

Basic Bitters (*Beverage*): A bitter brew of hops that compliments a simple meal.

Effect: +1 to all Poison or Death saving throws.

Black Tea (*Beverage*): Perfect for waking up at breakfast or relaxing at dinner.

Effect: +1 to all Breath Attack saving throws.

Apple Cider (Beverage): Apples, spices and a little kick.

Effect: +1 to all Spells or Spell-like Devices saving throws.

Simple Recipes:

Bangers and Mash (Meal): Perfectly pan-fried sausages and buttery mashed potatoes. A hearty meal that will stick to your ribs.

Effect: +1 to all melee and missile weapon damage rolls.

Coney Pie (Meal): Rabbit haunch, seasoned and baked in a flaky crust.

Effect: You may re-roll initiative once per day – you must take the second result.

Beef Stew (Meal): Beef stock and veggies to keep an adventurer warm on cold nights.

Effect: -1 point of damage per die of any fire-based attack, to a minimum of 1 point per die. Fire-based breath weapons from dragons do -1 point of damage per hit die of the dragon.

Honey Wheat Beer (Beverage): Hearty beer with a touch of sweetness.

Effect: +4 to all saving throws made to resist poison.

Coffee (Beverage): Something to wake you up on long watches or early mornings.

Effect: +4 to all saving throws made to resist *sleep* and *charm* spells.

Spiced Ale (Beverage): Ginger, cinnamon and a special touch to give your ale that extra kick.

Effect: +4 to resist all Breath Attack saving throws.

Journeyman Recipes:

Roast Chicken (Meal): Glazed with honey, stuffed with onions, cooked to perfection.

Effect: Re-roll any one failed missile attack roll, once per day.

Steak and Eggs (Meal): Whether for breakfast or for dinner, this always leaves one full and content.

Effect: You may re-roll any one failed melee attack roll, once per day.

Oatmeal Stout (Beverage): So thick you could drink it with a spoon.

Effect: You may re-roll any one fail Poison or Death saving throw.

Mulled Wine (Beverage): Slowly simmered over an open flame for that heart-warming feeling.

Effect: You may re-roll any one failed Breath Attack saving throw.

Master Recipes:

Halfling's Feast (Meal): Mushrooms, bacon, roasted pork, and whatever else is in the larders for a meal unlike any other!

Effect: Turn any one missed or normal attack roll (melee or missile) into a critical hit.

Birthday Cake (Meal): Because its always someone's birthday, and you always need a reason to celebrate!

Effect: Cause any single melee or missile critical hit against you to become a miss, causing you no damage.

Halfling's Brew (Beverage): A secret halfling recipe passed down for generations to create a powerful home brew.

Effect: You may re-roll any one failed saving throw.

Party Punch (Beverage): Sweeter than sunset, stronger than oak, this will keep spirits high and hearts light!

Effect: You receive a +3 bonus to all saving throws.

HUCKSTER



Requirements: Dex 9, Con 9, Cha 9
Prime Requisite: DEX and CHA
Hit Dice: 1d6
Maximum Level: 8th

While some halflings make their way in the world through a stout heart or quick fingers, quite a few of the small folk find the gift of gab and a glib tongue serve them well should they take up the path of adventure. While some are traveling merchants or diplomats, the most well-known of their ilk are grifters or confidence men. Because of this shady reputation they are known most often, much to their own disappointment, as hucksters.

Hucksters share many of the traits of other halflings. They are proficient in all one-handed melee weapons and may make use of slings, light crossbows and short bows. Because hucksters travel lightly they do not use shields and may only wear leather or chain mail armor. They must have at least 13 in one or the other prime requisite in order to get the +5% to experience. They must also have a DEX

and CHA of 13 to get the +10% bonus. Hucksters use the save Save Throws and Attack Values as a halfling. They may be of any alignment in spite of their reputation for chaos.

Hucksters retain the halfling's uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, hucksters can hide with 90% ability. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns (successfully hiding underground on 1-2 on 1d6). However, when using this ability they must be silent and motionless, whether in wilderness or underground.

Hucksters retain the standard halfling bonus of +1 to initiative rolls when alone or in a party composed only of hucksters and halflings. They have keen coordination that grants them +1 on any missile attacks, but have also learned to take advantage of their stealth and size. Because they are so small, halflings have a lower armor class (-2) when attacked by creatures greater than human sized.

Reaching 8th Level: A huckster who reaches 8th level becomes known as an *Purveyor*. Lawful and neutral hucksters will be regarded with respect by his local clan of halflings, while chaotic hucksters will be seen as tricksters and sharpers. The huckster may now set up a modest home along with a shop in a halfling village to sell goods while he is away adventuring. Local residents will work the shop while the huckster is away adventuring and every three months the huckster may roll 1d6 to determine how profitable his shop has been. Consult the chart below to determine how much income the shop has generated.

Seasonal Profits Chart

Income (1d6)	Seasonal Profits
1	<i>Poor Sales:</i> No profits
2 - 3	<i>Average Sales:</i> 500 gold pieces in profits
4 - 5	<i>Exceptional Sales:</i> 1000 gold pieces in profits
6	<i>Extraordinary Sales:</i> 2000 gold pieces in profits and a 5% chance of acquiring a random magical item.

Huckster Character Progression

Experience	Level	Hit Dice (1d6)	Special Ability	Fast Talk	Bargain Prices	Hidden Stocks	Pick Pockets	Read Languages
0	1	1		25%	5%	5%	17%	15%
2501	2	2		35%	10%	7%	23%	25%
5001	3	3	Deep Pockets	45%	15%	9%	27%	35%
10001	4	4		55%	20%	11%	31%	45%
20001	5	5		65%	25%	13%	35%	55%
40001	6	6		75%	30%	15%	45%	65%
80001	7	7		85%	35%	17%	55%	75%
160001	8	8		95%	40%	20%	65%	85%

CLASS ABILITIES

Fast Talk: Hucksters live and die by the quick with and silver tongue. Because of their gift of gab, they often able to *Charm Person* just as the 1st level *Magic-User/Elf* spell (Labyrinth Lord core rules, p. 28). They gain this ability at 1st level. However, unlike the spell a huckster uses a special percentage chart to determine whether the person is charmed. Depending upon the situation, the Labyrinth Lord may add bonuses or penalties to the huckster's d100 roll. To use this ability, the huckster must speak the same language as their target. If the huckster fails in their attempt to charm the target, they may not make a second attempt until they have gained one level of experience.

Bargain Prices: Being master negotiators, hucksters are able to purchase standard, non-magical equipment at a discounted price determined by their level. The cost of the item is reduced by the percentage listed on the chart below. As they gain

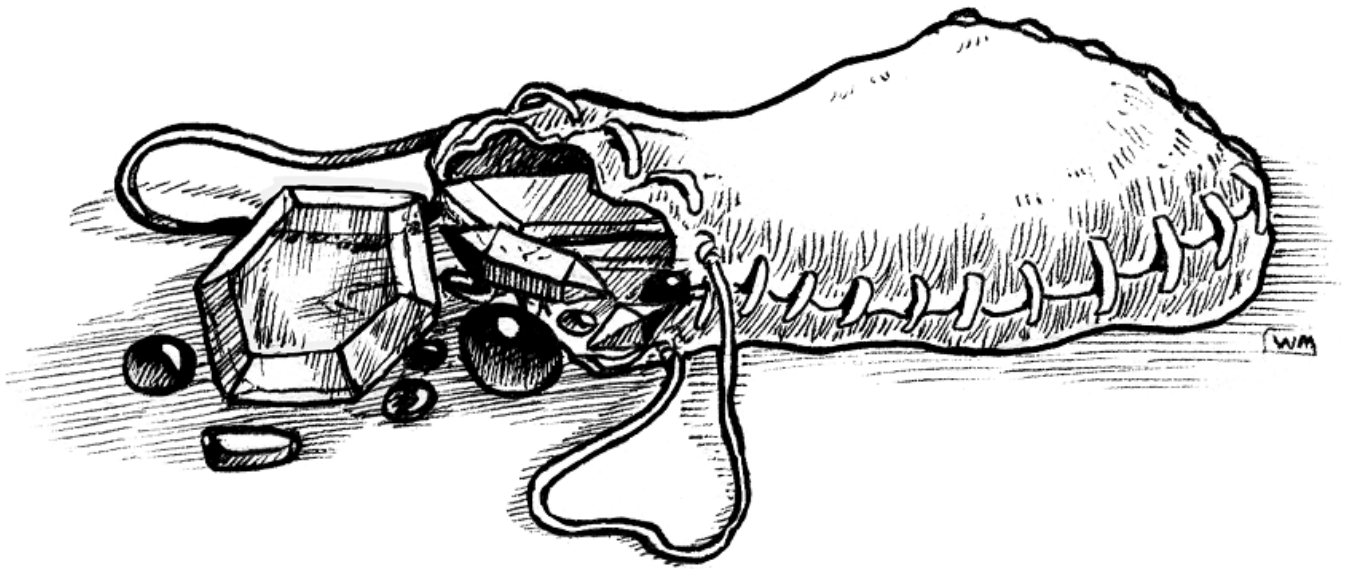
levels of experience, their discount increases. In the rare instances that the huckster has the opportunity to purchase magical equipment and items, it is determined by the Labyrinth Lord's discretion whether or not the huckster may use this ability.

Deep Pockets: Beginning at 3rd level a huckster has learned the value of holding on to small trinkets that may prove useful in their travels. Once per day, the huckster may reach into his pouches and knapsacks and produce a single non-magical item from the Adventuring Gear listed on page 16 of the Labyrinth Lord core rules that has a cost of no more than 10 gold pieces. From a winter blanket to ten iron spikes, this item is assumed to have been something the huckster was always carrying but somehow got lost in the shuffle of his equipment only to be produced at the opportune moment.

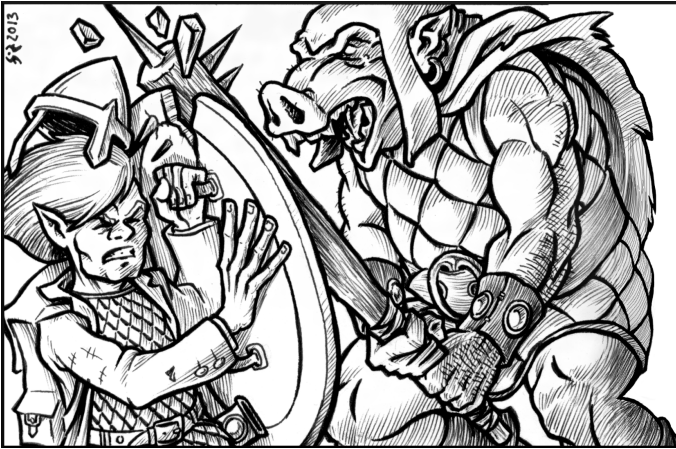
Hidden Stocks: In addition to a collection of random non-magical trinkets, the huckster also often finds surprises unknown even to them in their equipment. They may, once per day, spend a round searching their equipment for a magical item that may prove useful. Whether or not they successfully find this item is determined by the chart below. If their search is successful they may produce a single magical item from the following list: Any single potion, a magical scroll containing a single *Cleric* or *Magic-User/Elf* spell of no higher than 4th level, a random treasure map, 1d6 *Arrows*+1, or 1d6 *Sling Bullets*+1.

Pick Pockets: This skill is used by unscrupulous hucksters to pilfer small objects or palm and conceal trinkets. A roll that equals twice or more of the skill percentage means the intended target notices the thieving attempt. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victim's reaction.

Read Languages: A huckster has the ability to read any written language. This ability does not include magical writings, but can be used to decipher maps. If the roll does not succeed, the huckster may not try to read that particular piece of writing until he reaches a higher level of experience.



LUCKY FOOL



Requirements: Dex 9, Wis 12 or less, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d6

Maximum Level: 8th

It is said that halflings are born lucky and none exemplify this more than the Lucky Fool. Choosing to go off on an adventure on a whim, they have no real gifts or talents beyond their uncanny luck. Things always seem to turn out for the best for the Lucky Fool, no matter how bleak they seem. This uncanny trait makes them valuable, if often reckless additions to any adventuring party who somehow accomplish the impossible through sheer chance!

Lucky Fools share many of the traits of other halflings. They are proficient in all one-handed melee weapons and may make use of slings, light crossbows and short bows. Lucky Fools pay little heed to their own protection and do not use shields

and may only wear padded or leather armor. They must have at least 13 in one or the other prime requisite in order to get the +5% to experience. They must also have a DEX and CHA of 13 to get the +10% bonus. Lucky Fools use the same Saving Throws and Attack Values as a halfling. They may be of any alignment, though only a rare few are lawful.

Lucky Fools retain the halfling's uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, hucksters can hide with 90% ability. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns (successfully hiding underground on 1-2 on 1d6). However, when using this ability they must be silent and motionless, whether in wilderness or underground.

They also have the standard halfling bonus of +1 to initiative rolls when alone or in a party composed only of other halflings. They have keen coordination that grants them +1 on any missile attacks, but have also learned to take advantage of their stealth and size. Because they are so small, halflings have a lower armor class (-2) when attacked by creatures greater than human sized.

Reaching 8th Level: A Lucky Fool who reaches 8th level gains no title. However his exploits have been heard far and wide by the common folk and he is able to hire retainers and hirelings at half the normal price, as they hope to come learn from a brave and skilled adventurer. These hirelings and retainers are almost always other halflings.

Lucky Fool Character Progression

Experience	Level	Hit Dice (1d6)	Special Ability	Hear Noise	Thief Ability	Beginner's Luck
0	1	1		2-6	10%	—
2501	2	2	Lucky Save	2-6	15%	1 on 1d6
5001	3	3		3-6	20%	1 on 1d6
10001	4	4	Lucky Strike	3-6	25%	1 on 1d6
20001	5	5		4-6	30%	1-2 on 1d6
40001	6	6	Lucky Dodge	4-6	35%	1-2 on 1d6
80001	7	7		5-6	40%	1-2 on 1d6
160001	8	8	Cheat Death	5-6	45%	1-3 on 1d6

CLASS ABILITIES

Hear Noise: Lucky Fools can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the thief must be quiet and in a quiet environment. Unlike the other burglar abilities, this ability is rolled using 1d6.

Thief Abilities: Lucky Fools are willing to try nearly all manner of dangerous tasks, in spite of their complete lack of training. By utilizing the Thief Abilities they can attempt to Pick Locks, Find and Remove Traps, Pick Pockets, Move Silently, Climb Walls or Hide in Shadows as a thief. Their chance of success in these endeavors is determined by their level, as shown on the Lucky Fool Class Progression Chart. In order to Remove Traps or Pick Locks, the Lucky Fool must have the necessary tools. However, if the Lucky Fool fails in his attempt to use any of these abilities, there are often disastrous consequences at the Labyrinth Lord's discretion.

In all other ways these abilities function and are limited in a fashion similar to the thief abilities of the same name.

Beginner's Luck: Beginning at 2nd level a Lucky Fool may attempt a task that they have absolutely no ability or business doing. Whether this is holding up a random holy symbol and attempting to Turn Undead as a cleric or using a Magic-User's spell scroll to cast a spell, they'll give it a shot. This ability can be used to either Turn Undead or cast a

spell from any type of scroll. When the Lucky Fool attempts to do so, they roll 1d6, with success determined by the Lucky Fool Class Progression Chart shown above. If they successfully Turn Undead, they act as though they are a Cleric whose level is equal to their own for the purposes of the power of their Turn Undead attempt.

However, if the Lucky Fool fails, the consequences are always disastrous. Scrolls often target the unintended or explode at the Lucky Fool's feet. Undead creatures the Lucky Fool attempted to turn are instead drawn to the foolish halfling. The exact nature of this catastrophe is up to the Labyrinth Lord.

Lucky Save: The Lucky Fool always seems to survive the worst threats thrown at him by the skin of his teeth. Once per day a Lucky Fool of 2nd level or higher may re-roll any single one failed saving throw. He must keep the results of the second roll, even if it is worse than the first.

Lucky Strike: Sometimes, the Lucky Fool manages to accidentally find a chink in the armor of an opponent. Once per day a Lucky Fool of 4th level or higher, after making a successful melee or ranged attack roll, he may automatically inflict double damage, similar to a thief's backstab attack.

Lucky Dodge: Whew, that was a close one. A Lucky Fool of 6th level or higher may, once per day, force an opponent to re-roll any one successful melee or missile attack roll made against them. If that re-rolled attack is better than the first, then the Lucky Fool suffers the consequences of that better roll.

Cheat Death: Whenever a Lucky Fool of 8th level or higher fails a saving throw to resist an effect that would immediately slay them outright, such as a poison, Death Spell or *Phantasmal Killer*, he may re-roll that saving throw once. This ability can be combined with Lucky Save, though the Lucky Fool must take the final re-roll in either case.



TAVERN SINGER



Requirements: Dex 9, Con 9, Cha 9

Prime Requisite: CON and CHA

Hit Dice: 1d6

Maximum Level: 8th

Halflings are known for valuing food and good cheer above gold and hoarded wealth. None exemplify these values more than the halfling Tavern Singer. These merry balladeers can be found in ale houses, taverns and inns across the world, carrying bawdy songs and merry lyrics to the weary hearts of travel-worn adventurers and downtrodden peasants. Their irrepressible good cheer keeps spirits high and spirits light wherever they might go.

Tavern singers may use the following weapons: club, dagger, mace, short bow, short sword, and sling. They may wear padded or leather armor and use shields. In addition, tavern singers are often quite skilled musicians, quite capable of playing a great many musical instruments in addition to having a mighty fine singing voice. The tavern singer uses the attack values and saving throws of a halfling and may not be of Lawful alignment. They speak the common tongue and halfling.

Tavern singers have a modified version of the halfling's uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, hucksters can hide with only a 30% chance of success, as they spend more of their time in urban

environments and seedy watering holes than in the wilds of the world. Instead they can disappear with a 90% chance of success when in an urban environment, such as when walking down the streets of a city or hiding in the shadowy corner of an ale house. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns (successfully hiding underground on 1-2 on 1d6). However, when using any of these abilities they must be silent and motionless, whether in wilderness, urban environments or underground.

Tavern singers retain the standard halfling bonus of +1 to initiative rolls when alone or in a party composed only of tavern singers and halflings. They have keen coordination that grants them +1 on any missile attacks, but have also learned to take advantage of their stealth and size. Because they are so small, tavern singers have a lower armor class (-2) when attacked by creatures greater than human sized.

They must have at least 13 in one or the other prime requisite in order to get the +5% to experience, or if they have a CON and CHA of 13 to get a +10% bonus. Tavern Singers use the Attack Values and Saving Throws of a halfling of equal level.

Reaching 8th Level: A Tavern singer who reaches 8th level becomes known as a *Balladeer*. While he does not attract followers, his reputation precedes him when wherever he might go. Whenever he enters a tavern he can expect a warm welcome, free food and drinks for himself and his friends as well complimentary room and board. As long as the tavern singer performs each night by leading the local patrons in a few bold drinking songs, he can stay up to one month in any given tavern. In addition, the owner of the tavern in which the Balladeer stays will often give him a cut of his increased profits during their stay. If the tavern singer stays for a full month there is a 75% chance that they will earn 10-40 gold pieces (1d4x10) as patrons flock to see the singer perform.

Tavern Singer Character Progression

Experience	Level	Hit Dice (1d6)	Special Ability	Pick Pockets	Tavern Song
0	1	1	Bar Room Brawler	25%	Song of Merriment
2501	2	2		35%	
5001	3	3		45%	Song of Fellowship
10001	4	4	Hearty Drinker	55%	
20001	5	5		65%	Song of Embarrassment
40001	6	6		75%	
80001	7	7	Emboldened by Brew	85%	Song of Heroes
160001	8	8		95%	

CLASS ABILITIES

Tavern Song: The tavern singer knows all manner of bawdy and bold songs for drinking and celebration. They perform them with a gusto and energy that can only be found in the little folk. The tavern singer may use this ability three times per day. It takes one round to activate and the effects of the tavern song last for five rounds. It effects everyone within 60' of the tavern singer. Targets who wish to resist the effects of a tavern song must make a saving throw vs. spells. A tavern singer may have more than one tavern song active at the same time.

- *Song of Merriment:* At 1st level the tavern singer can lighten hearts and chase away the darkness with their lively tunes. While this song is being played any character under a fear effect (like *Cause Fear* spell or failed morale check) may immediately make a saving throw vs. spells with a +4 bonus to break the effect. In addition, while the effects of the Song of Merriment are active all allies within 60' of the tavern singer are immune to fear effects if they are not currently under their influence.
- *Song of Fellowship:* Tavern singers often sing to the health of the company and inspire fellowship. Beginning at 3rd level, a tavern singer may use this ability to grant all allies within 60' gain a +2 bonus to all attack rolls and saving throws. In addition all hirelings,

henchmen and followers gain a +2 bonus to morale.

- *Song of Embarrassment:* Some songs are so bawdy and outlandish that they shock even the most stern adversary. At 5th level the tavern singer may use a Song of Embarrassment to cause all enemies within 60' of the tavern singer to make a saving throw vs. spells or be distracted by the tapestry of dirty limericks and foul songs spun by the tavern singer. Those who fail their save suffer a -2 penalty all attack rolls, -2 penalty to their armor class and a -1 penalty to morale.
- *Song of Heroes:* The greatest songs are reserved for the greatest heroes and can inspire the listener to new heights. When a 7th level tavern singer performs the Song of Heroes all allies within 60' only need to roll a 19 or 20 on a d20 to achieve a critical hit and are completely immune to *Fear* and *Charm* effects (such as a *Cause Fear* or *Charm Person* spell). They are truly fearless. In addition, while the Song of Heroes is active hirelings, henchmen and followers automatically succeed any morale check.

Pick Pockets: Some more nefarious tavern singers use their nimble fingers to supplement their income. This ability functions just like the thief ability of the same name. A roll that equals twice or more of the

skill percentage means the intended target notices the thieving attempt. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victim's reaction.

Bar Room Brawler: The tavern singer often finds himself caught in drunken fisticuffs. In order to survive, he has learned to use broken chair legs, frying pans and drinking tankards as improvised weapons. A tavern singer can pick up and wield these items, and similar implements, without any penalty to attack – in fact, many prefer them to traditional “weapons.” Sharp improvised weapons (like broken bottles or kitchen cutlery) do 1d4 points of damage, while blunt objects (such as frying pans or chair legs) do 1d6 points of damage. These attacks are always considered to be non-magical.

Hearty Drinker: When a tavern singer reaches 4th level they've become very resistant to the effects of alcohol and other poisons. The tavern singer no longer suffers any penalties for being intoxicated and receives a +4 bonus any saving throw made to resist the effects of any poison.

Emboldened by Brew: Tavern singers firmly believe that any situation can be improved with a fine brew. Quite a few are known to tilt back an ale before performing some reckless task. Beginning at 7th level, the tavern singer may spend one round drinking any alcohol beverage to steady their heart and awaken their confidence. For the next three rounds if they fail an attack roll, saving throw or ability check they may re-roll the d20. If the second roll fails, then the task is still a failure.

This ability may only be used once per day.





HOLY ROLLERS



ANGEL



Requirements: Str 13, Wis 13, and Cha 13

Prime Requisite: Not Applicable

Hit Dice: 1d8

Maximum Level: 10th

The gods of are an active force in the world, most often through their divinely gifted worshipers: clerics and paladins. However, in times of great darkness they will send their own celestial servants to enact their will on the mortal plane. These agents are known collectively as angels. They are immortal beings who have come to the physical realm. While their physical form can be slain, they are beings of

spirit and when this mortal body is destroyed, the spirit returns to the higher planes of existence. Because they are bound to the limits of living flesh, they possess only a hint of their true celestial power.

Angels are proficient in all weapons, however they will only wear plate armor. This is because of their divine nature they believe lesser forms of protection are meant to guard the mortal form. They are, however, permitted to use shields. Angels use the Attack Values and Saving Throws of an elf. All angels are Lawful and will never knowingly violate the tenants of their alignment. Because of their inherent divine nature, Angels can never be made to change their alignment, whether by choice or by the effect of any spell or magical item, except possibly the most powerful of artifacts. Finally, angels do not receive bonus experience points for high attributes. Their divine nature defines all of them as equal beings in the service of their divine master.

These divine creatures possess infravision to a range of 60 feet. Their keen senses allow them to detect hidden and secret doors with a roll of 1-2 on a d6. Angels are able to speak common, celestial (the language of the higher plains), and their alignment tongue. Angels never receive bonus experience points for high ability scores.

Reaching 9th Level: Upon reaching 9th level an angel may be known as an *archangel*. He gains the service of a divine host of 2d6 1st level angels. These angels are dedicated to the archangel, but are bound by their divine creator to always act within those purposes. If any of these angels are slain in service to the archangel, they return to the higher planes of existence and do not return.

Angel Character Progression Chart

Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Bound by Faith, Winged
4065	2	2	
8125	3	3	Holy Aura
16251	4	4	
32501	5	5	Flaming Sword
65001	6	6	
130001	7	7	Healing Touch
200001	8	8	
400001	9	9	Voice of the Divine
600001	10	+2 hp only*	

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Bound by Faith: Because they are not truly mortal beings, they have several unique features. Because of their innate dedication to the divine, all angels receive a +4 bonus to all saving throws made to resist mind influencing spells like *Charm Person*, *Cause Fear* or abilities that mimic these spells, like as the cry of a harpy. In addition, they receive a +2 bonus to all saving throws made to resist illusion spells like *Phantasmal Force*, *Hallucinatory Terrain* and others. Finally, angels are immortal and unchanging. They cannot be magically aged and are immune to all attempts to change their physical form like *Polymorph Others*.

Angels are also permanently bound to the divine being whom they serve. They cannot change their alignment and are immune to all magical attempts to do so, except for possibly very powerful magical artifacts. They will never knowingly wield or use magical items of an evil nature or that draw upon evil energies, but instead it is their duty to destroy them when they are discovered. Any angel who knowingly and willingly commits a chaotic act is stripped of his power and cast down into the lower planes where he may either be destroyed or corrupted into a servant of evil.

Because they are not bound to the material world, angels are limited in the number of magical items they may carry. They may only carry two magical weapons, one suit of magical armor, a magical shield and four other miscellaneous magical items. Angels do not need to eat or drink and have no use for creature comforts. As such, they are not permitted to keep more gold pieces or valuable items than what is necessary in their quest. All excess riches must be given away to the church in service of their god or an organization whose tenants are similar to that of their divine master.

Winged: All angels possess great white-feathered wings. These allow them fly at 120' feet at will. However, they can be limited by confined spaces at the discretion of the Labyrinth Lord. Unfortunately, because of their wings, armor must be specially crafted to fit them and costs 25% more than normal.

Holy Aura: Beginning at 3rd level, angels begin to radiate a holy aura. All creatures within 60' of the angel who are lawful in alignment gain the benefits as if they were under the effect of a *Bless* spell. In addition, the angel's holy aura also repels undead. Any time an undead creature comes within 60' of the angel, that angel may make a Turn Undead check as if they were a cleric of a level equal to their own.

Flaming Sword: At 5th level an angel may enchant any sword they wield. By speaking a single divine word, the blade is consumed by a white-hot holy fire. For the next turn the weapon is enchanted to act as a +5 *Sword* that radiates light at a 60' radius. This magical light will dispel all darkness, even that created by spells such as *Continual Darkness*. In addition, for that turn the angel and all of his lawful allies gain the benefit of a *Protection from Evil* spell.

This ability may be used three times per day.

Healing Touch: Angels are more than just divine soldiers. They are also healers. Beginning at 7th level the angel's touch gains healing properties. The angel can heal up to 10 hit points, once per day to any wounded individual. All of this healing does not need to be used with one healing touch and can be separated into several different healing touches, as long as the total in a single day does not exceed ten points.

Instead of healing, the angel may also alleviate other maladies. By expending three points of their daily healing touch the angel may cast *Cure Disease* or *Remove Curse*. If they spend five points of this ability, they may cast *Neutralize Poison*.

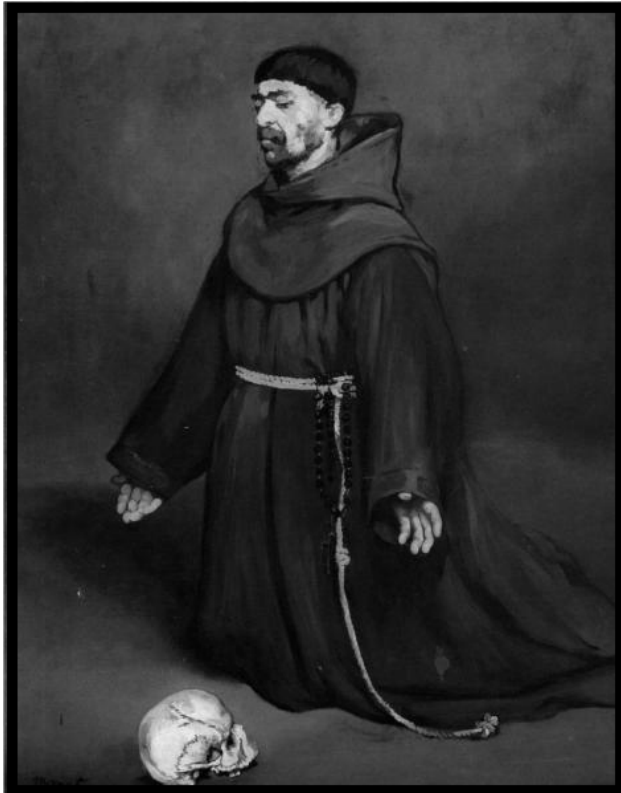
Any unused points may not be carried over from day to day. All unspent points of healing touch are lost at the end of the day.

Voice of the Divine: At 9th level, the angel is able to speak with the near-perfect voice of the divine. All lawful allies within 60' of the angel when he uses this ability gain the benefits of a *Heal* spell. All adversaries of the angel, undead, demons, and chaotic creatures suffer the effects of a *Holy Word* spell.

This ability may be used once per day.



FRIAR



Requirements: Con 12, Wis 15, Cha 15

Prime Requisite: None

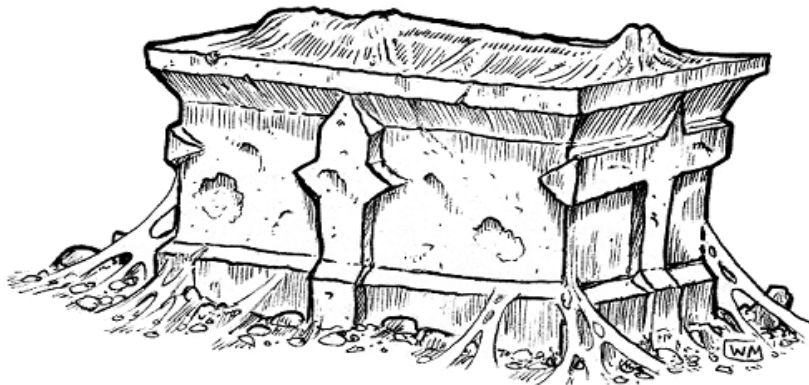
Hit Dice: 1d4

Maximum Level: 16th

Friars are holy men, similar to clerics, who serve the church. Unlike their more martial brethren, friars take vows of poverty and non-violence, often refusing to take the life of another. Instead they travel the countryside, preaching the word of their faith and show the righteousness of their deity through pious deeds, healing and ministry.

All friars are of lawful (good) alignment and follow a strict doctrine of faith. They may wield no weapon in battle except for a quarter staff – and even then only to defend themselves. They also do not wear armor or wield shields. They use the attack values and saving throws of a cleric of equal level.

Friars do not have a prime requisite and as such do not earn bonus experience points for high attributes. In addition, because of their wandering nature friars do not attract followers or build strongholds at 9th level. In fact, wandering friars take a vow of poverty. As such they may never carry more money or resources than what is necessary to clothe and feed themselves as they travel the world. Remaining wealth they gather in their travels must be used to aid the poor or donated to their church.. They may, however, carry magical items - but only those that are holy in nature or that which can be used to heal themselves or others in their travels, such as *Potions of Healing*, *Book of Lawful Wisdom*, or *Rod of Resurrection*.



Friar Class Progression

Experience	Level	Hit Dice (1d4)	Divine Protection	Special Abilities
0	1	2	0	Merciful Combatant, Turn Undead
2235	2	3	-1	Lay on Hands
4765	3	4	-2	Detect Evil
10025	4	5	-3	Cure Disease
18251	5	6	-4	Speak with Animals
45501	6	7	-5	Purge Poison
93001	7	8	-6	Know Alignment
195001	8	9	-7	Healing Prayer
340001	9	10	-7	Detect Lie
560001	10	11	-8	Charm Animal
780001	11	12	-8	Fearless
1000001	12	13	-9	Unwavering Mind
1220001	13	14	-9	Language of Creation
1440001	14	15	-10	Radiant Blessing
1660001	15	16	-11	Restoring Touch
1880001	16	17	-12	Word of the Divine

CLASS ABILITIES

Divine Protection: Friars do not wear armor, but instead they draw protection from the devout faith and dedication to their deity. They receive a bonus to their armor class as listed above. This is in addition to any bonus they receive from a high Dexterity.

Merciful Combatant: Friars will not knowingly slay another living creature. As such, when they participate in combat, any foe they reduce to zero hit points is knocked unconscious. They are under no such obligation to spare the life of demons, devils, or undead creatures. They also may fight constructs or other non-living foes freely. Against these foes they inflict normal damage and their attacks are automatically considered to be magical for purposes of being able to inflict damage.

Any foe they render unconscious will remain so for 1d6x10 minutes before awakening with only 1d4 hit points.

Turn Undead: Friars may turn undead as a cleric of equal level. See page 13 of the *Advanced Edition Companion* for more information on turning undead.

Lay On Hands: Starting at 2nd level a friar may lay on hands in a manner exactly as a paladin. They may heal a wounded target of up to 2 hit points for every experience level the of the friar, but do not need to use all of their healing in a single touch.

Detect Evil: Beginning at 3rd level a friar can cast *Detect Evil* at will, once per round.

Cure Disease: Once a friar reaches 4th level a friar may *Cure Disease* with a touch, once per day. They may use this ability twice per day at 8th level, three times per day at 12th level and four times per day at 16th level. In addition the friar becomes immune to all disease, both mundane and magical at 4th level.

Speak With Animal: At 5th level a friar's understanding of all creatures in the divine plan allows them to speak with the lowliest creatures of the earth. They may cast *Speak with Animals* once per day.

Purge Poison: Upon reaching 6th level the friar may *Neutralize Poison* once per day, with a touch. They may use this ability twice per day at 11th level and three times per day at 16th level. In addition, the friar becomes immune to poison at 6th level.

Know Alignment: Beginning at 7th level when a friar first meets a stranger they may automatically know the individual's alignment per the *Know Alignment* cleric spell. The target receives a saving throw to resist this affect if they wish. The friar may not attempt to use this ability on the target that has succeeded in their saving throw again until the friar has gained one level of experience.

Healing Prayer: A friar of 8th level or higher may ask their deity to heal their wounds. By spending one turn praying they may restore 3d6+3 hit points, once per day.

Detect Lie: Beginning at 9th level a friar can automatically sense deception. Any time an individual within 30' of the friar knowingly tells a lie, they must make a saving throw vs. spells or the friar will sense their deception in a manner exactly as the *Detect Lie* spell.

Charm Animal: At 10th level natural creatures can sense a friar's divine nature and are rarely aggressive to him. Any animal that comes within 30' of a friar must make a saving throw vs. spells or immediately come under the effects of a *Charm Animal* spell. However, These effects only last for one hour.

Fearless: Friars become absolutely unwavering in their faith. At 11th level or higher they are immune to all forms of fear, both magical and mundane. In addition, all allies of lawful (good) alignment within 60 feet of the friar receive a +4 bonus to any saving throws made to resist a fear effect. This ability is constant and cannot be disabled.

Unwavering Mind: A friar of 12th level or higher is immune to the following spells: *Amnesia, Charm Person, Command, Confusion, ESP, Feeblemind, Geas, Quest* and *Suggestion*. In addition they receive a +2 bonus to all saving throws made to resist illusionary effects and illusion spells, as well as mind-affecting spells. They cannot benefit from a *Dweomer of Rage* spell.

Language of Creation: Friars eventually become capable of communicating with all creatures in the world. Beginning at 13th level the friar gains the permanent benefit of a *Tongues* spell. This ability is constant and cannot be disabled.

Radiant Blessing: Friars who reach 14th level radiate a holy aura that grants all allies of a lawful (good) alignment who are within sixty feet of him the benefits of a *Prayer* spell. This ability is constant and cannot be disabled.

Restoring Touch: At 15th level a friar may cast *Restoration* once per day with a touch.

Word of the Divine: Friars of 16th level are able to speak with the voice of their god, and may cast *Holy Word* once per day. This ability functions exactly as the spell of the same name, except that it will not kill creatures who are three or fewer levels/hit dice. Such creatures will simply be rendered unconscious for 3d4 hours, after which time they will awaken.

INQUISITOR



Requirements: Wis 9, Cha 9
Prime Requisite: WIS and CHA
Hit Dice: 1d6
Maximum Level: 20th

There are some among the clergy who do more than bring righteous healing to the wounded and the weary. Where the cleric's holy symbol brings healing and the paladin's shield brings protection, the inquisitor's relentless search brings truth. Inquisitors are clergymen who specialize in ferreting out those who would see their church in ruins and their god cast down and destroyed. They are hunters of men and monsters, specializing in extracting the truth – often by any means necessary.

Unlike clerics, inquisitors are less restricted in their weaponry, their church recognizes that

sometimes blood must be shed in the name of truth and they are granted dispensation when it comes to matters of warfare. As such, inquisitors may wield any weapon. Because the inquisitor is often actively hunting those who would flee the justice of his church, they do not wear heavy armor, restricting themselves to padded armor, leather armor, and studded leather armor. They may, however, use shields. Beginning at 2nd level inquisitors may use divine energy in the form of spells, which are granted through prayer and worship. The power and number of inquisitor spells available to a character are determined by level and the inquisitor's spell list is much more limited than a cleric, as shown by the list below.

Inquisitors use the Attack Value and Saving Throws of a cleric of equal level. Inquisitors who possess a WIS of 13 or higher receive a +5% bonus to all experience points they earn, while those who have a 13 or greater in both prime requisites receive a +10% bonus.

Inquisitors may not be Chaotic in alignment, they are far too disciplined and dedicated to the cause of their faith. They speak the common tongue, their alignment language, and angelic (the language of the higher planes).

Reaching 9th Level: When an inquisitor reaches 9th level he may become known as a *Confessor*. He draws the service of an aid, typically a 1st level cleric, inquisitor, or in the case of lawful characters, a paladin. In addition, the inquisitor may build a stronghold. This is typically a small church or office in an urban area. Though he is expected to pay for the construction of this facility with his own funds, once it is completed his church will send 5 – 30 (5d6) 0th level men-at-arms to serve as his agents. They will seek out any heretics operating in the city or village where the inquisitor establishes his stronghold and report to him if blasphemers are discovered.

Inquisitor Class Progression

Experience	Level	Hit Dice (1d6)	Hear Noise	Hide in Shadows	Interrogate	Read Languages	Special Abilities
0	1	1	1-2	13%	23%	10%	Holy Scriptures
2235	2	2	1-2	17%	27%	13%	
4465	3	3	1-3	20%	30%	17%	Turn Undead
8925	4	4	1-3	27%	37%	20%	
17851	5	5	1-3	30%	40%	27%	
32701	6	6	1-3	37%	43%	30%	
71401	7	7	1-4	40%	53%	37%	
135001	8	8	1-4	47%	63%	40%	
255001	9	9	1-4	50%	73%	47%	
375001	10	+1 hp only*	1-4	57%	83%	50%	
495001	11	+2 hp only*	1-4	60%	93%	57%	
615001	12	+3 hp only*	1-5	67%	95%	60%	
735001	13	+4 hp only*	1-5	70%	97%	67%	
855001	14	+5 hp only*	1-5	77%	99%	70%	
975001	15	+6 hp only*	1-5	80%	99%	77%	
1095001	16	+7 hp only*	1-5	87%	99%	80%	
1215001	17	+8 hp only*	1-5	90%	99%	87%	
1335001	18	+9 hp only*	1-5	97%	99%	90%	
1455001	19	+10 hp only*	1-5	99%	99%	97%	
1575001	20	+11 hp only*	1-5	99%	99%	99%	

*Hit point modifiers from constitution are ignored.

CLASS ABILITIES

Holy Scriptures: Inquisitors are able to use cleric scrolls, even if the spell written on it is not from their list of inquisitor spells below. So for example, even though an inquisitor cannot pray and memorize a *Cure Light Wounds* spell, if he discovered a cleric scroll of *Cure Light Wounds*, he could use that scroll as if he were a cleric.

Turn Undead: At 3rd level an inquisitor may turn undead as a cleric two levels lower.

Hear Noise: Inquisitors can attempt to listen for noises or eavesdrop on nearby conversations, in a cave or hallway, and at a door or other locations - but the inquisitor must be quiet and in a quiet environment. Unlike the some of his other abilities, this ability is rolled using 1d6.

Hide in Shadows: An inquisitor will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Interrogate: Inquisitors are notorious for being able to draw information out of unwilling individuals. Through threats, intimidation and sometimes sheer force of personality, an inquisitor may convince a single target to answer three questions honestly. The target and the inquisitor must speak the same language. The target will not lie or refuse to speak, and will attempt to remain truthful with the Inquisitor though their information on the questions may be false, based on what they know. If an inquisitor fails using this ability against a target he

may not make a second attempt until he gains one level of experience and may even be unknowingly provided with false information. An inquisitor suffers a -5% penalty to this skill per each 5 levels the inquisitor is lower than the target.

Read Languages: An inquisitor can *Read Languages* (any). This ability does not include magical writings. If the roll does not succeed, the inquisitor may not try to read that particular piece of writing until he reaches a higher level of experience.

Inquisitor Spell Progression

Level	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells	5 th Level Spells
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	3	2	–	–	–
6	3	2	1	–	–
7	3	3	2	–	–
8	4	3	2	1	–
9	4	3	3	2	–
10	4	4	3	2	1
11	5	4	3	3	2
12	5	4	4	3	2
13	5	5	4	3	3
14	6	5	4	4	3
15	6	5	5	4	3
16	6	6	5	4	4
17	7	6	5	5	4
18	7	6	6	5	4
19	7	7	6	5	5
20	8	7	6	6	5

Inquisitor Spell List

1st Level

Command
Detect Evil
Detect Magic
Light
Protection From Evil
Sanctuary*

Dispel Magic
Locate Object
Prayer
Speak with Dead

2nd Level

Augury
Bless
Find Traps
Hold Person
Know Alignment
Reveal Charm

4th Level

Detect Lie
Divination
Exorcise*
Protection from Evil 10' Radius
Tongues

5th Level

Atonement
Commune
Dispel Evil
Quest
True Seeing

3rd Level

Continual Light



UNDEAD SLAYER



Requirements: Str 9, Con 9, Wis 9

Prime Requisite: CON and WIS

Hit Dice: 1d6

Maximum Level: 20th

In the darkness, in the shadows, in the forgotten places of the past, there is a terror that is long forgotten. But this lingering evil is still a great

threat to the world, and those who carry the mantle of hope into darkness are rare heroes in this world. They are feared, even by those they protect, because of the dark places they have been and the horrible things they have seen. These nomadic travelers drift from town to town, offering a service that the good folk of the world need, but are often afraid to ask for. These are Undead Slayers, slayers of the dead.

Undead Slayers are proficient in all weapons, but because they often delve into dark places of the world where stealth is important, they limit their armor. They may wear padded armor, leather armor and studded leather armor. They do not use shields. Attack Values and Saving Throws progress as a Cleric of equal level. Undead Slayers may be of any alignment, though few are Chaotic.

Undead Slayers with a Wisdom or Constitution of 13 or higher receive a +5% bonus to all experience points earned, while an Undead Slayer with a 13 or higher in both Wisdom and Constitution receive a +10% bonus.

Reaching 9th level: At 9th level the Undead Slayer gains a small, fiercely loyal troupe of cohorts. 1d4+1 1st level characters of Lawful and Neutral alignment come into the Undead Slayer's service. They are often fighters, thieves, or clerics and can also be other Undead Slayers. They only seek to aid the undead slayer in his quest to keep the dead at rest.

Undead Slayer Class and Spell Progression

Experience	Level	Hit Dice (1d6)	Special Abilities	Move Silently	Hide in Shadows	Hear Noise	1 st Level	2 nd Level	3 rd Level
0	1	1	Slayer of the Dead	—	—	—	—	—	—
2035	2	2		—	—	—	—	—	—
4065	3	3	Amongst the Shadows	23%	13%	1-2	—	—	—
8125	4	4		27%	17%	1-2	—	—	—
16251	5	5	In the Face of Evil	30%	20%	1-3	—	—	—
32501	6	6		37%	27%	1-3	—	—	—
65001	7	7	Cast Away the Darkness	40%	30%	1-3	—	—	—
120001	8	8		43%	37%	1-4	—	—	—
240001	9	9	Lost Whispers	53%	47%	1-4	1	—	—
360001	10	+1 hp only*		63%	57%	1-4	1	—	—
480001	11	+2 hp only*		73%	67%	1-4	2	—	—
600001	12	+3 hp only*		83%	77%	1-5	2	—	—
720001	13	+4 hp only*		93%	87%	1-5	2	1	—
840001	14	+5 hp only*		95%	90%	1-5	2	1	—
960001	15	+6 hp only*		97%	97%	1-5	2	2	—
1080001	16	+7 hp only*		99%	99%	1-5	2	2	—
1200001	17	+8 hp only*		99%	99%	1-5	2	2	1
1320001	18	+9 hp only*		99%	99%	1-5	2	2	1
1440001	19	+10 hp only*		99%	99%	1-5	2	2	2
1560001	20	+11 hp only*		99%	99%	1-5	2	2	2

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Slayer of the Dead: The Undead Slayer dedicates their life to the destruction of things that would rise from the grave to threaten the living. Because of their dedication to this unique group of foes, they receive a bonus in combat when facing these creatures. All Undead Slayers receive +2 to all attack and damage rolls when facing undead creatures such as Ghouls, Mummies, Shadows, Skeletons, Spectres, Vampires, Wights, Wraiths and Zombies.

Amongst the Shadows: At 3rd level the Undead Slayer has learned that the shadows are not always their enemy. Their keen senses and light steps have become a boon in their desperate hunts. Undead Slayers may use Hide in Shadows, Move Silently

and Hear Noise as a Thief of two levels lower, as shown below. They may use this skill while wearing any padded, leather or studded leather armor.

In the Face of Evil: With their willpower resolved and their heart hardened to the horrors of the world, a 5th level Undead Slayer has gained new resistance to the evils of their chosen foe. Upon reaching this level the Undead Slayer receives a +4 bonus to all saving throws to resist the spells and special abilities of Ghouls, Mummies, Shadows, Skeletons, Spectres, Vampires, Wights, Wraiths and Zombies.

Cast Away the Darkness: At 7th level, the Undead Slayer has become so dedicated to defeating the rising dead that they can call upon the very powers

of the divine to cast them back and even destroy them. At this level an Undead Slayer may Turn Undead as a Cleric six levels lower than their actual level, though they may not turn Infernal creatures. The Turn Undead chart may be found on page 9 of the *Labyrinth Lord* core rules.

Lost Whispers: At 9th level the Undead Slayer has learned to utilize both arcane and divine magic to aid them in battle. They may cast a very limited number of spells from the list below, using the progression shown on chart below. These spells are an exotic combination of both arcane and divine magic, and the Undead Slayer may cast these spells while in armor.

Undead Slayer Spells

1st Level Spells

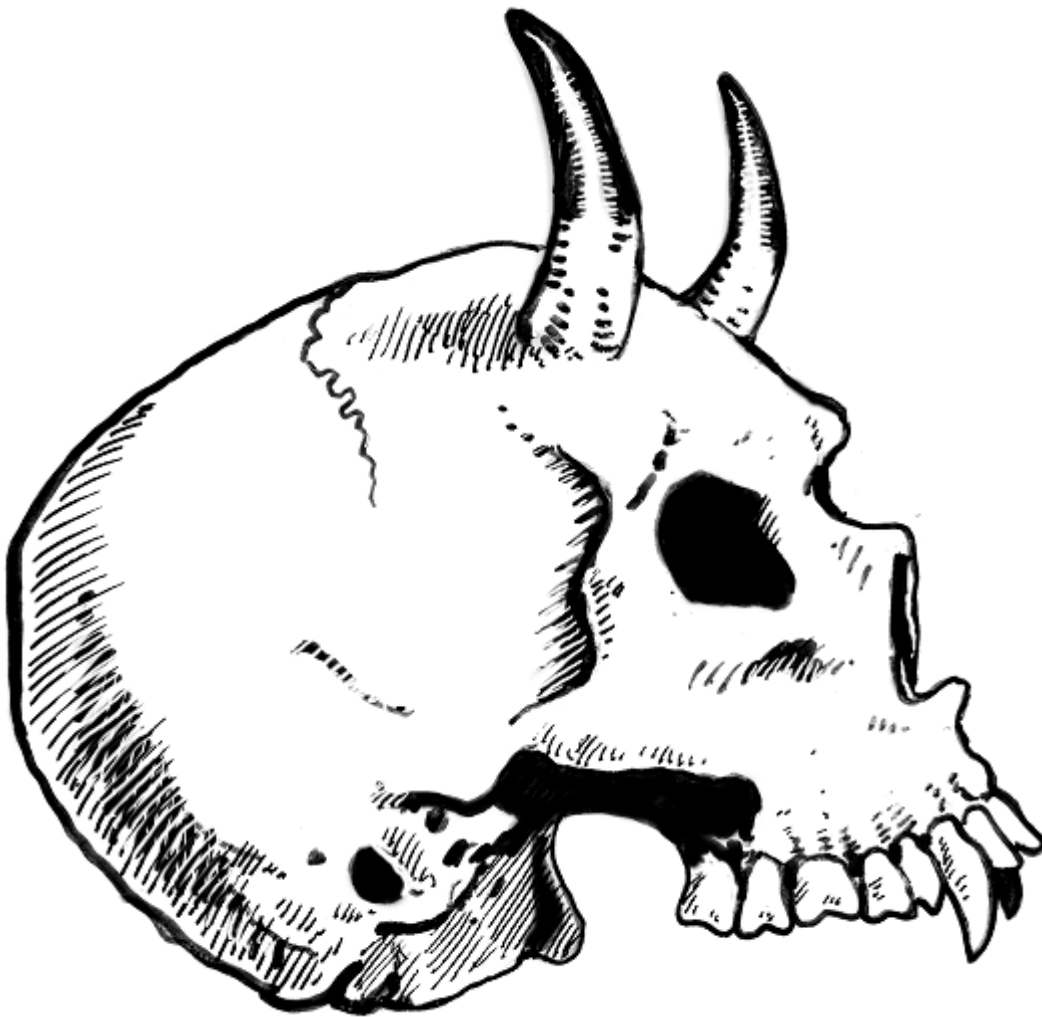
Detect Magic
Light
Protection from Evil
Remove Fear

2nd Level Spells

Bless
Continual Light
Detect Evil

3rd Level Spells

Protection from Evil, 10' Radius
Remove Curse





IN SHINING ARMOR



COMMANDER



Requirements: Str 9, Cha 9
Prime Requisite: STR and CHA
Hit Dice: 1d6
Maximum Level: 20th

While many men and women of the world are warriors, even the most savage mercenaries and bandits follow a leader. Whether that is a disciplined, highly educated military general, a bandit kind who leads by force of will or a pirate

captain who inspires his men with sheer charisma, they are all known as commanders. Leading through their knowledge of warfare tactics and combat experience, commanders take sword in one hand and banner in the other to inspire those who follow them to great heroics and greater glory.

Commanders are able to wield all one-handed melee weapons, all ranged weapons as well as padded, leather, studded leather, scale mail and chain mail armor. They may also make use of shields. In spite of their limited weapon training, they are very knowledgeable regarding the application of combat tactics. Because of this they use the Attack Values and Saving Throws of a fighter of equal level. Most commanders are very disciplined by nature and as such the majority are Lawful in alignment, however they may be of any alignment.

A commander must have at least 13 in both prime requisites in order to get the +5% to experience. If the commander has a Charisma of 16 and a Strength of 13 he receives a +10% bonus to experience instead of just 5%.

Reaching 9th Level: A commander who reaches 9th level earns the title of *General*. If he builds a stronghold or keep he will attract the service of 5d6x10 0th level men-at-arms. These soldiers each be armed with spears, short swords, chain armor, a shield, a light crossbow and 20 bolts. In addition, three lieutenants will come to learn from the newly new general. They are 1st level commanders of the same alignment as their general. All of these followers are of the same alignment as their lord and will serve their commander with the utmost of loyalty as long as they are provided reasonable pay and living conditions.

Commander Class Progression

Experience	Level	Hit Dice (1d6)	Special Ability
0	1	1	Basic Tactics
2035	2	2	
4065	3	3	
8125	4	4	Inspiring Leader
16251	5	5	
32501	6	6	
65001	7	7	
120001	8	8	Forced March
240001	9	9	
360001	10	+2 hp only *	
480001	11	+4 hp only *	
600001	12	+6 hp only *	Advanced Tactics
720001	13	+8 hp only *	
840001	14	+10 hp only *	
960001	15	+12 hp only *	
1080001	16	+14 hp only *	Fearless Leader
1200001	17	+16 hp only *	
1320001	18	+18 hp only *	
1440001	19	+20 hp only *	
1560001	20	+22 hp only *	Never Surrender

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Basic Tactics: At 1st level a commander may spend one round issuing basic orders to up to ten other characters. These individuals must be able to hear him and understand the language he speaks. All who hear the basic orders given by the commander receive a +2 bonus to all melee and ranged attacks made for one turn. The commander may use this ability up to three times per day.

Inspiring Leader: When a commander reaches 4th level his charisma can kindle hope in the hearts of his allies. All creatures who are friendly to the commander receive a +4 bonus to resist the effects

of all *Fear* and *Charm*-based spells as long as they remain within 60 feet of the commander. The effect is continuous and does not need to be activated.

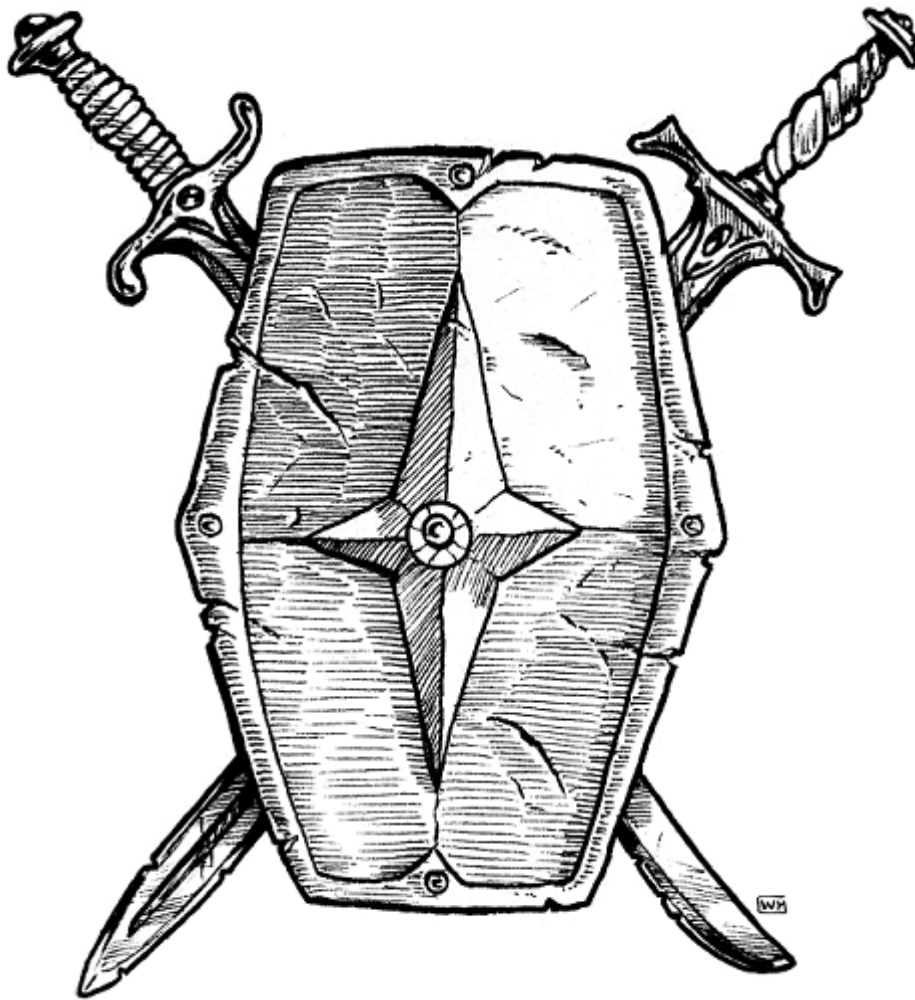
Forced March: Beginning at 8th level, a commander is able to push those in his service to move at a swift pace. By spending a single round surveying the terrain and giving basic orders, the commander may grant up to ten companions a +10' bonus to their movement for one hour. He may use this ability once per day.

Advanced Tactics: At 12th level the commander's understanding of battle and warfare has become quite extensive and his application of that knowledge is highly specialized. By spending a single round studying one foe and giving commands to their allies, they may grant those under their command a +4 bonus to attack against that single foe as well as a +2 bonus to damage for one turn. This bonus is cumulative with the bonus granted by Basic Tactics. This ability may be used once per day.

Fearless Leader: By the time a commander reaches 16th level, he is a figure of true magnificence. His

mere presence inspires courage beyond measure. All allies within 60' of the commander are immune to all *Fear* and *Charm* effects, magical or otherwise.

Never Surrender: Upon reaching 20th level the commander's leadership has become legendary. By spending a single round giving a rousing speech to those under his command, the commander grants all allies who are within 120' of him at the time he gives the speech a +2 bonus to all saving throws and receive a +5d4 bonus to their hit points, even if this exceeds their normal maximum. This bonuses lasts for one turn. This ability may be used once per day.



DRAGON SLAYER



Requirements: Str 12, Con 12, Wis 12

Prime Requisite: STR and CON

Hit Dice: 1d8

Maximum Level: 20th

Dragon. The mere word conjures terror in the hearts of a great many people of the world. Yet there are some who would dedicate their life to conquering this fear and seeing that these great and horrible beasts are slain. These valiant warriors are known as dragon slayers. Typically, these errant

travelers are well armed and armored, calling to realm their home. Instead, they would protect the entire world from the foulest beast born of legend and myth.

Dragon slayers are proficient in all weapons and armor, as well as shields. They use the Attack Value and Saving Throws of a fighter of equal level. Because of their dedication and discipline, the vast majority of dragon slayers are lawful in alignment, though more nefarious dragon slayers do exist. They often make pacts with the very creatures they are trained to defeat, extorting local villages and kingdoms to increase both their own riches and the hordes of the wyrms with whom they ally themselves.

A Dragon Slayer with a Strength or Constitution of 13 or higher receives a +5% bonus to all experience points earned, while a Dragon Slayer with a 13 or higher in both Strength and Constitution receives a +10% bonus.

Reaching 9th Level: Upon reaching 9th level a dragon slayer's heroics have earned them the admiration of a powerful lord or patron. For their service they are given a powerful magical item to aid them in their future quests. This item is almost always a magical weapon of a very powerful nature. Sometimes it is even a sentient sword, typically housing the spirit of some ancient dragon slayer who has long since fallen in battle. Because of their nomadic lifestyle and highly dangerous purpose, they never draw permanent followers when they reach 9th level.

Dragon Slayer Class Progression

Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Keen Blade, Speech of the Ancients
2035	2	2	
4065	3	3	Strong Armor
8125	4	4	
16251	5	5	Stout Heart
32501	6	6	
65001	7	7	Duck and Cover
120001	8	8	
240001	9	9	
360001	10	+2 hp only *	
480001	11	+4 hp only *	Appraising Eye
600001	12	+6 hp only *	
720001	13	+8 hp only *	Perplexing Riddler
840001	14	+10 hp only *	
960001	15	+12 hp only *	Perfect Reflexes
1080001	16	+14 hp only *	
1200001	17	+16 hp only *	Undaunted Spirit
1320001	18	+18 hp only *	
1440001	19	+20 hp only *	Tenacious Soul
1560001	20	+22 hp only *	

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Keen Blade: A warrior is only as strong as the weapon he wields. When facing a dragon in combat, the Dragon Slayer receives a +2 bonus to both attack rolls and damage rolls.

Speech of the Ancients: At 1st level all dragon slayers are able to speak and understand the language of dragons. They may also read and write this ancient tongue.

Strong Armor: While dragons have mighty scales of mail to protect them, those who hunt the great wyrms must make the most of their protection. Whenever a dragon slayer of 3rd level or higher

engages in combat against a dragon they receive a +2 bonus to their Armor Class against all attacks the dragon makes.

Stout Heart: Some say only a fool would challenge the greatest of all magical beasts. But you have a deep wellspring of courage and resolve in your heart when facing fearsome wyrms. Dragon slayers who reach 5th level receive a +4 bonus to all saving throws made to resist spells cast by a dragon.

Duck and Cover: Dragon slayers are particularly adept at using shields to protect themselves from the deadly breath weapons of their chosen foe. At 7th

level they receive a +4 bonus to all Breath Weapon saving throws made to resist a dragon's breath attack as long as they are equipped with a shield.

Appraising Eye: When sorting through a dragon's treasure horde, a dragon slayer of 11th level or higher is automatically able to assess the value of the items find, including detecting which items are magical and if there are any cursed items present. This ability can only be used regarding items found in the dragon's horde, and the dragon slayer may physically handle the cursed items of this nature to identify them as such without suffering their adverse effects. This ability can be used as often as the dragon slayer wishes, but takes one hour of examination per 10,000 gp of treasure.

Perplexing Riddler: The dragon slayer has learned that some dragons can be defeated by their own egos. When a dragon slayer of 13th level encounters a dragon they may attempt to engage the dragon in a contest of riddles or placate their ego with praise. They may only attempt this ability once on an individual dragon and may not use it on any other creature. After spending three rounds of uninterrupted discussion between dragon and dragon slayer, the dragon must succeed in a saving throw vs. spells. If it fails it regards the dragon slayer with an indifferent or uninterested Reaction, as described by the Monster Reaction rules on page 52 of the *Labyrinth Lord* Core Book. At the Labyrinth Lord's discretion if the rolls a natural one on its saving throw it may even regard the dragon slayer in a

friendly manner, if the dragon slayer and dragon are of the same alignment.

Any hostile actions taken by the dragon slayer or his companions instantly nullifies this effect.

Perfect Reflexes: Dragon slayers who reach 15th level no longer need to make saving throws to reduce the damage they receive from a dragon's breath weapon. They automatically succeed in these saving throws and always suffer half damage from a dragon's breath attack.

Undaunted Spirit: At 17th level a dragon slayer is so deeply committed to their quest that their spirit cannot be daunted by draconic magic. They automatically succeed in all saving throws made to resist spells cast by a dragon.

Tenacious Soul: By the time a dragon slayer reaches 19th level they have gazed into the eyes of the greatest wyrms of the realm. They are completely dedicated to their deadly task, even unto death. When they are engaged in combat with a dragon, the dragon slayer does not die until they reach a negative number of hit points equal to their character level. If the dragon slayer defeats the dragon or retreats from combat they must receive magical healing of some nature to restore them to at least one hit point within 2d6 rounds of the combat ending or they fall down dead.

KNIGHT



Requirements: Str 9, Con 9, Cha 9

Prime Requisite: STR and CHA

Hit Dice: 1d8

Maximum Level: 20th

The classic knight in shining armor is the image of all that is noble in the world. In polished plate mail and with a gleaming lance that is topped by a pennant caught in the morning sun, they are the ideal to which many aspire. While they are at their deadliest when atop their powerful war-steeds, they are no less deadly on foot where they wield sword and shield with deadly precision while calling out commands and inspiring allies with indomitable presence. The knight uses the Saving Throws and

Combat Values of a fighter. But they are more than just mercenaries. They hold to the highest ideals of chivalry and spend their lives dedicated to an uncompromising code of honor. Because of this, all knights are of Lawful alignment.

Knights are proficient in all weapons and armor and may use shields. In fact, knights pride themselves on maintaining the finest equipment and seek to carry the highest quality (often most magical) weapon and armor available to them. More important than even their weapons and armor, though, is their horse. A knight always sees to the health and well-being of his horse. That is his companion in war and his greatest ally.

If the knight has at least 13 in one or the other prime requisite they get a +5% bonus to experience. If they have a STR and CHA of 13 to get the +10% bonus to all experience points earned..

Reaching 9th Level: Upon reaching 9th level the knight earns the title of *Lord*, but only if he decides to build a keep or castle in a suitable place. Once this construction is complete, vassals will arrive and begin constructing a village in the surrounding lands. Within six months of completing the construction of his new castle the knight will draw 50 – 200 (1d4 x 50) 0th level villagers who will take up residence. This will include several peasant archers, footmen, and 2d6+1 1st level knights, all of whom will swear service to the knight.

Knights who decide not to establish their own settlements are known as *Errants*. These wandering warriors are often regarded as folk heroes by local peasants and the stories of their valor often fortell their arrival. Because of their renown, these traveling knights receive a +2 bonus to all reaction rolls made when interacting with peasants who know of their deeds.

Horesmanship

Most old-school fantasy role-playing games have very light, fast rules regarding mounted combat. The rules presented here expand on the information already presented in the *Labyrinth Lord* Core Rulebook, while still keeping things simple. The knight has several class abilities prefaced with the "Horseman" descriptor. Unless otherwise stated abilities with this descriptor can only be used when the knight is mounted on a horse. They are not applicable while riding other types of mounts. In addition, in order for the Knight to make use of any class ability with the "Horseman" preface they must have trained horses. Training a horse is very expensive and time consuming. Purchasing a trained warhorse costs 500 gold pieces and are often only available in large cities or similar civilized areas. A knight can choose to train his own warhorse, but this costs 250 gold pieces and requires the knight to spend 3 months of time breaking the steed in which he cannot adventure.

Knight Class Progression

Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Horesmanship: War Steed, Code of Chivalry, Noble Trappings
2035	2	2	
4065	3	3	Horsemanship: Jousting
8125	4	4	
16251	5	5	Armored Mount
32501	6	6	
65001	7	7	Horsemanship: Dismounting Charge
120001	8	8	
240001	9	9	
360001	10	+2 hp only*	
480001	11	+4 hp only*	Horsemanship: Loyal Companion
600001	12	+6 hp only*	
720001	13	+8 hp only*	Receive charge
840001	14	+10 hp only*	
960001	15	+12 hp only*	Horsemanship: Fearless Steed
1080001	16	+14 hp only*	
1200001	17	+16 hp only*	Horsemanship: Devastating Charge
1320001	18	+18 hp only*	
1440001	19	+20 hp only*	Rally the Banners
1560001	20	+22 hp only*	

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Horsemanship: War-Steed: A Knight's mount is tougher than a normal war horse, and can endure the riggers of combat for far longer than a normal horse. When a Knight is mounted on a Riding Horse or War Horse, that horse receives a number of 5 bonus hit points for each level of the Knight riding it. So at 1st level a knight's war-steed would have +5 hit points, but at 7th level, it would receive +35 hit points. This bonus does not increase past 10th level, with a bonus of +50 hit points and is granted in addition to the Riding or War Horse's base hit points.

Code of Chivalry: Knights are sworn to a code of chivalry. The basis of this code is loyalty to the lord to whom they swear fealty. Knights must accept an honorable surrender, may never ambush or poison a foe, must always obey their liege and defend his subjects, and must hold to any oaths or promises they have made. Those who break this code no longer gain experience points in their class until they have atoned for these crimes. What is required to accomplish this is up to the Labyrinth Lord.

Noble Trappings: At 1st level a knight begins play with the following equipment free of charge in addition to normal starting gold pieces. They are provided to him by his lord and technically belong to that regent, though the knight is rarely stripped of them unless he does something to betray his liege. These items are: a long sword, a dagger, a mace, a lance, a trained war horse (with all the necessary tack, harness, bit, bridle and a riding saddle), a set of plate mail, a shield.

Horsemanship: Jousting: Knight's are specially trained to wield lances and spears while astride a charging horse. Because of this special training at 3rd level a knight receives a bonus to all damage rolls while wielding a lance or spear in these circumstances equal to his level. Thus a 3rd level knight receives a +3 to damage, while an 11th level knight receives +11 to damage while wielding a lance or spear when riding his mount.

Armored Mount: By 5th level a knight's horse may wear barding without movement penalty as well as

receive a +3 bonus to their armor class from that armor.

Horsemanship: Dismounting Charge: At 7th level a knight has become skilled at dismounting their foes through use of a lance. Whenever a knight makes an attack while mounted and wielding a lance or spear against another mounted foe, if they roll a natural twenty on their attack roll, their foe is automatically dismounted.

Horsemanship: Loyal Companion: At 11th level the horse and his rider have grown to be boon companions. The knight's horse is considered to have a morale of 12.

Receive Charge: Beginning at 13th level a knight is not mounted and is facing an attack from a mounted foe, they may set their spear or lance to deadly effect. When attacking a mounted foe while dismounted in this fashion, they automatically do double damage.

Horsemanship: Fearless Steed: At 15th level the bond between a knight and his steed achieves its apex. Because of its steadfast loyalty, the knight's steed becomes immune to the following spells: *Sleep, Charm Monster, Confusion, Hold Monster, Mass Charm, Cause Fear*.

Horsemanship: Devastating Charge: A 17th knight wielding a lance or spear while on his horse may triple the damage roll instead of the standard double-damage done as described on page 53 of the *Labyrinth Lord Core Book*.

Rally the Banners: At 19th level, a knight has become a paragon of chivalry. Instead of attacking, a knight may attempt to rally his companions. All allies within 60' who are under the influence of *Cause Fear, Charm Person, Confusion, Hold Person, Mass Charm*, or who have failed a morale check and have fled battle are immediately freed from these effects. In addition, they return to the battle with their vigor renewed, receiving a +2 to all attack and damage rolls for the next three rounds. A knight may only use this ability three times per day.



MARTIAL MASTERS



BARBARIAN



Requirements: Str 12, Con 12
Prime Requisite: STR and CON
Hit Dice: 1d10
Maximum Level: 10th

Born in the wild and raised among savage nomads, Barbarians are warriors hardened by nature and able to survive in the wild with little more than a weapon and their own willpower. Their skill in battle comes not from training or discipline, but

from sheer brutality and tenacity. The sheer unwillingness to fall in combat and drive a foe into the ground makes them fearsome opponents to even the hardest of foes.

Though they do not often make their way into civilized lands or the dark dungeons of the world, but some find their way onto the path of adventure. Whether they are the last remnant of a dying tribe, cast out for an act of dishonor, or secretly scouting the civilized worlds for invasion, barbarians can find their way to the adventurer's path.

Barbarians are proficient in all melee weapons and may wear padded armor, leather armor, studded leather as well as use shields. They may only use ranged weapons which are thrown, such as spears and javelins – they may not use bows or crossbows. Because of their savage nature Barbarians may only be Neutral or Chaotic alignment. Barbarians use the Attack Value and Saving Throws of a fighter.

A Barbarian with a Strength of 16 or higher receives a +5% bonus to all experience points earned, but if they have both a Strength and Constitution of 16 or higher they receive a +10% bonus instead.

Reaching 9th Level: Upon reaching 9th level a Barbarian may call upon a horde of his fellow warriors to his service and will act as their *Chief*. Within one month of sending out this call 3d6 1st level Barbarians will come to his service and remain loyal to him unto death as long as they are given the chance to engage in the glory of war.

Barbarian Class Progression

Experience	Level	Hit Dice (1d10)	Avoid Surprise	Increased Movement	Initiative Bonus	Wilderness Survival	Savage Strikes
0	1	1	1-3	120'	—	55%	—
4065	2	2	1-3	120'	—	60%	+1
8125	3	3	1-3	150'	—	65%	+1
16251	4	4	1-3	150'	+1	70%	+2
32501	5	5	1-4	150'	+1	75%	+2
65001	6	6	1-4	150'	+1	80%	+3
130001	7	7	1-4	150'	+2	85%	+3
20001	8	8	1-4	180'	+2	90%	+4
400001	9	9	1-5	180'	+2	95%	+4
600001	10	+3 hp only*	1-5	180'	+3	99%	+5

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Magical Enmity: Because of their fierce distrust of all things magical, a Barbarian may never benefit from the use of any magical item, be it weapons, armor, or any other magical item. In addition, a Barbarian will never willingly submit to being the target of beneficial magic, with the exception of spells that heal damage or cure status conditions such as poison, diseases and curses. However, they are forbidden from carrying magical items that grant effects mimicking these spells, such as a *Potion of Cure Light Wounds*.

Avoid Surprise: Because of a heightened awareness that comes from years of living in the wild places of the world, it becomes increasingly difficult to surprise in combat. The chance to surprise a Barbarian is determined by the chart above.

Increased Movement: Barbarians move with frightening speed. Because of their long lives spent traversing the wild, they have learned to move with great alacrity and beginning at 3rd level they may increase their movement as defined by the chart above.

Initiative Bonus: To compliment their mobility, Barbarians are able to strike with terrifying speed. At 4th level they receive a +1 bonus to their initiative rolls. This bonus increases to +2 at 7th level and +3 at 10th level.

Savage Strikes: Because they do not rely on magical arms or armor, a Barbarian must rely on their innate strength and battle prowess to survive. Beginning at 2nd level a Barbarian receives a bonus to all melee attack and damage rolls as defined by the Savage Strikes ability. This bonus is considered to be magical for the purposes of damage monsters immune to mundane attacks.

Wilderness Survival: Even the youngest Barbarian has learned to survive in harsh terrains of the wilderness. They may use this ability to spend four hours a day foraging in untamed lands in order to supply food and water for themselves and up to five other companions.

BERSERKER



Requirements: Str 9, Con 9
Prime Requisite: Str
Hit Dice: 1d8
Maximum Level: 20th

Legends speak of fierce warriors from a frozen land across a vast sea. They come on long boats, wielding axes and carrying round shields. Entering battle with a fearless blood lust, they come

for gold and glory, slaying any who stand in their way. Clerics and peasants alike pray to their gods that they would be saved from the ferocity of these warriors, but to no avail. Some even speak of the mightiest among them being able to take inhuman forms, that of beasts and predators – though surely such stories are only idle tales told to frighten children.

Berserkers are proficient in all melee weapons, though they only use thrown weapons at range such as hand axes or spears. They wear padded, leather, studded leather, scale mail, chain mail and regularly make use of shields. Heavier forms of protection are forbidden to them, for they believe their god, the All-Father, protects them in battle. They use the Attack Values and Saving Throws of a fighter. Berserkers are never of lawful alignment, instead limiting themselves to neutral or chaotic.

A Berserker who has a Strength of 13 or higher receives a +5% bonus to all experience earned. If their Strength is 16 or above, they receive a +10% bonus.

Reaching 9th Level: Upon reaching 9th level the berserker becomes known as an *Einherjar*, one of the blessed warriors. They draw the service of 2d6x10 1st level berserkers who will expect their lord to build a long ship and lead them in glorious raids on foreign soil. If the berserker does not do lead them on at least one successful raid each year, they will abandon him, searching for a braver and fiercer warrior to lead them to glory and riches.

Berserker Class Progression Chart

Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Battle Lust
2035	2	2	
4065	3	3	
8125	4	4	Terror of the North
16251	5	5	
32501	6	6	
65001	7	7	Form of the Wolf
120001	8	8	
240001	9	9	
360001	10	+2 hp only*	Form of the Bear
480001	11	+4 hp only*	
600001	12	+6 hp only*	
720001	13	+8 hp only*	
840001	14	+10 hp only*	
960001	15	+12 hp only*	
1080001	16	+14 hp only*	
1200001	17	+16 hp only*	
1320001	18	+18 hp only*	
1440001	19	+20 hp only*	
1560001	20	+22 hp only*	

*Hit point modifiers from constitution are ignored.

CLASS ABILITIES

Battle Lust: Berserkers are driven to deep ferocity in battle. While engaged in melee combat they receive a +1 bonus to all attack and damage rolls. This bonus increases to +2 at 13th level. In addition, at 15th level they make two attacks per round, but only if both attacks are melee attacks.

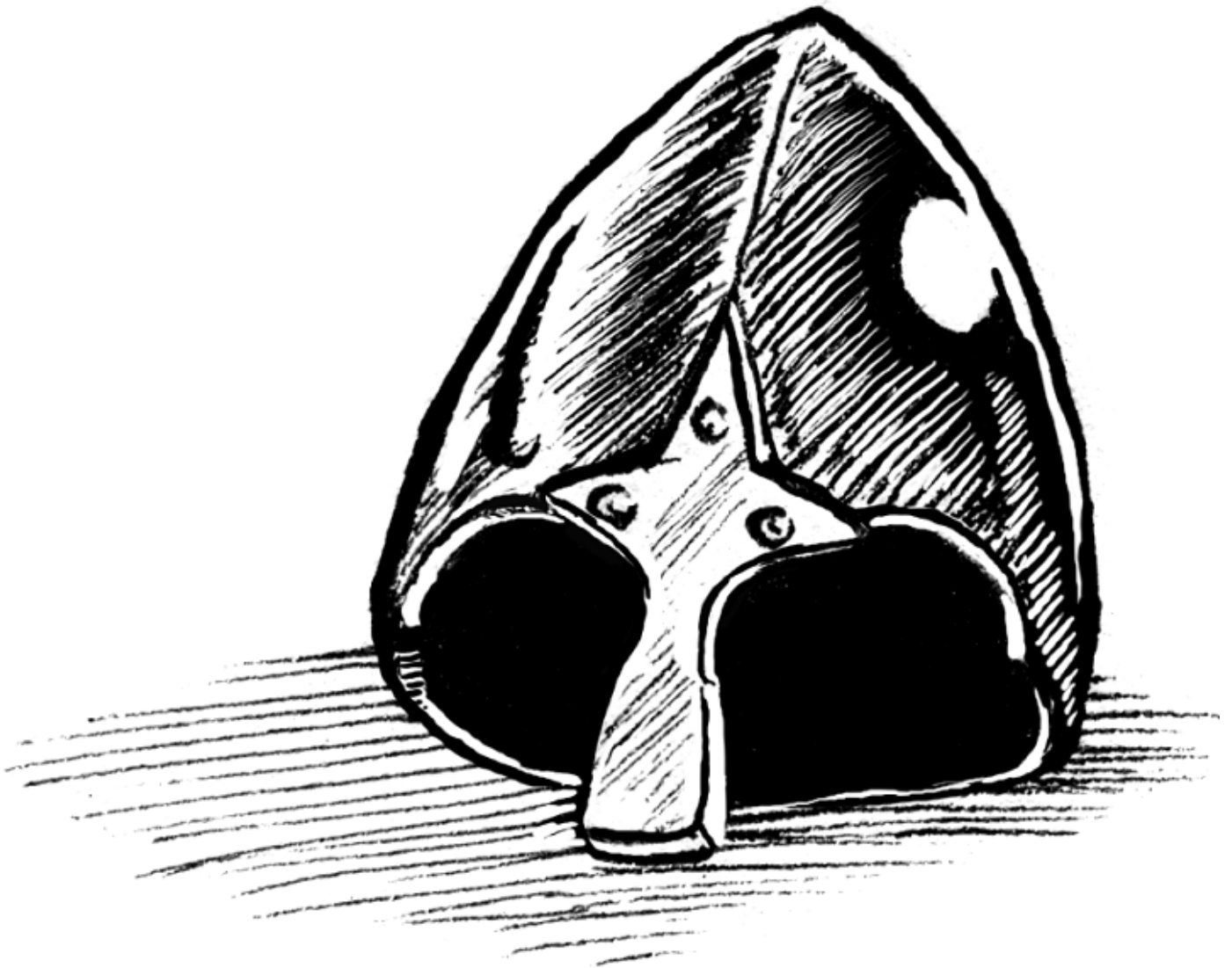
Terror of the North: Beginning at 4th level, a berserker's fierce blows and put terror in the hearts of even the most hardy of warriors. Whenever the berserker rolls a natural 20 on an attack roll against a foe whose hit dice are equal or less than their own level that foe must make a saving throw vs. spells or

immediately act as though they were the target of a *Cause Fear* spell.

Form of the Wolf: At 7th level the predatory fierceness of battle has so filled a berserker that he can actually physically shape-shift into a wolf (see Labyrinth Lord core rules, page 102) as the *Polymorph Self* spell, once per day. They can remain in this form for up to four hours each day, though if they choose to return to human form before this time has elapsed they must wait a full day before changing form again.

Form of the Bear: Legends say that the word berserker are a muddling of “bear skin,” and berserkers of 10th level are proof of this common misconception. They can shape-shift into a Cave Bear (see Labyrinth Lord core rules, page 64) as the

Polymorph Self spell, once per day. They can remain in this form for up to four hours each day, though if they choose to return to human form before this time has elapsed they must wait a full day before changing again.



GLADIATOR



Requirements: Str 9, Con 9, Cha 9

Prime Requisite: STR and CHA

Hit Dice: 1d8

Maximum Level: 20th

Whether born as a slave, taken as a prisoner, or condemned for a crime, the past of a gladiator does not matter. What matters now is his new life, a life of slavery and blood. Owned by an empire, they are taught to fight and die for the entertainment of others. They are not masters of organized warfare

like fighters, nor are they the subtle dagger of a thief. They are performers in a blood sport, and if they are less than perfect, they die. But if they succeed, their fame and glory can exceed that of emperors and kings. They have the potential to become living legends, if they live long enough and earn the love of the crowd. Because they are taught to fight for show, Gladiators are trained to entertain crowds in a series of unorthodox fighting styles. These methods of combat are often unknown to more traditionally trained warriors and offer unique benefits.

Gladiators are proficient in all weapons and are may wear padded, leather, studded leather, chain mail and scale mail armor. They may also use shields. They use fighter Attack Values and Saving Throws.

A Gladiator who has a Strength or Charisma of 13 or higher receives a +5% bonus on all experience points earned, while a character with 13 or higher in both Strength and Charisma receives a bonus of +10%.

Reaching 9th Level: Upon reaching 9th level a gladiator gains the attention of a wealthy patron or sponsor, typically a noble or emperor. This patron will show favor to the gladiator, often offering support in the way of political influence and equipment. If the patron is able, he will often provide the gladiator with gold, well-crafted or even magical equipment. As long as the gladiator retains the favor of their patron, they will also be provided with a lavish home in a city of the patron's choosing.

Gladiator Class Progression

Experience	Level	Hit Dice (1d8)	Special Ability
0	1	1	Retiarri – Spear and Net
2035	2	2	
4065	3	3	Flashy Performer
8125	4	4	
16251	5	5	
32,501	6	6	Dimachaerii – Twin Short Swords
65001	7	7	
120001	8	8	
240001	9	9	
360001	10	+2 hp only*	
480001	11	+4 hp only*	
600001	12	+6 hp only*	Tharican – Scimitar and Shield
720001	13	+8 hp only*	
840001	14	+10 hp only*	
960001	15	+12 hp only*	Heroic Slave
1080001	16	+14 hp only*	
1200001	17	+16 hp only*	
1320001	18	+18 hp only*	
1440001	19	+20 hp only*	
1560001	20	+22 hp only*	

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Retiarri – Spear and Net: All gladiators who fight with a spear in their primary hand and a net in the other may distract or entangle a single foe each round, causing that foe to suffer a -4 penalty to any single melee attack made against the gladiator for that round of combat.

Flashy Performer: Gladiators are taught to put on a show and those who survive the arena long enough learn the value of putting on a good show. Starting at 3rd level, any time a gladiator is engaged in melee combat they put on such a dazzling performance that any opponents within 30' who can see the gladiator

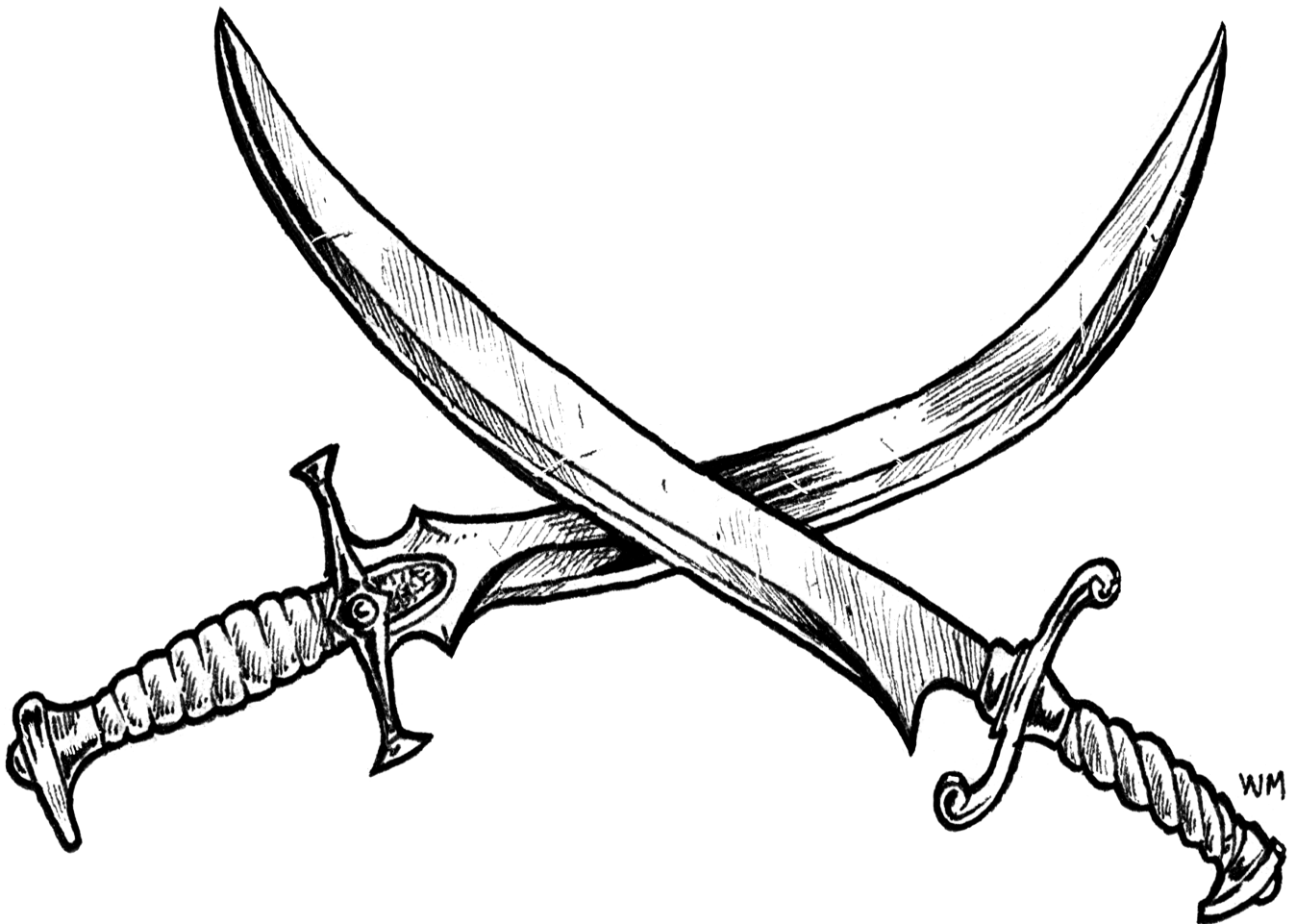
suffer a -2 penalty to all their attack rolls because they cannot help but be distracted by the gladiator's flashy style of combat. This penalty applies even to enemies who are engaged in combat with targets other than the Gladiator, but undead, animals and creatures who are not capable of intelligent thought are immune to this ability.

Dimachaerii - Twin Short Swords: Gladiators of 6th level or higher who fight with a short sword in each hand may make a single extra melee attack each round, but suffer a -4 penalty to this attack.

Tharican – Scimitar and Shield: A gladiator of 12th level or higher who fights with a scimitar and a shield has become so deft and protecting himself that he may ignore the effects of a single critical hit during a single combat encounter. They still suffer regular damage from this attack.

Heroic Slave: At 15th level a gladiator has become so famous that his name is known in nearly every

civilized corner of the world. Whenever they enter a town or village primarily populated by humans, they automatically receive free lodging and food, as well as being provided with non-magical arms, armor and equipment – should they request it and these requests be within reason. This benefit does not extend to their adventuring companions.



SAMURAI



Requirements: Str 9, Con 9, Wis 9

Prime Requisite: STR and WIS

Hit Dice: 1d8

Maximum Level: 20th

Samurai are honor-bound warriors who swear their life and their sword in service to a lord. They live and die at his will and under his command. They are masters of both blade and bow, spending their lives studying the art of war. They are disciplined and cunning, learning military tactics in addition to proficiency with a great many weapons.

Samurai who take up with adventuring parties are rare and only do so because their lord has commanded it or because they believe doing so will

bring honor to their lord. On occasion the rare samurai who has dishonored himself and his lord may become a wandering adventurer, hoping to die in battle so that he might somehow cleanse himself of the shame he has brought to his master.

The samurai is proficient in all weapons, but heavily favors swords and long bows. He is able to wear padded, leather, chain mail and banded mail armor, but he may not use shields. Because of their extraordinary discipline and life of service all Samurai are lawful in alignment.

Samurai use the Attack Value and Saving Throws of a fighter. A Samurai with a Strength or Wisdom of 13 or higher receives a +5% bonus to all experience points they earn, while if they have a 13 or higher in both Strength and Wisdom, they receive a +10% bonus.

Reaching 9th Level: Upon reaching 9th level the samurai has brought such glory to his lord that he is granted land and a small keep where he is to instruct inexperienced samurai and protect local peasants and commoners. 2d6 1st level samurai are sent by the lord to learn from their new master as well as assist in the protection of the villagers. Failure to protect these people is seen as a dishonor.

Samurai Class Progression

Experience	Level	Hit Dice (1d8)	Special Ability
0	1	1d8	Two-Weapon Fighting
2501	2	2d8	
5001	3	3d8	Kyudo
10001	4	4d8	
20001	5	5d8	Iaijutsi (+1)
40001	6	6d8	
80001	7	7d8	
160001	8	8d8	
310001	9	9d8	
460001	10	+2 hp only*	Iaijutsi (+2)
610001	11	+4 hp only*	
760001	12	+6 hp only*	
910001	13	+8 hp only*	
1060001	14	+10 hp only*	
1210001	15	+12 hp only*	Iaijutsi (+3)
1360001	16	+14 hp only*	
1510001	17	+16 hp only*	
1660001	18	+18 hp only*	
1810001	19	+20 hp only*	
1960001	20	+22 hp only*	

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Honor: At 1st level a samurai is sworn to the service of a lord. He is expected to obey every command given to him by his lord, even a command to take his own life. In addition, samurai are expected never to show fear of any sort, including fear of death. A samurai who disobeys his lord has dishonored himself and is considered to have a Charisma of 3 when encountering any samurai or other servant of his former master. Often they will attack immediately. The only known way to absolve a samurai of their dishonor is through a form of ritual suicide known as *seppuku* where a samurai throws

himself on his own sword. Dishonored samurai are typically called *ronin*.

Two Weapon Fighting: Samurai are master swordsmen and carry a pair of blades which they wield with deadly accuracy. In their primary hand they wield a slightly curved, single-edged sword known as a *katana*, while in their off-hand they wield a smaller sister sword - the *wakizashi*. These weapons are statistically identical to the bastard sword and short sword, respectively.

When wielding these paired weapons the Samurai may make a single attack with each weapon every round of combat. However, these multiple attacks are only granted when wielding a bastard sword (*katana*) and short sword (*wakizashi*) in tandem.

Kyudo: In addition to being skilled swordsmen, samurai are also deadly archers. Through an almost inhuman discipline and unnerving calm, they are able to achieve remarkable accuracy when wielding a long bow. Once they reach 3rd level, when they are using such a weapon they receive a +2 bonus to all attack and damage rolls.

Iaijutsu: The Art of the Draw, or Iaijutsu, is a unique sword technique practiced by the samurai. Training in this art allows the samurai to draw his blade with lightning speed and strike with a single, deadly blow before their foe has even had an opportunity to strike. Beginning at 5th level the samurai receives a +1 bonus to initiative rolls. This bonus increases to +2 at 10th level and again to +3 at 15th level.

In addition, once he reaches 5th level the samurai has the ability to inflict devastating damage if they seize the initiative. During the first round of combat (and only the first round of combat), if the samurai is the first attacker in the initiative order and they are making a melee attack then their first attack automatically inflicts double damage.



SWORD MASTER

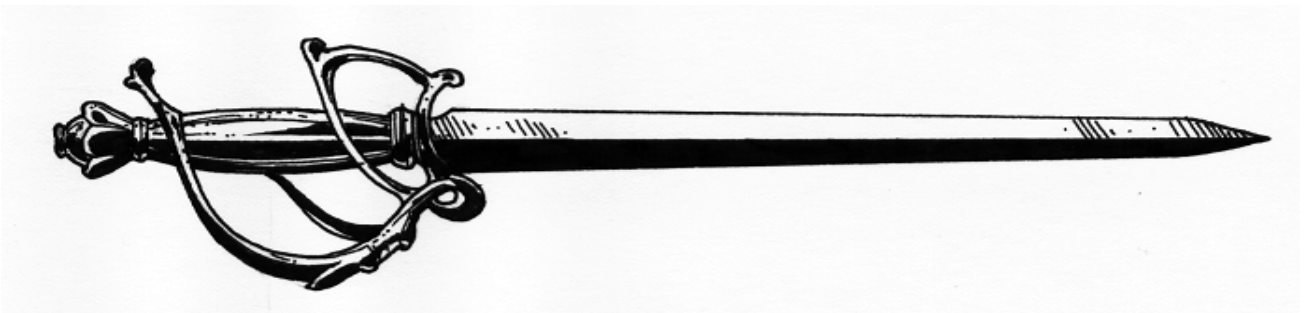


Requirements: Str 9, Dex 9, Int 9
Prime Requisite: DEX and INT
Hit Dice: 1d8
Maximum Level: 20th

Fighters and most other warriors are heavily armored men at arms, who wield weapons with brutality and clad themselves in heavy armor. Yet there is a more elegant and civilized form of combat, refined to deadly efficiency – that of the sword master. They wear no armor, and choose to focus all their martial prowess to the mastery of the long sword. Through an agile dance of deadly steel, they are able to defeat less subtle combatants in a beautiful series of parries, thrusts and reposts.

The sword master is proficient in only the long sword and the dagger and they do not wear armor or use shields. They use the Attack Values and Saving Throws of a fighter of equal level. They may be of any alignment, but due to the disciplined nature fighting style, they are rarely chaotic in alignment. A sword master with a DEX or INT of 13 or higher receives a +5% bonus to all experience points earned, while a sword master with a 13 in both abilities receives a +10% bonus.

Reaching 9th Level: A sword master who reaches 9th level is known as a *Master Duelist*. He can start a fencing school or academy at his own expense. If he does this 5 – 30 (5d6) 1st level sword masters or fighters will come to learn from him, and occasionally one or two of them may join him on adventures to test their newly learned skills on the field of battle.



Sword Master Class Progression

Experience	Level	Hit Dice (1d8)	Mastery Points	Armor Class Bonus	Special Abilities
0	1	1	1	0	
2035	2	2	1	-1	
4065	3	3	1	-1	I Do Not Run
8125	4	4	2	-2	
16251	5	5	2	-2	
32501	6	6	2	-3	
65001	7	7	3	-3	Not Today
120001	8	8	3	-4	
240001	9	9	3	-4	
360001	10	+2 hp only *	4	-5	
480001	11	+4 hp only *	4	-5	
600001	12	+6 hp only *	4	-6	
720001	13	+8 hp only *	5	-6	
840001	14	+10 hp only *	5	-7	
960001	15	+12 hp only *	5	-7	
1080001	16	+14 hp only *	6	-8	
1200001	17	+16 hp only *	6	-8	
1320001	18	+18 hp only *	6	-9	
1440001	19	+20 hp only *	7	-9	
1560001	20	+22 hp only *	7	-10	

*Hit point modifiers from constitution are ignored.

CLASS ABILITIES

Armor Class Bonus: A sword master focuses his training on agility movement to protect themselves instead of armor and shields. They receive a bonus to their armor class that increases as they level, as shown by the chart above. This is in addition to any bonus received from a high dexterity.

I Do Not Run: Beginning at 3rd level, a sword master is immune to all forms of fear. He automatically succeeds in saving throws to resist *Cause Fear* spells and similar effects.

Not Today: By the time a sword master has reached 7th level they have a unique knack for avoiding death. They may, once per day, automatically resist any effect that would drain a level of experience. In addition, if they are the target of a *Death Spell*, *Symbol of Death*, or any other magical effect that would instantly slay them they may make a saving throw vs. death to avoid this effects.

Mastery Points: Each round of combat, the sword master has a number of Mastery Points determined by his level of experience. He may spend these points each round, before initiative is rolled, to gain

bonuses to attack, damage, armor class, initiative, or movement. Bonuses granted by the spending of Mastery Points only last for the round of combat in which they are spent.

A sword master may only spend these points when wielding a long sword and any unspent points

are lost, though the pool of Mastery Points refreshes each round.

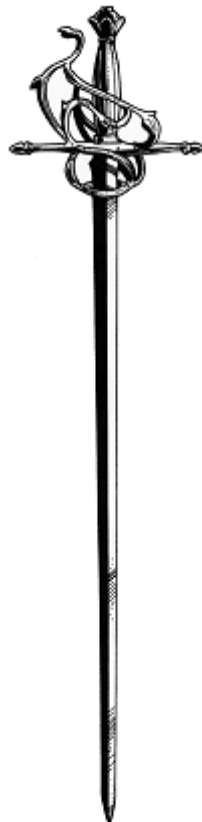
The bonuses granted by the expenditure of Mastery Points is in addition to any modifier from high abilities, magical items, magical weapons, or the sword master's armor class bonus.

Mastery Point Cost

Combat Modifier	One Mastery Point	Two Mastery Points	Three Mastery Points	Four Mastery Points	Five Mastery Points
Attack Bonus	+1	+2	+3	+4	+5
Damage Bonus	+1	+2	+3	+4	+5
Armor Class	-1	-2	-3	-4	-5
Initiative Bonus	+1	+2	+3	+4	+5
Movement Bonus	+10'	+20'	+30'	+40'	+50'

Example: Wesley, a 7th level sword master, has 3 mastery points to spend in the first round of combat. He spends two points to gain a +2 bonus to his attack roll, and a third point to gain a +1 bonus to initiative. On the second round of combat, these bonuses are lost and his pool of mastery points is

refreshed. He goes on the offensive, spending all three mastery points to gain a +3 bonus to damage with his long sword. When the third round of combat comes, his opponent attempts to flee, but Wesley gives chase and spends his three points to gain a +30' bonus to his movement and runs his foe down.





MONSTROUS MARAUDERS



DRAGON



Requirements: Str 9, Con 9, Int 9, Cha 9

Prime Requisite: CON and INT

Hit Dice: 1d8

Maximum Level: 8th

Dragon. The mere word conjures up images of fear and legend and while most of these mythic beasts are found resting in the depths of the earth, some spend their early years traveling across the surface and dungeons of the world in search of riches and treasure to help them establish a horde that will be the envy of their kin.

Dragon player characters begin as hatchlings. Barely cracked from the egg they learn quickly from their experiences and quickly master their abilities to become a true force to be reckoned with. Measuring approximately eight feet long and weighing around three hundred and fifty pounds, these creatures will not grow into the full splendor of their forms for decades, or even centuries after their adventuring companions are forgotten or dead.

In addition to the abilities listed below, all dragons possess infravision at a range of 60'. They may be of any alignment, but are not able to use any weapons or armor. They use the Attack Values and Saving Throws of a fighter of equal level. Dragons are able to speak any language, and most player characters typically speak draconic and the common tongue.

A dragon who possesses a Constitution or Intelligence of 13 or higher receives a +5% bonus on all experience points earned, while a dragon with a Constitution and Intelligence of 13 or higher receives a bonus of +10%.

Reaching 8th Level: At 8th level a dragon may establish a lair. This lair is typically in a cave or secluded cavern, and though most dragons do not have followers or loyal servants, many dragons (reluctantly) barter some of their gathered treasure to the service of nearby townsfolk or underground residents, while the less humane serpents demand homage, lest the local populace fear reprise most fierce.

Dragon Class & Spell Progression

Experience	Level	Hit Dice (1d8)	Flight Speed	Armor Class	Bite	Claw	1 st Level	2 nd Level	3 rd Level
0	1	1	120'	7	1d6	1d4	—	—	—
4065	2	2	120'	6	1d6	1d4	—	—	—
8125	3	3	120'	5	1d6	1d4	1	—	—
16251	4	4	180'	4	1d8	1d6	2	—	—
32501	5	5	180'	3	1d8	1d6	2	1	—
65001	6	6	180'	2	1d8	1d6	2	2	—
130001	7	7	240'	1	1d10	1d8	2	2	1
200001	8	8	240'	0	1d10	1d8	3	2	1

CLASS ABILITIES

Flight Speed: All dragons can naturally fly, but as a dragon grows from a wyrmling into full adulthood, their flight speed increases. At 1st level a dragon may fly at 120'. This increases at 4th level to 180' and finally reaches its peak at 7th level with a maximum flight speed of 240'. They are not nearly as maneuverable on when traveling on the ground and move at 60' when they are not in flight.

Armor Class: Even at birth, dragons possess a natural coat of scales that offers them a level of protection, but as they age their armor class increases based on the chart above. Their armor class is still modified by their Dexterity.

Bite: Dragons cannot use weapons, but they are naturally gifted with their own defenses. A dragon may make one bite attack each round based on the damage listed above. This is in addition to any claw attacks they are permitted to make. Their attack and damage roll are modified by their Strength score.

Breath Weapon: Dragons may, once per day, make use of their breath weapon attack. This attack is typically a blast of fire, though at the Labyrinth Lord's discretion it may be a ball of lightning or cloud of poisonous gas. Once a dragon has determined their breath weapon, he can not change it. This breath attack a 60' long cone that is 30' wide at its end. Anyone caught in this attack suffers damage equal to the dragon's current hit points,

though they may make a saving throw vs. Breath Weapon to take half damage. At 5th level a dragon may use this ability twice per day and finally at 8th level they may use it three times per day. A dragon who uses their breath weapon ability may not attack with their claw or bite attacks, cast spells, or use magic items that round.

Claw: In addition to their vicious bite a dragon may make a single claw attack each round. Beginning at 5th level they may make two attacks with their claws each round, in addition to their bite for a total of three attacks in a round. Their attack and damage rolls are modified by their Strength score.

Spells: Beginning at 3rd level, dragons may cast any spell from the *Magic-User/Elf* list of spells. They must maintain a spellbook and memorize spells, just like a Magic-User. During their early time as a hatchling it is assumed that they have managed to piece together a very basic spellbook by 3rd level which contains only *Read Magic* and *Detect Magic*.

Magic Items: Dragons horde treasure and value magic items, but only make limited use of them. A dragon may only use potions and *Magic-user/Elf* scrolls, rods, wands, and staffs. They may not make use of any magical weapons, armor, jewelry or miscellaneous magic items that has to be worn to be effective. This means that while a Dragon cannot use a *Ring of Protection*, they could use a *Crystal Ball*.

GOBLIN



Requirements: Dex 9, Con 9
Prime Requisite: DEX and CON
Hit Dice: 1d6
Maximum Level: 8th

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 is ranges in color from yellow, brown, or even deep red. They typically wear dark leather clothing that is drab and poorly crafted and wield curved swords, notched swords of dubious craftsmanship.

Goblins possess excellent infravision, with a range of 90'. They are also highly skilled at skulking and hiding in the dark caverns of the earth. In underground caves or dungeons goblins can hide

with 90% ability. They can also blend into natural environments while above ground, but only a roll of 1-2 on a d6. To use either of these abilities they must remain silent and motionless. They have a panache for surprise attacks and ambushing their foes, receiving a +1 bonus to initiative when alone or in a party composed entirely of goblins. They view dwarves as a natural and hated enemy, receiving +1 to all attack rolls against them. In addition, they prefer to wield wicked scimitars in battle and receive a +1 to attack when fighting with these weapons. However, their small size prevents them from using large or two-handed weapons. They also do not favor heavy armor and can only wear padded, leather, studded leather, scale mail or chain mail – though they can use shields. Their small stature and quick reflexes grant them a -2 bonus to armor class when fighting foes who are larger than man-sized. Goblins have a deep dislike of the sunlight and suffer -1 to all attack rolls when in the light of the sun.

In spite of being fearful, goblins are hardy folk and use the saving throws and attack values of a halfling. If a goblin has a 13 or higher in their CON or DEX they receive a +5% bonus to all experience points they earn. They receive a +10% bonus if both of these attributes are 13 or higher. Almost all goblins are chaotic in alignment, though in extraordinarily rare circumstances, they can be lawful or neutral.

Reaching 8th Level: When a goblin reaches 8th level he earns no special title, though he does attract the loyal service of a Dire Wolf to act as a mount. This creature serves loyally as long as its master does not attempt to impede its darker tastes. In addition, if the goblin is chaotic in alignment he will draw the service of 1d6x10 goblins who look to him as their tribal leader. They will serve him as long as he leads them to blood, carnage and other vile deeds. If not, they are likely to turn against him very quickly.

Goblin Character Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2501	2	2
5001	3	3
10001	4	4
20001	5	5
40001	6	6
80001	7	7
160001	8	8



HALF-OGRE



Requirements: Str 12, Con 12
Prime Requisite: STR and CON
Hit Dice: 1d10
Maximum Level: 12th

Half-Ogres are creatures born of a union between a human and an ogre. These relationships are often born of the slaughter and carnal desire of marauding ogre tribes. When the half-ogre is born, it is a beastly, inhuman creature that is often cast off by its own parents. Humans regard them as terrible monsters and ogres consider them weak and inferior. The rare few who survive to adulthood find that they have no place in society. As such, they take easily to the life of an adventurer, where they can live on the road and earn their way in the world by the inborn strength given to them by their monstrous parent. Half-ogres typically stand eight feet tall and weigh between 350 and 450 pounds. They are heavily muscled and often have sloped foreheads and ruddy colored skin.

Half-ogres are able to wield any melee weapon they choose, but are limited in their selection of ranged weapons. Because of their large size, they may only use heavy crossbows and long bows in ranged combat. Short bows, slings and light

crossbows are too small for their massive hands. They can, however, use any thrown weapon they choose and often specialize in throwing large rocks or boulders (see below). While they are capable of wearing padded, leather, or studded leather and utilizing a shield, such items (along with other clothing or worn adventuring gear like backpacks or belt pouches) must be specially crafted for them and cost 50% more than the standard price.

Half-ogres have a naturally thick hide and because of this they receive a one-point bonus to their armor class. In addition, due to their stature they can wield any two-handed melee weapon (such as a war hammer or two-handed sword) in one hand without penalty. However, using very small weapons (such as dagger or darts) is difficult for them due to their large hands and they suffer a -2 penalty whenever wielding such a weapon in melee.

A half-ogre uses the Attack Values of a Fighter and the saving throws of a Dwarf of equal level. They can be of any alignment, though the vast majority are Chaotic. They can speak Common, Giant, and their alignment tongue. If the half-ogre has a Strength of 16 or higher he receives a +5% to all experience points earned. If both Strength and Constitution is 16 or higher they receive a +10% bonus.

They are also able to throw large stones in battle. These stones have a range as a javelin or javelin and do 2d6 points of damage, plus the ogre's Strength modifier. Ogres begin play with 3d4 such stones, which they typically keep in a belt pouch. When an ogre wishes to gather more of these stones, they must travel into the wilderness in search of them. Such a search takes 4 hours of time and yields 1d4 suitable stones. Legends tell of rare and powerful half-ogre magi have actually created magical throwing stones, though evidence to confirm this myth has never been discovered.

Reaching 9th Level: At 9th level a half-ogre becomes known as one of the *Brute*, through out the land.

Their prowess in battle and reputation for violence draws the attention of 2d6 fighters or half-ogres. In addition, 1d4 ogres will actually come into their service. All of these followers are chaotic in alignment and will expect their new master to lead

them in raids on villages and local farming communities.

A half-ogre who does not engage in such activity regularly may find his followers will turn against him unless he rules with an iron fist.

Half-Ogre Progression Chart

Experience	Level	Hit Dice (1d10)
0	1	1
2187	2	2
4375	3	3
8751	4	4
17501	5	5
35001	6	6
70001	7	7
140001	8	8
280001	9	9
400001	10	+3 hp only*
540001	11	+6 hp only*
660001	12	+9 hp only*

*Hit point modifiers from constitution are ignored



HALF-ORC



Requirements: Str 9, Con 9

Prime Requisite: STR and CON

Hit Dice: 1d8

Maximum Level: 12th

Not all those who brave the dungeons and dangers of the world are gallant heroes. Some are born of tragic, terrible unions. For as long as the any good folk of the world can recall, orcs have been a plague to all of civilizations. They come with ferocious swiftness and descend on settlements where ever they find them. They pillage, burn and murder mercilessly, but in the aftermath they sometimes leave a scar upon those who survive. A rare, maddened orc will take a human as their own, and several seasons later a terrible offspring will be born: the half-orc.

These poor creatures grow up outcast simply for being who they are and the terrible events

their life represents. Because of they are ostracized, they take easily to the self-reliant life of an adventurer. The orc blood that burns in their veins does give them a few gifts in the dark caverns and dank dungeons of the world. They are stout and comfortable in places that would turn the stomachs of less hearty folk.

They are taller and bulkier than humans, thanks to their orcish blood, standing between six and six and a half feet tall and typically weigh over two-hundred pounds. Their features are crude, often with sloped foreheads or prominent under-bites. They typically have dark eyes and black or grey hair that is stringy and matted.

Half-orcs are proficient with all weapons and armor, as well as shields. They use the same Attack Value and Saving Throw Values of the Dwarf. They possess infravision at a range of 60 feet. They may be of any alignment, though the vast majority are chaotic. The Half-Orc can speak common and orcish.

A Half-Orc with a Strength or Constitution of 13 or higher receives a +5% bonus on all experience points they earn. If the character has a 13 or higher in both Strength and Constitution, they receive a bonus of +10%.

Reaching 9th Level: Upon reaching 9th level a half-orc may build a stronghold and become known as a Warlord. These strongholds are often built on the edges of civilization or near villages in the wilderness with little protection. These strongholds are typically well protected and the half-orc's reputation will draw other half-orcs, goblins, hobgoblins, orcs and demi-humans of chaotic alignment to his service. Half-orcs who are not in the service of evil forces will have a difficult time preventing these new followers from committing acts of atrocity on local settlers and peasants.

Half-Orc Progression Chart

Experience	Level	Hit Dice (1d8)	Cause Fear	Ferocity (Attack/Damage/HP Loss)	Despair
0	1	1	14%	- / - / -	--
2501	2	2	17%	- / - / -	--
5001	3	3	20%	+1/+1/-2hp	--
10001	4	4	23%	+1/+1/-2hp	-1
20001	5	5	33%	+1/+1/-2hp	-1
40001	6	6	43%	+2/+2/-3hp	-1
80001	7	7	53%	+2/+2/-3hp	-1
160001	8	8	63%	+2/+2/-3hp	-2
310001	9	9	73%	+3/+3/-6hp	-2
460001	10	+3 hp only*	83%	+3/+3/-6hp	-2
610001	11	+6 hp only*	93%	+3/+3/-6hp	-2
760001	12	+9 hp only*	95%	+4/+4/-8hp	-3

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Cause Fear: Because of their great size and terrible reputation, half-orcs can inspire great terror in the foes that they face. Instead of attacking their opponent, the half-orc may attempt to make a show of aggression in hopes of terrifying their foe into surrendering. If they successfully roll below the percentage listed in the chart below, their foe is stricken with terror, exactly as a *Cause Fear* spell. At 1st level they may use this ability once per day. At 5th level they may use this ability twice per day. At 10th level they may use this ability three times a day. If the *Cause Fear* attempt is unsuccessful, the half-orc may not attempt to use against that target again until they gain one level.

Ferocity: The orcish blood that burns in the half-orc's veins can give them great power, but at a price. At 3rd level a half-orc may enter a kind of ferocious rage to gain a bonus to their attack and damage. This bonus is only applied in melee combat, and it comes at a price. Every round that a half-orc remains

enraged, they take damage as they push their body beyond its limits. This damage is automatic, though it may be healed. The bonus granted and amount of damage taken is listed on the chart below. A half-orc may not take a lower bonus in order to receive less damage each round. They can enter and end this raging state at will, though they always take at least one round of damage.

Despair: Because of their brutality, half-orcs are inspire a dread in all combatants they face. Those who take arms against a half-orc of 4th level or higher or witness one in combat suffer a penalty to their morale based on the chart listed below. Note that undead, mindless creatures and those creatures who have a base Morale of 12 are immune to this ability. This ability is not without its drawbacks, though. This morale penalty also acts as a penalty to all Reaction checks that a half-orc makes when interacting with NPCs, unless they are servants of evil (as determined by the Labyrinth Lord).

TREANT



Requirements: Str 12, Con 12, Wis 12

Prime Requisite: None

Hit Dice: 1d10

Maximum Level: 10th

It is said that in the deepest woodland realms of the world there are living trees who live patient, quite lives. Ageless and immortal, they have always existed. Indeed, when they stand still travelers might walk right past a treant and mistake it for a growing oak or melancholy willow. These vigilant watchmen of the forest are powerful adversaries in the rare instances they are roused to anger. They do not often leave their beloved woodland homes and when they do it is because they are roused to some greater purpose which requires them to journey far from their homeland in order to protect it.

Treants do not wield normal weapons in combat. Instead they strike with their massive wooden limbs, which do 1d6 points of damage (plus their Strength modifier). A treant will sometimes carry a large wooden club instead of striking with their great wooden arms. These clubs do 1d10 points of damage (plus their Strength modifier). They are also capable of hurling large boulders. These boulders inflict 2d6 points of damage (plus their Strength modifier) and have a range equal to a javelin. A treant can carry up to 1d4+1 such stones.

Finding and gathering such stones requires the treant to search in rocky woodlands or mountainous realms for four hours. Each search yields one such stone. In addition, Treants do not wear armor or use shields, but instead are covered in a thick bark which serves as protection in battle. It grants them an Armor Class of 5, which is modified by their Dexterity score.

When a treant stands perfectly still in a woodland environment they may be mistaken for a mundane tree on a 1-5 on a d6. This ability can also be used in other wilderness environments, such as hills or mountains – though its only successful on a 1-4 on 1d6. Finally, it rarely works in underground or dungeon environments and only functions properly on a 1-2 on 1d6.

In spite of their natural ability to remain unnoticed in wilderness environments, treants have a few limitations based their existence as living trees. Treants stand between eight and ten feet tall, weighing upwards of one thousand pounds. As such they suffer a -2 penalty to all attack rolls made against creatures which are smaller than man-sized. In addition, they cannot use helmets, cloaks, robes, or other enchanted clothing – as their shape is too abnormal to properly make use of these items. However, they are permitted to use magical rings, bracers and other jewellery as these items can often be slid onto slender twig-like digits or over branch-like wrists. They are also very vulnerable to fire-based damage and any saving throw made to resist this damage is done at a -4 penalty.

Treants have the same Saving Throws and Attack Values as an Elf of equal level. They are always Neutral in alignment and speak Common, their native tongue of Treant, Elven, and Sylvan (the language of fey creatures). They have no prime requisite and as such do not game bonus experience points for high attributes.

Reaching 9th Level: When a treant reaches 9th level he becomes known as a *Tree Shepherd*. He may build a secret stronghold deep in a natural woodland realm which usually serves as a simple home. This is

often little more than a grove ringed with trees with a stone table at its center and a nearby stream. The shepherd has become so connected to the natural energies of the world that his attacks with both fist and club are considered magical for purposes of

damaged creatures immune to mundane weapons, though no bonus is granted to attack and damage.

In addition, he will draw the service of 2d6 1st level treants, elves or druids who will assist him in protecting his woodland domain.

Treant Class and Spell Progression

Experience	Level	Hit Dice (1d8)	Special Abilities	1 st level	2 nd level	3 rd level	4 th level	5 th level
0	1	1d8	Natural Magic	1	—	—	—	—
4065	2	2d8		2	—	—	—	—
8125	3	3d8		2	1	—	—	—
16251	4	4d8		3	2	—	—	—
32501	5	5d8		3	2	1	—	—
65001	6	6d8		3	3	2	—	—
130001	7	7d8		4	3	2	1	—
200001	8	8d8		4	3	3	2	—
400001	9	9d8		4	4	3	2	1
600001	10	+3 hp only*		5	4	3	3	2

CLASS ABILITIES

Natural Magic: Treants may draw their magic from nature and are able to cast a many spells from the Druid spell list. By spending one hour each morning communing with nature they may memorize a number of Druid Spells based on their character level. However, they are barred from memorizing the following Druid Spells:

Because the magic of a treant is natural and does not come from faith or study, they do not gain

bonus spells for high attributes. In addition, because of their dislike of fire, a treant cannot memorize the following spells: *Fire Trap*, *Flash Fire*, *Heat Metal*, *Protection from Fire*, *Produce Fire*, *Pyrotechnics*, and *Wall of Fire*.

More information on Druid Spells can be found in the *Labyrinth Lord Advanced Edition Companion* and in Appendix IV: Spells of this book.



SECOND STAR TO THE RIGHT



FAIRY



Requirements: Str 9 or less, Dex 13, Cha 13

Prime Requisite: DEX and CHA

Hit Dice: 1d4

Maximum Level: 8th

Fairies are tiny elfin creatures with gossamer wings. They are only a foot tall and rarely weigh more than a few pounds. Whimsical and flighty, they often join adventuring parties just for the fun of it. They adventure for sheer fun and though they do not make use of many magic items, they love treasure and unique enchanted items.

Because of a kinship with elves fairies have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their connection to nature, fairies are completely unaffected by the paralysis ghouls can inflict. Fairies can speak their alignment language, common, elvish,

gnoll, hobgoblin, and sylvan – the language of the fairies.

Because of their tiny size, fairies may only wield daggers in combat – which they wield as a human-sized person would wield a sword. In addition, fairies may use a unique bow sized for their tiny frames called an “elf-shot.” However, their small size grants them a -2 bonus to their armor class. They always prefer to be in flight and this combined with their tiny size means they do not wear armor and cannot use shields.

Fairies receive a +5% bonus to all experience points earned if either their Dexterity and Charisma are 16 or higher. This bonus is increased to +10% if both Charisma and Dexterity are 16 or higher.

Fairies are also uniquely restricted in their use of magical items. They may only use two magical rings, which they wear as bracers. They may use any wand that a magic-user or elf can use, though they typically carry it like a staff. They may not use magical bracers, cloaks, clothing or boots. While they may use potions, these consumables must typically be administered by another larger member of the party – though in order to receive the effects of magical potions they still must drink the whole thing. Miscellaneous magic items are judged on a case-by-case basis and how applicable the item may be, given the fairy's size.

Fairies use the attack values and saving throws of a halfling of equal level. Because of their fey nature they may not be lawful in alignment.

Reaching 8th Level: When a fairy reaches 8th level they become known as a *sidhe* (pronounced *shee*). They may establish a tiny stronghold, typically crafted from the a hollow tree, in a dense forest. It is extremely difficult to find, and typically requires magical scrying to locate. While the fairy does not attract traditional followers, all the woodland creatures of the forest will report to the fairy and let that character know events transpiring in their domain.

Fairy Class & Spell Progression

Experience	Level	Hit Dice (1d4)	Special Abilities	1 st Level	2 nd Level	3 rd Level	4 th Level
0	1	1	Dancing Light, Magic Dust	1	-	-	-
4065	2	2	Elf-Shot: Distraction	2	-	-	-
8125	3	3	Fairy's Luck	2	1	-	-
16251	4	4	Elf-Shot: Sleep	2	2	-	-
32501	5	5	Fairy's Curse	2	2	1	-
65001	6	6	Elf-Shot: Curse	2	2	2	-
130001	7	7	Believe	3	2	2	1
200001	8	8		3	3	2	2

CLASS ABILITIES

Dancing Light: All fairies can fly at a speed of 120'. This is a natural ability that they can do, even while sleeping. In addition, as long as the fairy is alive, they radiate a gentle light from their bodies. This light illuminates 30' in all directions and is centered on them. It can be dimmed at will.

Fairy Dust: Fairies are masters of mischievous magic. Their magic is not learned like a traditional magic-user and they do not carry spell books. They innately know all spells noted below, but must reach the appropriate level to make use of them. They simply cast fairy dust at their target to activate their chosen spell. Using any of these abilities requires a fairy to have their pouch of magic fairy dust. Otherwise this functions just like any other magic-user/elf spell.

A fairy who loses their magical bag must spend three days in the wilderness and spend 100 gold pieces in components to harvest and replace their fairy dust.

Elf-Shot: Beginning at 2nd level, a fairy may apply magical enchantments to the tiny bows they wield, known as elf-shot bows. At 2nd level they may apply a minor enchantment to a one of their little arrows. This enchantment is instant and the fairy may still apply it and attack in the same round. The first enchantment they learn is a distracting shot. This tiny, stinging arrow leaves the target with an

annoying pain that imposes a -2 penalty to their next attack roll.

At 5th level their elf-shot can cause a target to fall into an enchanted stupor. The target must succeed in a saving throw vs. spells or immediately fall asleep, as per the 1st level magic-user/elf spell.

When a fairy reaches 7th level they may enchant their elf-shot with a powerful enchantment that mimics the *Confusion* spell. The target must make a successful saving throw vs. spells to resist this effect.

This ability may be used three times per day. In order for any elf-shot ability to be successful, the fairy must declare using this ability before the attack roll is made and if the attack misses, then the use of this ability is expended.

Fairy's Luck: The uncanny luck of the fey is well known and often saves the fairy in a death defying situation. A 3rd level fairy may, once per day, re-roll any failed saving throw. They must take the second roll if it is a failure. In addition, because of their small size and agility, they automatically take no damage if they succeed in a saving throw that reduces damage taken from a source by half. If they succeed completely, they take no damage at all. This ability may be used twice per day at 5th level and three times per day at 8th level.

Fairy's Curse: Fairies are vexing, frustrating little creatures. After reaching 5th level the fairy may select a target of a fairy's Fairy Dust spell that has succeed in a saving throw. The fairy may use this ability to force them to re-roll a successful saving throw. This ability may be use ability once per day at 5th level, and twice per day at 8th level.

Believe: Fairies thrive on belief. It can even save their life. Beginning at 7th level, a fairy can be

brought back from the dead by this powerful belief. If a fairy is slain or reduced to zero hit points, an individual of the same alignment may spend one round clapping and focusing on this belief in an attempt to bring the fairy back from the dead. The fairy may make a Saving Throw vs. Death. If successful, the fairy is restored to a single hit point.

This ability must be used within one round of the fairy being slain and can only be used once per year.

Fairy Dust Spells

1st Level Spells

Charm Person
Detect Magic
Light
Sleep
Ventriloquism

2nd Level Spells

Continual Light
Detect Invisible
Invisibility
Locate Object
Phantasmal Force

3rd Level Spells

Dispel Magic
Haste
Hold Person
Protection from Normal Missiles

4th Level Spells

Charm Monster
Confusion
Hallucinatory Terrain
Plant Growth

Lost Boy



Requirements: Dex 9, Cha 9
Prime Requisite: DEX and CHA
Hit Dice: 1d6
Maximum Level: 8th

Lost Boys appear as pre-teen human children with slightly elfin features. In spite of the name, Lost Boys may be male or female. Most stand just under four feet in height, with slight builds, sparkling eyes of green or blue and an unkempt tangle of hair atop their heads. They come from a land far beyond the stars, which they call home. Claiming that they come to our world looking for adventure, they are spritely and eager adventuring companions. They are eternally youthful, both in mind and body. Because of this they often bring their allies to the edge of

disaster and then use their unique abilities to snatch victory from the jaws of defeat.

Lost boys are proficient in all one-handed melee weapons, light crossbows, short bows, and slings. Because of their small size, they are incapable of wielding larger weapons. Preferring to remain agile in battle, they only wear padded or leather armor and may not use shields. Lost boys use the attack value of a thief of equal level and the saving throws of a halfling. They have little understanding of ordered society and as such they must be neutral or chaotic in alignment. Lost boys speak common and sylvan – the language of the fairies. Because of their small size and surprising agility, all lost boys receive a +1 bonus to their armor class.

Reaching 8th Level: Upon reaching 8th level a lost boy earns the surname *Pann*, but does not immediately gain followers. In order to gain followers, the Pann must find small children (no older than a year), and steal them from their beds while they sleep, or convince the child to come with them back to their mysterious homeland. The child returns one month later as a pre-teen child and 1st level lost boy. A lost boy cannot have more than 2d6 such followers.

Lost Boy Class Progression

Experience	Level	Hit Dice (1d6)	Special Abilities	Hide in Shadows	Mimicry	Move Silently
0	1	1	Ageless & Fearless	15%	25%	20%
2501	2	2	Cock's Crow	25%	35%	25%
5001	3	3	Flight	35%	45%	35%
10001	4	4		45%	55%	45%
20001	5	5		55%	65%	55%
40001	6	6		65%	75%	65%
80001	7	7		75%	85%	75%
160001	8	8	Growing Up	85%	95%	85%

CLASS ABILITIES

Ageless & Fearless: Lost boys are the incarnation of eternal youth. They are forever young and forever fearless. Because of their unique nature, they do not age naturally nor can they be made to age through magical or supernatural effects. In addition, they have never experienced the emotion of fear and are immune to all magical or supernatural effects that create fear in them, such as a revered *Remove Fear* spell.

Cock's Crow: Beginning at 2nd level a lost boy can inspire fearlessness in his companions and break them from the influence of magical charms. Instead of attacking, they may let out a loud crow. All allies within 30' of the lost boy who are under the influence of any charm or fear-based spells may make a new saving throw with an additional +2 bonus. The lost boy may use this ability three times per day.

Flight: Beginning at 3rd level a lost boy has become so eager for adventure and filled with happy thoughts that they are actually able to take flight. This ability functions exactly as the *Magic-user/Elf* spell *Fly* with a duration based on the level of the lost boy. The lost boy is not inhibited by armor when activating this power. He may use this ability up to three times per day.

Hide in Shadows: A lost boy will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Mimicry: Lost boys are capable of throwing their voice and copying the sounds of other animals or even the voices of other people. If a lost boy uses their mimicry skill they can throw their voice up to 60' from their own location. They can mimic the

sounds of common animals and most monsters without penalty. If they wish to mimic the exact voice of another individual, they suffer a -5% penalty to their skill. In addition, they may attempt to use this skill while hidden in shadows without being revealed, but they do so at an additional -10% penalty.

Move Silently: When successful, others will not hear the movements of a lost boy. However, the thief always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Growing Up: At 8th level the lost boy gains a unique ability that he may only use once, for it permanently changes his character. He may choose to “grow up,” and forsake his unique nature as an eternal child.

Using this ability requires one round of concentration. In that time the lost boy transforms into a fully grown human. He immediately becomes a fighter, thief, magic-user, or cleric with 160,001 experience points and gains all the abilities and restrictions of his chosen class. He may immediately select what spells he has memorized at that moment if he has selected a cleric or magic-user. In addition, essential trappings of his class (such as a magic-user's spellbook, a thief's tools, or a cleric's holy symbol) magically appear.

This transformation is permanent and the lost boy loses all his previous class abilities. In addition within one week of the transformation, the lost boy will lose all memory of his life before this transformation. The thrill of his childhood adventures are gone forever. Any followers the lost boy has will abandon him within days of this transform.

PIRATE



Requirements: Dex 9, Con 9

Prime Requisite: DEX

Hit Dice: 1d6

Maximum Level: 14th

Whether they call themselves freebooters, corsairs, or buccaneers – the cut throat men who make their living by plying the seas for easy prey and unguarded cargo are most often called pirates. Whether they were legitimate seafaring merchants who were given a choice between thievery at sea or death, men who chose a to take up the free-spirited life of maritime thuggery, or they have the backing of some noble via a letter of marque and go by the title of privateer, they are all one and the same: swashbuckling criminals of the high seas.

Pirates are proficient in all one-handed melee weapons and they may wield any missile weapon except for a long bow, as such large weapons are unwieldy and difficult to use while on board a ship. Because they spend the vast majority of their lives at sea, pirates do not burden themselves with heavy armor and as such can only wear padded, leather or studded leather armor. They also do not use shields. Pirates use the Attack Value of a fighter of equal level, but use the Saving Throws of a thief. They can

be of any alignment, but the vast majority are neutral or chaotic. The rare lawful pirate is typically a privateer, or pirate-hunter, who works for a patron lord protecting his merchants from fellow pirates.

Pirates speak the common tongue, their alignment language and a unique cant of phrases and jargon unique to their profession, known as pirate-talk. This last language is often difficult for outsiders to understand, similar to a thief's cant.

Pirates who have a DEX of 13 or higher receive a +5% bonus to all experience earned. Those who have a 16 or higher receive a +10% bonus to all experience earned.

Reaching 9th Level: When a pirate reaches 9th level he may take the title of *Captain*, but only if he purchases (or more often steals) his own ship. After acquiring his own ship, he attracts a crew to operate the vessel. Most captains seek to acquire a man of war or galleon, though smaller vessels are often found as well. The number of crew attracted ranges from several dozen to over one hundred. The vast majority of these will have statistics exactly as a 0th level human, though the captain will also draw the service of one 4th level pirate to serve as their first mate and a 2nd level pirate to serve as their bosun.

These followers will remain loyal to their captain, but only so long as they are paid well. All crew members will expect the captain to lead in efforts to acquire plunder, whether it be found via merchant vessels or long lost gold. Each member of the crew will expect one equal share of whatever treasure the captain earns and the captain is expected to pay for whatever costs arise to maintain his ship. If the captain is unable to find suitable plunder or maintain his ship for three months or more, the crew will mutiny and attempt to kill or maroon the captain then replace him with a more skilled leader.

Pirate Class Progression

Experience	Level	Hit Dice (1d6)	Appraise	Climb Walls	Read Languages	Sea Story
0	1	1	13%	87%	-	13%
2035	2	2	17%	88%	-	17%
4065	3	3	20%	89%	-	20%
8125	4	4	27%	90%	17%	27%
16251	5	5	30%	91%	23%	30%
32501	6	6	37%	92%	27%	37%
65001	7	7	47%	93%	31%	47%
120001	8	8	57%	94%	35%	57%
240001	9	9	67%	95%	45%	67%
360001	10	+1 hp only*	77%	96%	55%	77%
480001	11	+2 hp only*	87%	97%	65%	87%
600001	12	+3 hp only*	90%	98%	75%	90%
720001	13	+4 hp only*	97%	99%	85%	97%
840001	14	+5 hp only*	99%	99%	95%	99%

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Sea Legs: Pirates are most at home on board a ship and at sea. They are always entitled to make STR or CON checks to avoid drowning and may make other ability checks to accomplish maritime tasks, such as seafaring navigation.

Backstab: If a pirate is able to catch a foe unaware or while they are surprised, they may backstab as a thief. They receive a +4 to their attack roll and multiply all damage by 2 if they attack in this fashion.

Climb Walls: Whether climbing the mast to the crow's nest, or moving through the rigging, pirates are adept at climbing without aid. They require a skill roll for each 100 feet they intend to climb. If the roll fails they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

Read Languages: Beginning at 4th level a pirate has a chance to successfully *read languages*. This skill is

often used to decipher coded journals or ancient maps. If this roll does not succeed, the pirate may not try to read that particular piece of writing or that map until he reaches a higher level. A pirate can attempt to use this ability to read and cast magic from magic-user (and elf) scrolls with this skill, but suffers a -20% penalty to their roll when attempting to do so. A failed roll means the spell does not function as expected, and can create a horrible effect at the Labyrinth Lord's discretion.

Appraise: Pirates are able to easily identify the value of the riches they plunder. Successful use of this skill allows the pirate to identify the value (in gold pieces) of any riches they encounter after a single round of examination. It can also be used to identify cheaply produced goods or knock off being passed as the genuine article.

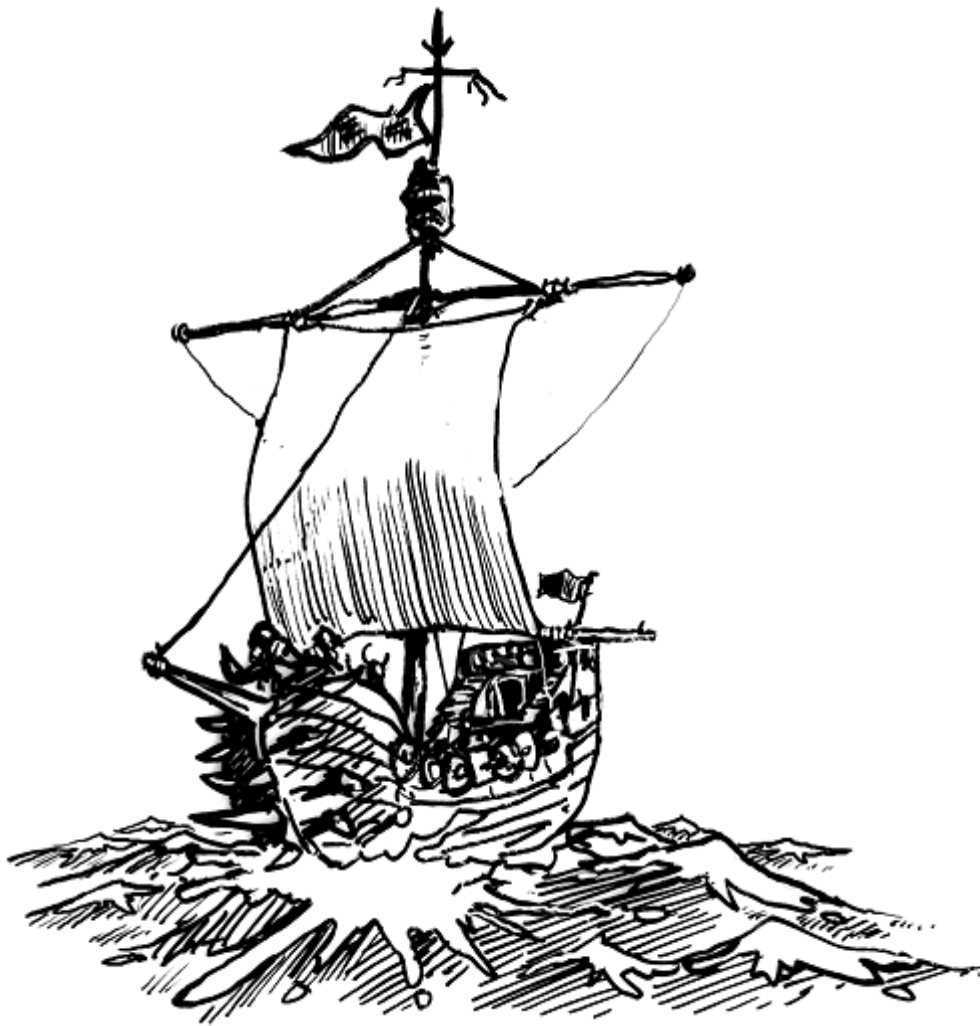
If given an entire turn to examine an object the pirate can determine if an object is magical, but doing so incurs a penalty of -35% to their roll.

Sea Story: Pirates hear all manner of stories in their travels. Whether learning about hidden treasure caches, legendary monsters, the terrible reputations of infamous pirate captains, this ability may be used to learn a rumor that may lead to fortune and glory. The player will need to tell the Labyrinth Lord what they are trying to learn before making the roll. If successful, the pirate learns a bit of true information about the matter in question. If the roll fails, the pirate receives false information. This skill is typically only used to inquire about matters related to port cities, piracy, legendary beasts of the sea, or the drunken stories traded in dockside taverns. Attempting to ask about information outside of their

experience, the Labyrinth Lord is free to impose a penalty to the pirate's roll ranging from -5% to -75%.

A pirate may only inquire once per level on any given subject.

Improvised Weapons: Beginning at 7th level the pirate has learned to fight effectively with an improvised weapon in his off-hand. Typically these items are daggers, belaying pins, or hand held hooks. They receive a second attack when fighting in melee combat with this improvised weapon. The attack does 1d4 (plus the pirate's strength modifier) and is always considered to be done with a non-magical weapon.





TRAVELING TROUBLE MAKERS



ACROBAT



Requirements: Str 9, Dex 12

Prime Requisite: DEX

Hit Dice: 1d4

Maximum Level: 14th

The acrobat is a unique type of adventurer. While he possesses the agility of a thief, he does not necessarily apply it to nefarious ends. Instead he applies his extraordinary physical abilities to reach the hidden perches and unassailable places where adventurers often find themselves. By scouting

otherwise inaccessible places they offer their companions vital information. Physical combat is not their area of proficiency, but their amazing reflexes often allows them to avoid otherwise deadly attacks from both sword and spell. Acrobat often go from traveling performers to adventurers because they are thrill-seekers looking for the next great danger, though some less than scrupulous acrobats are often fleeing from a darker past.

Acrobats are proficient in club, dagger, staff, and sling. Because freedom is paramount to their skill set, they do not wear armor or use shields. However, they do often carry coils of rope, pitons, and other trappings that will allow them to traverse the most difficult of obstacles. The acrobat uses the saving throw and attack values of a thief of equal level.

They receive a +5% bonus to all experience points earned if their dexterity is 13 or higher or a +10% bonus if their dexterity score is 16 or higher. Acrobats can be of any alignment.

Reaching 9th Level: At 9th level the acrobat becomes known as a *Master Acrobat* and draws the attention of 2d6 1st level acrobats looking to learn from an expert. These fledglings will serve him loyally as long as he provides training. If, after three months, the Master Acrobat has successfully trained his apprentices he may choose to send his fledglings off as a troupe of performers. If he chooses to do this, his performers will travel through the local region and generate a revenue of 250 gp per month. The Master Acrobat is not required to send his troupe out in this fashion. They can join him on his adventures, but if they die it will take one year for a replacement to arrive.

Acrobat Class Progression

Experience	Level	Hit Dice (1d4)
0	1	1
1251	2	2
2501	3	3
5001	4	4
10001	5	5
20001	6	6
40001	7	7
80001	8	8
160001	9	9
280001	10	+2 hp*
400001	11	+4 hp*
520001	12	+6 hp*
640001	13	+8 hp*
760001	14	+10 hp*

*Hit point modifiers from constitution are ignored

Acrobat Class Abilities Progression

Level	Broad Jump (Standing)	Broad Jump (Running)	Climb Walls	Dodge	Hear Noise	Hide in Shadows	High Jump	Move Silently	Pole Vault	Roll With Fall	Tightrope Walking
1	5'	10'	87%	2%	1-2	13%	4'	23%	9'	10'	70%
2	6'	11'	88%	3%	1-2	17%	4'	27%	10'	10'	75%
3	6'	12'	89%	4%	1-3	20%	5'	30%	10'	10'	80%
4	7'	13'	90%	5%	1-3	27%	5'	37%	11'	20'	85%
5	7'	14'	91%	6%	1-3	30%	6'	40%	11'	20'	90%
6	8'	15'	92%	7%	1-4	37%	6'	43%	12'	20'	95%
7	8'	16'	93%	8%	1-4	47%	7'	53%	12'	30'	99%
8	9'	17'	94%	9%	1-4	57%	7'	63%	13'	30'	99%
9	9'	18'	95%	10%	1-4	67%	8'	73%	13'	30'	99%
10	10'	19'	96%	11%	1-5	77%	8'	83%	14'	40'	99%
11	10'	20'	97%	12%	1-5	87%	9'	93%	14'	40'	99%
12	11'	21'	98%	13%	1-5	90%	9'	95%	15'	40'	99%
13	11'	22'	99%	14%	1-5	97%	10'	97%	15'	50'	99%
14	12'	23'	99%	15%	1-5	99%	10'	99%	16'	50'	99%

CLASS ABILITIES

Broad Jump: Acrobats are able to leap vast spans as they hone their training. However, this distance is limited by the chart above. In order to make use of the Broad Jump (running) distance, they must run have 20 feet before making their leap. Otherwise, they use the distances listed in the Broad Jump (standing) category.

Climb Walls: Acrobats are adept at scaling sheer surfaces, including walls or steep cliffs. They require a skill roll for each 100 feet they intend to climb. If the roll fails, they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

Dodge: The acrobat's extraordinary reflexes allow him to dodge attacks, avoiding all damage. The acrobat may use this ability once per round and only against a single attack. It may be used to dodge any single melee, ranged and some magical attacks. Only magical attacks with a radius of 30 feet or less may be dodged. In addition, it may also be used to completely dodge a breath weapon attack, thereby suffering no damage.

Hear Noise: Acrobats can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the acrobat must be quiet and in a quiet environment. Unlike the other acrobat abilities, this ability is rolled using 1d6.

Hide in Shadows: An acrobat will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

High Jump: In order to leap the height listed in this category the acrobat must have a 20 foot running start. Otherwise the height of his high jump is halved. It is assumed that when making a high jump, the acrobat will land on his feet.

Move Silently: When successful, others will not hear the movements of an acrobat. However, the acrobat always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Pole Vault: An acrobat may use this skill instead of their high jump skill if they have a pole at least half the height they are attempting to leap and can get a 30 foot running start. However, in doing so they must drop the pole.

Roll with Fall: Because of their advanced training in tumbling and rolling, acrobats can avoid all damage suffered during a fall. The maximum distance they can fall is determined based on the chart above and is based on the acrobat's level.

Tightrope Walking: By method of careful balance and delicate movement, the acrobat may cross a narrow walk way as thin as a rope. The angle of the rope can be no greater than 45 degrees and the acrobat must move at half their normal movement rate while attempting to use this skill. In addition conditions such as high winds and or poorly secured ropes can modify this roll.

EXPLORER



Requirements: Dex 9, Con 9, Int 9

Prime Requisite: CON and INT

Hit Dice: 1d6

Maximum Level: 20th

While adventuring parties are often composed of a company of specialists, there are a rarer few who specialize in the exploration of dungeons as a profession unto itself. These intrepid dungeoneers are known most commonly as explorers. Most explorers are driven to adventuring by a need to discover the mysteries of the past, but there are unscrupulous members of this profession who are little more than simple tomb robbers. Regardless of their moral compass, explorers are welcome members to any adventuring party, as their skill set makes them especially useful when exploring the long forgotten places of the world.

Explorers are able to wield all one-handed melee weapons and any ranged weapon they choose. They may wear padded or leather armor and use shields. They receive the Attack Value and Saving Throws of a thief of equal level. Due to their extensive experience investigating dungeons explorers may, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6.

Explorers who have a 13 or higher in Intelligence or Constitution receive a +5% bonus to all experience points they earn. An explorer with 13 or high in Intelligence and Constitution receives a +10% bonus. They are not limited in their selection of alignments.

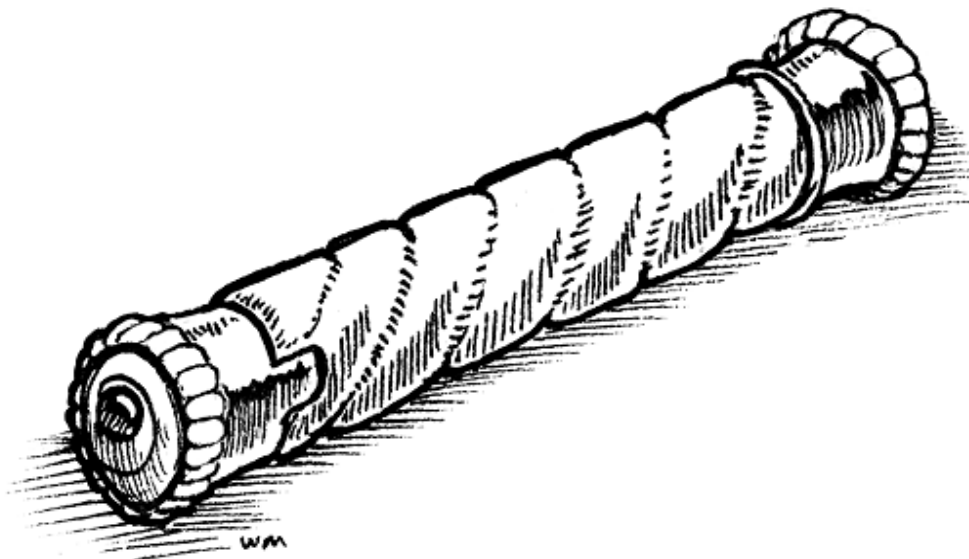
Reaching 9th Level: Explorers of 9th level are sometimes known as *Archaeologists* and their knowledge of the lost places of the world has attracted the attention of an academic establishment that will offer to sponsor further explorations. This organization will provide the explorer with an assistant. This assistant is typically a fighter, thief, or magic-user of 4th level and will serve the explorer loyally. In addition the explorer receives a stipend of 1000 gold pieces to fund his explorations from his sponsor. This money may be used to purchase equipment, mounts, hirelings or any other gear required for their adventures. In return the explorer may be asked to provide reports of his discoveries for the libraries of his sponsor.



Explorer Class & Spell Progression

Experience	Level	Hit Dice (1d6)	1 st Level	2 nd Level	3 rd Level
0	1	1	-	-	-
2035	2	2	-	-	-
4065	3	3	-	-	-
8125	4	4	-	-	-
16251	5	5	-	-	-
32501	6	6	-	-	-
65001	7	7	-	-	-
120001	8	8	-	-	-
240001	9	9	1	-	-
360001	10	+2 hp only*	1	-	-
480001	11	+4 hp only*	1	-	-
600001	12	+6 hp only*	1	1	-
720001	13	+8 hp only*	2	1	-
840001	14	+10 hp only*	2	1	-
960001	15	+12 hp only*	2	1	1
1080001	16	+14 hp only*	2	2	1
1200001	17	+16 hp only*	3	2	1
1320001	18	+18 hp only*	3	2	1
1440001	19	+20 hp only*	3	2	2
1560001	20	+22 hp only*	3	3	2

*Hit point modifiers from constitution are ignored



Explorer Class Ability Progression

Level	Climb Walls	Find & Remove Traps	Extra Languages	Identify Magic Item	Pick Locks	Read Languages	Use Magic Item
1	87%	14%	1	5%	13%	23%	5%
2	88%	17%	1	12%	17%	27%	10%
3	89%	20%	2	17%	20%	30%	17%
4	90%	23%	2	23%	27%	37%	20%
5	91%	33%	2	30%	30%	40%	27%
6	92%	43%	3	37%	37%	43%	31%
7	93%	53%	3	40%	47%	53%	34%
8	94%	63%	3	47%	57%	63%	41%
9	95%	73%	4	52%	67%	73%	44%
10	96%	83%	4	59%	77%	83%	51%
11	97%	93%	4	62%	87%	93%	54%
12	98%	95%	5	69%	90%	105%	61%
13	99%	97%	5	76%	97%	115%	64%
14	99%	99%	5	79%	99%	118%	71%
15	99%	99%	6	82%	99%	123%	74%
16	99%	99%	6	89%	99%	130%	81%
17	99%	99%	6	92%	99%	133%	84%
18	99%	99%	7	99%	99%	137%	91%
19	99%	99%	7	99%	99%	140%	94%
20	99%	99%	7	99%	99%	145%	99%

CLASS ABILITIES

Climb Walls: Explorers are adept at scaling sheer surfaces, including walls or steep cliffs. They require a skill roll for each 100 feet they intend to climb. If the roll fails, they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet. While using this ability the explorer may not make use of a shield.

Extra Languages: An explorer earns the ability to speak, read, and write new languages as they level. They can choose any language they like, though they may not select the ability to read and write magic or an alignment tongue outside their own alignment. They may be obligated (at the referee's discretion) to select a language that they have had an opportunity to study.

Find and Remove Traps: A explorer may only try one time to find or remove a trap in an area. Note that these are separate skills, and an explorer must find a trap before he can remove it. While using this ability the explorer may not make use of a shield.

Identify Magic Item: By spending one turn examining and handling a magical item, the explorer may attempt to identify the magical properties of that item without activating it. They must spend one turn of uninterrupted handling and investigation of that item, after which they may make their roll. Success is determined by the chart above.

If the roll does not succeed, the explorer may not try to identify that particular item again until he reaches a higher level of experience.

Pick Locks: An explorer is skilled in picking locks, but needs lock picks to do so. He can only try to pick a lock one time, and if he fails, he may not try the same lock again until he reaches a higher experience level. The referee might grant an

additional try depending on the complexity of the lock. While using this ability the explorer may not make use of a shield.

Read Languages: Explorers are capable of studying and deciphering ancient, even if they have never encountered them before. This ability may be used to activate magical scrolls, whether they be *Cleric* or *Elf/Magic-User* scrolls.

However, casting spells in this fashion imparts a penalty of -5% per level of the spell written on the scroll. If the explorer fails attempting to use a magical scroll, the spell is wasted and the scroll is rendered useless.

Use Magic Item: Explorers may attempt to use wands, rods, and staves as well as any other magical item normally reserved for use by a specific class with the use of this ability. Before attempting to use a magical item they must know the nature of the item they are using, whether it be through seeing that item in use or through their own Identify Magic Item ability. If the Use Magic Item check does not succeed, the explorer may not try to use that use that particular item again until he reaches a higher level of experience and if the magical item they are attempting to use has a limited number of charges or daily uses, then one such charge or use is expended without effect.

Spells: When Explorers reach 9th level they may learn a very limited selection of magical spells. These spells are learned just like a Magic-User or Elf and are considered *Elf/Magic-User* spells. They keep a spell book, though it is typically much smaller than a traditional arcane tome, often resembling a traveler's journal or pocket diary. Their complete spell list is shown below.

Explorer Spell List

1st Level Spells

Detect Magic
Read Magic
Read Languages

2nd Level

Detect Evil
Knock
Locate Object

3rd Level

Dispel Magic
Infravision

FORTUNE TELLER



Requirements: Int 9, Wis 9, Cha 9

Prime Requisite: WIS and CHA

Hit Dice: 1d4

Maximum Level: 20th

There are some whose gaze cuts through the veil of time and whose fingers can weave the loom of fate. These wandering soothsayers make their home on the road, for they are often looked upon with fear and distrust by villagers and peasants. But

when evening falls, these same hypocrites wander onto the edge of town seeking their wisdom and hoping their destiny can be shaped by the gifts of the fortune teller.

Fortune tellers tend to avoid physical combat whenever possible, but may wield the club, dagger, dart, quarter staff, and sling in battle. They do not wear armor or use shields. They use the Attack Values of a thief of equal level, but the saving throws of a magic-user of equal level. The fortune teller may be of any alignment, for they are as diverse as the fates they guide.

A fortune teller who has a Wisdom or Charisma of 16 or higher receives a +5% bonus to all experience points they earn, while if they have 16 or higher in both ability scores they receive a +10% bonus.

Reaching 9th Level: Once a Fortune Teller reaches 9th level they gain the title of *Seer*. Their reputation has traveled far and wide and wherever they go they are able to find patrons who are interested in learning the truth of their future. Whenever the fortune teller travels to a new town if they reveal their profession they will draw the patronage of several villagers over the next 1d6 days. During that time they will be able to earn 1d4+1 (200 – 500) gold pieces for their services. However, their powers also evoke fear from many villagers and they suffer a -2 penalty to all reaction adjustments when interacting with locals who know the truth of their abilities.

Fortune Teller Class & Spell Progression

Experience	Level	Hit Dice (1d4)	Special Abilities	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level
0	1	1	Twist of Fate	—	—	—	—	—
2035	2	2		1	—	—	—	—
4065	3	3		2	—	—	—	—
8125	4	4	Evil Eye	2	1	—	—	—
16251	5	5		2	2	—	—	—
32501	6	6		2	2	1	—	—
65001	7	7	Contingent Curse	2	2	2	—	—
120001	8	8		3	2	2	1	—
240001	9	9		3	3	2	2	—
360001	10	+1 hp only*		3	3	3	2	1
480001	11	+2 hp only*		3	3	3	3	2
600001	12	+3 hp only*		4	3	3	3	2
720001	13	+4 hp only*		4	4	3	3	3
840001	14	+5 hp only*		4	4	4	3	3
960001	15	+6 hp only*		4	4	4	4	3
1080001	16	+7 hp only*		5	4	4	4	4
1200001	17	+8 hp only*		5	5	4	4	4
1320001	18	+9 hp only*		5	5	5	4	4
1440001	19	+10 hp only*		5	5	5	5	4
1560001	20	+11 hp only*		5	5	5	5	5

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Twist of Fate: All fortune tellers are able to weave their will into the strands of fate. Beginning at 1st level, the fortune teller may re-roll any single attack roll, attribute check, or class ability check once per day. This does *not* need to be a roll they have made (though it can be), but does have to be a roll that they caused to occur or that directly effect them. So, for example, the fortune teller can re-roll a failed attack roll or saving throw they attempted or if an opponent has successfully hit them with an attack they could force their target to re-roll that attack. In addition, when using a magical item that produces a random result such as a *Bag of Tricks* or *Deck of*

Many Things, they may use this ability to re-roll the results of the item's use with this ability. Regardless what they choose to re-roll, the results of the second roll must be kept. Fate is a fickle mistress, after all.

The fortune teller may use this ability twice per day at 7th level and three times per day at 14th level.

Evil Eye: When a fortune teller has reached 4th level, they have learned to lay an ill fate upon someone who has drawn their ire. Once per day they can lock eyes on a single target and impose a subtle curse

upon them. The target they select must be within 60' of the fortune teller when they activate this ability and they must be able to see the target. When this ability is activated, the target immediately suffers a -4 penalty to attack rolls or saving throws for the next twenty-four hours.

Once a fortune teller has reached 12th level, the target of the evil eye suffers a -4 penalty to both attack rolls and saving throws for twenty-four hours. A person can only be effected by one use of evil eye at any given time.

Contingent Curse: By the time a fortune teller reaches 8th level, they are truly the master of curses and able to lay them with greater power and deeper mystery. Whenever the fortune teller casts *Bestow Curse* (the reverse of *Remove Curse*), they may impose a -4 penalty to the saving throw to resist its effects if they set a contingency upon it.

So, for example, a fortune teller may lay a contingent curse on a foe and state the contingency is “if you ever commit adultery against your spouse,” or “should your blade ever draw the blood of an innocent.” If the target ever commits the contingent

act, they immediately make a saving throw vs. spells at -4 penalty, or suffer the effects of the *Bestow Curse* which had been previously cast.

When *Bestow Curse* is cast with a contingency, the contingency remains active for one week. If the target has not broken the contingency in that time, a new *Bestow Curse* must be cast.

Spells: When a fortune teller reaches 2nd level they are able to cast a very limited number of spells. Unlike magic-users they do not keep spellbooks, nor do they memorize them in advance. Instead a fortune teller simply states when they wish to cast the spell. As long as it is from their list of available spells and they have an available slot, they are able to cast that spell (or its reverse, when applicable). Their magic is drawn from their insight into the ways of fate and destiny, granting them a deep understanding of fate and the ability to subtly manipulate this mercurial force.

In addition, Fortune Tellers may use any *Elf/Magic-User* or *Cleric* scrolls or magic items which create effects matching spells they are able to cast.

Fortune Teller Spell List

1st Level

Detect Evil
Detect Magic
Protection from Evil
Read Language
Read Magic

2nd Level

Bless
Detect Invisible
ESP
Know Alignment

3rd Level

Locate Object
Remove Curse
Clairvoyance

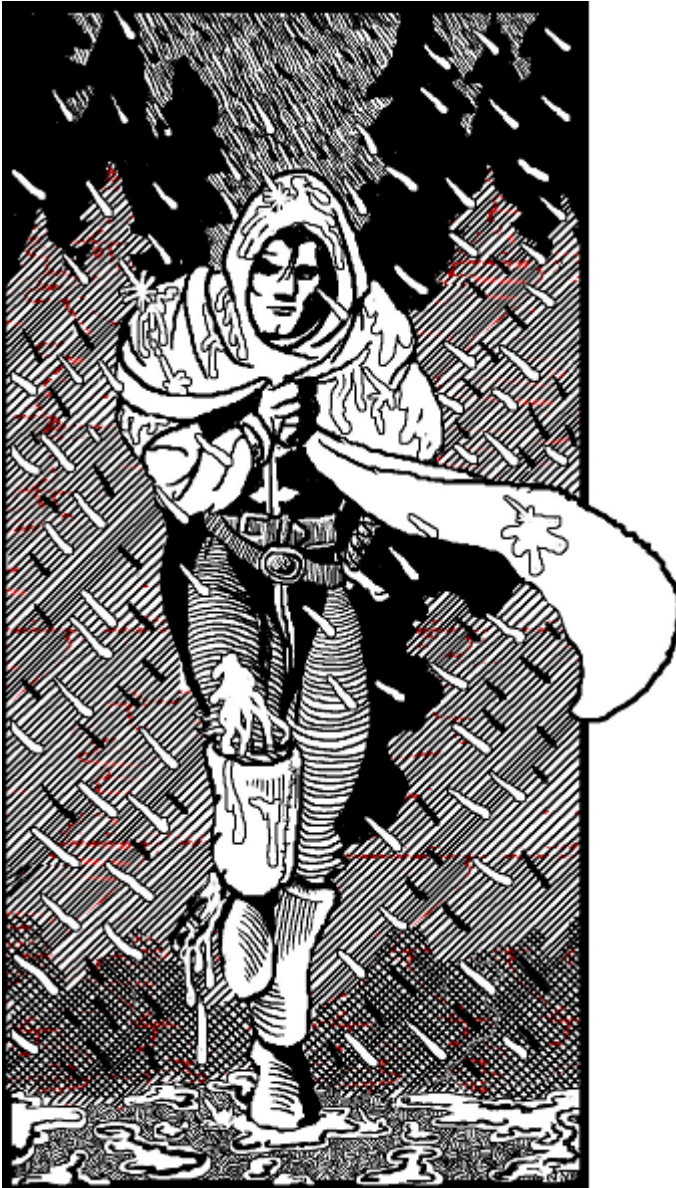
4th Level

Arcane Eye
Detect Lie

5th Level

Commune
True Seeing

WANDERER



Requirements: Dex 9, Con 9, Int 9

Prime Requisite: DEX and CON

Hit Dice: 1d6

Maximum Level: 14th

Whether they are called wayfarers, nomads, drifters or gypsies, the Wanderer who has become an adventurer because of the lifestyle they lead. With no place to call their home, they move from destination to destination, learning to survive on the road. In spite of this rough lifestyle, they are often a merry folk and find peace in whatever companions they may meet in their travels. As the Wanderer makes their way in the world, they learn a small selection of magic, particularly divination and enchantment. In addition, they live by their wits and apply subterfuge and simple tools against the myriad of troubles that come their way.

Wanderers are proficient with clubs, daggers, quarter staff, and slings. They may wear padded armor and leather armor, but may not use shields. They use the Attack Value and Saving Throw of a thief. While Wanderers may be of any alignment, because of the nomadic nature of their lifestyle very few of them are of Lawful alignment.

A Wanderer with a Dexterity or Constitution of 13 or higher receives a +5% bonus to all experience points earned, but if both Dexterity and Constitution are 13 or higher that bonus increases to +10%

Reaching 9th level: A Wanderer's travels have inspired others to follow in his footsteps. However, because of their lifestyle, those who do follow the Wanderer in their travels are few in number. Upon reaching 9th level 1d4+1 followers who are typically 1st level wanderers, thieves, or halflings. These followers are typically of the same alignment as the player character and will serve him loyalty, hoping to learn how to survive from an experienced mentor.

Wanderer Class Progression

Experience	Level	Hit Dice (1d6)	Hide in Shadows	Hear Noise	Pick Pockets	Read Languages	Stout Trappings (Attack/Damage)	Special Abilities
0	1	1	13%	1-2	23%	23%	+1/+0	Stout Trappings
2501	2	2	17%	1-2	27%	27%	+1/+0	
5001	3	3	20%	1-3	30%	30%	+1/+1	Luck of the Traveler
10001	4	4	27%	1-3	37%	37%	+1/+1	Spells
20001	5	5	30%	1-3	40%	40%	+2/+1	
40001	6	6	37%	1-4	43%	43%	+2/+1	
80001	7	7	47%	1-4	53%	53%	+2/+1	
160001	8	8	57%	1-4	63%	63%	+2/+2	Luck of the Warrior
310001	9	9	67%	1-4	73%	73%	+2/+2	
460001	10	+2 hp only*	77%	1-5	83%	83%	+2/+2	
610001	11	+4 hp only*	87%	1-5	93%	93%	+3/+2	
760001	12	+6 hp only*	90%	1-5	105%	95%	+3/+2	Luck of Shadows
910001	13	+8 hp only*	97%	1-5	115%	97%	+3/+2	
1060001	14	+10 hp only*	99%	1-5	125%	99%	+3/+3	

*Hit point modifiers from constitution are ignored

Wanderer Spell Progression

Level	1 st Level	2 nd Level	3 rd Level
1	-	-	-
2	-	-	-
3	-	-	-
4	1	-	-
5	1	-	-
6	2	-	-
7	2	-	-
8	2	-	-
9	2	-	-
10	2	1	-
11	2	1	-
12	2	2	-
13	2	2	-
14	2	2	1

CLASS ABILITIES

Hear Noise: Wanderers can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the wanderer must be quiet and in a quiet environment. Unlike the other wanderer abilities, this ability is rolled using 1d6.

Hide in Shadows: A wanderer will always think they are successful in this skill, and will not know otherwise until others react to their presence. They must remain motionless when hiding.

Pick Pockets: This skill may be used for more than simply picking pockets. It can also be used for acts of legerdemain and displays of sleight of hand. A roll that equals twice or more of the skill percentage means the intended target notices the thieving attempt or spots the act of deception. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victims reaction.

Read Languages: A wanderer has the ability to read any written language. This ability does not include magical writings. If the roll does not succeed, the wanderer may not try to read that particular piece of writing until he reaches a higher level of experience.

Stout Trappings: Wanderers have learned to make weapons of what most would think to be tools. Simple knives and walking sticks become deadly weapons. At 1st level a Wanderer may select one weapon type (dagger, staff, club or sling) which they are capable of wielding. They +1 to all attack rolls when wielding their chosen weapon. At 3rd level they gain a +1 to damage when this weapon. At 5th level their bonus to attack roll increases to +2. At 8th level the bonus to damage increases to +2. Upon reaching 11th level their bonus to all attack rolls increases to +3. Finally at level 14th level, they receive a +3 to all damage rolls as they have mastered this unlikely

armament. These bonuses are in addition to any modifiers for wielding a magical weapon.

Luck of the Traveler: Beginning at 3rd level the luck by which the Wanderer lives begins to become a tangible force in their life. Once per day they may re-roll any failed saving throw, but must take the second roll even if is worse than the original roll.

Luck of the Warrior: At 8th level the Wanderer's luck often saves them in battle. Once per day they may re-roll any attack roll, even if it missed. However, they must take the second roll, even if it is worse than the original.

Luck of Shadows: Finally, at 12th level, fate seems to take hold of every step the Wanderer takes. Once per day they may re-roll any failed Hide in Shadows, Hear Noise, Pick Pockets, or Read Languages roll. As usual, they must keep the second roll even if it is worse than the original roll.

Spells: In their travels, the Wanderer picks up a bit of lore both arcane and divine, developing their own unique set of spell casting abilities. Beginning at 4th level a Wanderer make keep a spell book, just like a Magic-User or Elf. They memorize and cast spells just like a Magic-User or Elf. However, the Wanderer has developed he unique ability of scribing and casting a few Cleric spells in the same fashion as a Magic-User or Elf. Thus they can take a Cleric scroll containing *Snake Charm* or *Remove Curse* and inscribe it into their spell book, casting it from then on just like a Magic-User or Elf. The Wanderer has a very limited selection of spells details below and though they are gain the ability to cast these spells and use scrolls that inscribed with them, they must craft their own list of spells from a blank spell book.

Wanderer Spell List

1st Level

Charm Person
Detect Evil
Detect Magic
Protection from Evil
Resist Cold

2nd Level

Know Alignment
Locate Object
Resist Fire
Snake Charm

3rd Level

Clairvoyance
Protection from Evil 10' Radius
Remove Curse



UNHALLOWED HEROES



CULTIST



Requirements: Wis 12, Cha 12

Prime Requisites: WIS

Hit Dice: 1d6

Maximum Level: 12th

There are some who would sacrifice anything receive eldritch power – even their own sanity or soul. By engaging in dark rituals or bloody sacrifices, they earn the vile blessings of demons, dark spirits or gods beyond the understanding of mortal men. By giving up the very things that make them human, they become men and woman of

unimaginable power. Often they draw the weak-willed and downtrodden to their service with sweet falsehoods. Those who fall prey to these terrible worshipers of unknowable powers find themselves either driven mad or resting upon an altar stained with blood – often by their own choice. These terrible deceivers and pact-makers are known as Cultists.

Cultists may wield daggers, light crossbows, quarterstaves, sickles, and short swords and whips in combat. They prefer weapons that can be used in their dark rituals to offer blood and flesh to their dark masters. They do not wear armor or use shields, instead believing that by the blessing of their elder lords that they are protected. All cultists are Chaotic in alignment.

A cultist who has a wisdom of 13 or higher receives a +5% bonus to all experience points they earn and a cultist with a 16 or higher in wisdom receives a +10%. Unlike most humans, cultists begin play able to speak more than just the common tongue. They may also speak the languages of the planes, which include the infernal language of demons, the abyssal language of devils and the twisted tongue of unknowable gods from an ageless era.

Reaching 9th Level: A Cultist who reaches 9th level becomes known as a *Cult Leader* and draws 2d6 x 10 (20 – 120) 0th level followers who are absolutely loyal to him. They will live, breathe and die for the Cultist – and often do. Most Cultists also establish a hidden stronghold or temple, often in an urban area – but do so at their own expense.

Cultist Class & Spell Progression

Experience	Level	Hit Dice (1d6)	Special Abilities	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level
0	1	1	Sacrificial Magic	1	–	–	–	–	–
2187	2	2		2	–	–	–	–	–
4375	3	3	Unhallowed Charm	2	1	–	–	–	–
8751	4	4		3	2	–	–	–	–
17501	5	5	Visions of Madness	3	2	1	–	–	–
35001	6	6		3	3	2	–	–	–
70001	7	7	Enthralling Speaker	4	3	2	1	–	–
140001	8	8		4	3	3	2	–	–
280001	9	9		4	4	3	2	1	–
400001	10	+1 hp only*		5	4	3	3	2	–
540001	11	+2 hp only*		5	4	4	3	2	1
660001	12	+3 hp only*		5	5	4	3	3	2

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Sacrificial Magic: Cultists draw their power from unholy, unnatural, and unknowable sources. Demons, devils, elder things, and forgotten gods all serve as their patrons. But these patrons demand a terrible price in exchange for their power. By sacrificing the blood and essence of himself or victims (either willing or unwilling). Cultists can accomplish several unique feats by giving both blood and life to empower themselves.

A cultist memorizes spells each day in a manner similar to a cleric. They pray for an hour each day and ask their dark master for power, which is reflected in the spells they memorize each day. However, unlike clerics, cultists can actually petition to their terrible overlord for both flexibility and power.

If the Cultist has prayed for a specific spell and would like to exchange it for a different spell in a moment of trouble, they may petition the entity to which they are sworn to engage in such a bargain. The Cultist must inflict damage three points of damage per spell level on either themselves or a willing subject with a bladed weapon and the blood is offered to the dark entity. In exchange for the blood, the spell which the Cultist had previously

prayed for is exchanged a different spell (which the Cultist must be able to cast) of equal level. This blood ritual requires one round of prayer and bloodletting.

Example: A Cultist who has memorized a *Light* spell, but is in need of a *Cure Light Wounds* spell can choose draw his own blood. He draws his dagger and inflicts three points of damage on himself and may now cast *Cure Light Wounds* instead of *Bless*. If the Cultist were attempting to replace a *Silence 15' Radius* with a *Bless* spell, he would need to inflict six points of damage.

Unhallowed Charm: Cultists are surprisingly charming and often very engaging speakers. Whenever a Cultist of 3rd level or higher retains the services of hirelings they pay 25% less than the cost listed in the *Labyrinth Lord* core rules. In addition, when making reaction checks while interacting with NPCs they receive a -1 bonus to their roll.

Visions of Madness: A Cultist of 5th level or higher may cast *Commune* once per day without preparing the spell, if they can sacrifice one sentient creature of at least a single hit die. If they are able to find a more powerful victim whom they can sacrifice when

casting the spell, they may ask one additional question for every three hit dice of the creature sacrificed – up to a maximum of 3 additional questions for the sacrifice of a nine hit dice creature. This ritual sacrifice takes one turn to complete.

Enthralling Speaker: When a Cultist reaches 7th level they have mastered the art of oratory. They may enthrall a group of listeners equal to twice their level once per day. These listeners may make a saving throw vs. spells to resist this effect. Those who fail their saving throw regard the cultist as a friend, as if he had rolled a 2 on a Reaction Check. If the potential victim succeeds in their saving throw, they recognize the Cultist for what he is and may

react as they choose. Someone who has successfully resisted this effect cannot be influenced in the same fashion by the Cultist until that Cultist gains one level of experience.

Spells: Cultists are able to cast spells in a fashion similar to a cleric. They may cast any spell from the Cleric Spell List and make use of any scroll or magic item normally allowed to clerics, except those that effect the Turn Undead ability. Cultists offer blood and prayers to their dark god each night at midnight via a secret ritual that lasts one hour. After the ritual is complete, the Cultist selects which spells they will memorize for the next twenty-four hours.



DAMPHIR



Requirements: Str 9, Con 9, Cha 13

Prime Requisite: STR and CHA

Hit Dice: 1d6

Maximum Level: 10th

The damphir is a creature born into darkness. They are truly children of the night, born of a union between a human and a vampire. Appearing as normal human children, they begin showing signs of their dark heritage at adolescence as their features sharpen and become more fearsome. Pointed ears and angular facial features along with dark hair and eyes are hallmarks of the damphir and any who recognize them for what they are typically brand them as spawn of evil and attempt to cast them out or destroy them.

The damphir is not bound to a path of evil, unlike their vampiric parent. Because they are often cast out for the tainted blood in their veins, they often take up with adventuring parties and spend

their lives moving from place to place. But their cursed blood is not without its benefits. Many damphirs attempt to use their powers for the greater good, hoping that through noble deeds that they can stave off the gnawing hunger in their soul.

Damphirs are proficient in all weapons, but due to their natural grace and unique abilities they are only able to wear leather armor, though they may use shields. Their vampiric tenacity and bloodlust is reflected in their saving throws and attack values. Damphirs use the Attack Value of a fighter of equal level and the Saving Throws of an Elf of equal level. Though they can be of any alignment, almost all damphirs are neutral or chaotic, as the desire for blood inside them rarely lends itself to the discipline of a lawful world-view.

A damphir with at least a Charisma of 16 and a Strength of 13 receives a +5% bonus to all experience points earned. If both Charisma and Strength are 16 or higher, he receives a +10% bonus.

Reaching 9th Level: At 9th level a damphir may set up a small stronghold. If they do so, they become known as a *Night Lord*. This is typically a secluded keep or crypt, though not always. Over the next several months 5d6 mindless undead will be drawn to the damphir and will serve him loyally, though they will often try to carry out the orders of a more noble master with as much malice as possible. These creatures are typically skeletons, zombies, or ghouls, though at the Labyrinth Lord's discretion it is possible that more powerful undead may come into the Night Lord's service. If these monsters are slain new followers will arrive in 1d6 months to replace the slain undead.

Often if a Night Lord's stronghold is discovered by the local forces of good and law they will seek to destroy both him and his stronghold.

Damphir Class Progression

Experience	Level	Hit Dice (1d6)	Special Abilities	Hide in Shadows	Charming Gaze	Move Silently
0	1	1	Blood Lust	15%	15%	20%
2501	2	2		25%	20%	25%
5001	3	3	Accursed Touch	35%	25%	35%
10001	4	4		45%	35%	45%
20001	5	5	Inhuman Movement	55%	45%	55%
40001	6	6		65%	55%	65%
80001	7	7	Unholy Aura	75%	65%	75%
160001	8	8		85%	75%	85%
310001	9	9	Darkest Embrace	95%	85%	95%
460001	10	+2 hp only*		99%	95%	99%

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Hide in Shadows: A damphir will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a damphir. However, the damphir always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Charming Gaze: As dark gift of their vampiric heritage the damphir is often able to *Charm Person* just 1st level Magic-User/Elf spell. However, unlike the spell, a damphir uses a special percentage chart to determine whether the person is charmed. Depending upon the situation, the Labyrinth Lord may add bonuses or penalties to the damphir's d100 roll. At 1st level a damphir can attempt to charm a person once per day, twice a day at 5th level, and three times a day at 10th level.

In order to use this ability the damphir must be able to look into the eyes of their victim and if the target succeeds in their saving throw to resist this effect the damphir cannot attempt to use this ability

on that individual until he gains one level of experience.

Bloodlust: Like all vampires, the damphir craves blood. Though it is not required to sustain him, the craving is still a primal urge and it does give him power if he consumes blood. All damphir possess a natural bite melee attack. This attack does 1d4 (plus strength modifiers) in damage. The damphir may use this ability to consume the blood of a victim in order to regenerate damage they have taken, though they may never exceed their maximum hit points through use of this ability.

If the damphir successfully bites a living humanoid victim they may choose to heal up to two hit points per character level, up to 20 hit points at 10th level. Each round they gain a number of hit points equal to the damage dealt by the bite attack, but each round they cannot heal more damage than they inflicted with their bite attack and the total damage healed each day cannot exceed two hit points per character level.

Note that victims slain by the damphir's bite attack *do not* rise as undead minions under the control of the damphir.

Accursed Touch: At 3rd level the very touch of a damphir can be painful to the living. The undead energy that drives their existence grants them considerable power. They may add their a +2 bonus to all melee damage rolls made against living targets. This includes any weapons they wield and their bite attack.

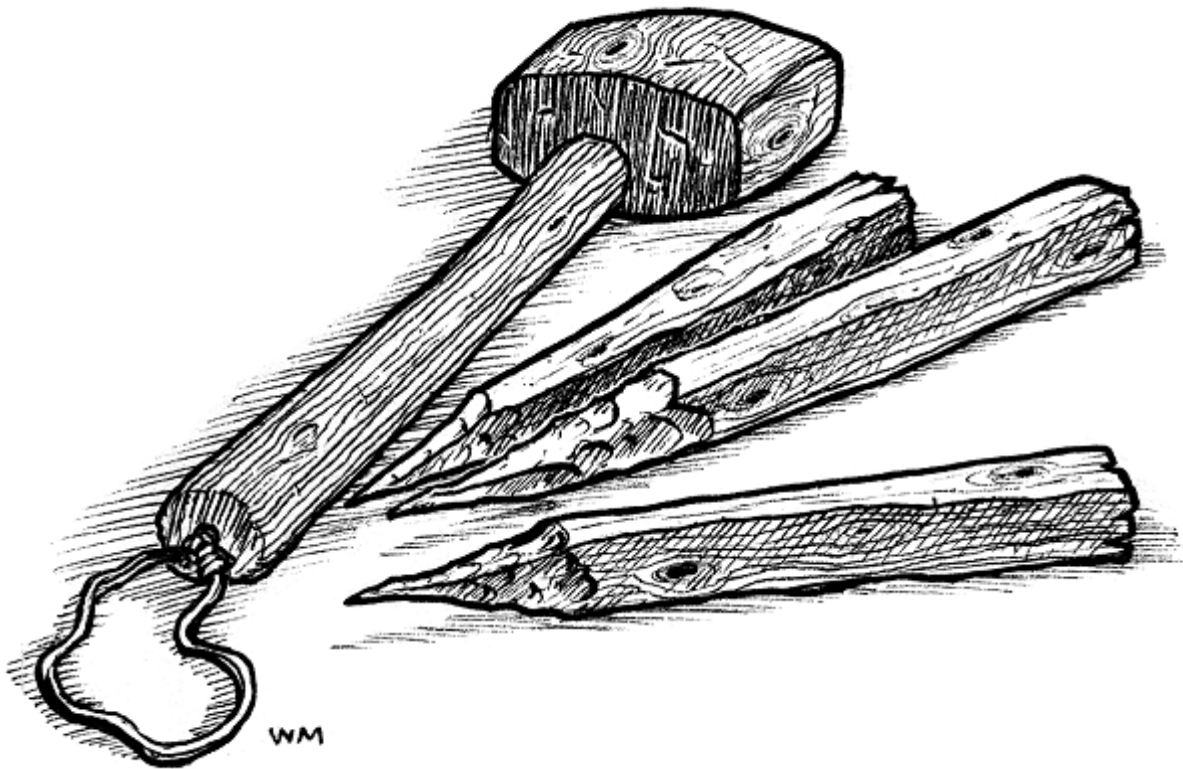
Inhuman Movement: Beginning at 5th level the damphir may now walk on walls and even ceilings, defying gravity due to their unnatural gift. Though they cannot fly like their vampiric ancestors, they can still stand on any solid surface as long as they can find footing.

Unholy Aura: At 7th level the damphir has tapped into the darkest gifts of their heritage. Mindless undead (such as skeletons and zombies) recognize them as one of their own and will not attack them unless they are attacked first. Once the

damphir initiates combat with a group of mindless undead, however, the entire group recognizes the danger of their foe will treat them like any other enemy.

Darkest Embrace: At 9th level the damphir has so completely embraced their undead heritage that they are immune to all level draining and negative energy effects such as the touch of a wight or *Cure Light Wounds (Reversed)* spell.

In addition, the damphir is now so completely given to darkness that they will automatically be recognized as evil by a *Detect Evil* spell or similar magical scrying, regardless of whether they are evil or not. In addition, they can no longer benefit from the magical healing of a *Cure Light Wounds* or similar spells or magical items such as *Potions of Healing*. Instead they receive healing from reversed versions of these magical effects.



DEATH KNIGHT



Requirements: Str 12, Con 9, Wis 9, Cha 13

Prime Requisite: STR and WIS

Hit Dice: 1d8

Maximum Level: 20th

Some adventurers will do anything for power and glory. They are even willing to sacrifice their very own soul. Death knights are warriors concerned only with accumulating such power, typically through violence and slaughter. By making pacts

with infernal powers or powerful undead entities, these terrible beings gain the strength to bring domination and tyranny to the world. In return for giving up their very souls the death knight finds himself transformed into a being of pure evil, often appearing to be undead or demonic in nature, they leave a path of blood and sorrow in their wake.

Death knights are able to wield any weapons and can wear any armor. They are also able to use shields. They use the Attack Value of a fighter and the Saving Throws of a cleric equal to their own level. All death knights are Chaotic in alignment.

Death knights who have a 13 or higher in Strength or Wisdom receive a +5% bonus to all experience points they earn. A death knight with 16 or higher in strength and wisdom receives a +10% bonus.

Reaching 9th Level: When a death knight reaches 9th level he may invade an existing stronghold or castle and seize control of it by force. If successful, the death knight can use dark magic to raise the now-slain former residents of the stronghold to serve him as undead servants. Most will return as skeletons or zombies in the service of the death knight, though at the Labyrinth Lord's discretion particularly powerful foes may rise as a wight or even a vampire. All of these undead creatures will serve the death knight until they are slain.



Death Knight Class Progression

Experience	Level	Hit Dice (1d8)	Special Abilities	1 st Level	2 nd Level	3 rd Level
0	1	1	Vow of the Forsaken, Unholy Pact	-	-	-
2035	2	2		-	-	-
4065	3	3	Dark Armor	-	-	-
8125	4	4		-	-	-
16251	5	5	Aura of Terror	-	-	-
32501	6	6		-	-	-
65001	7	7	Aura of Darkness	-	-	-
120001	8	8		-	-	-
240001	9	9	Aura of Pain	1	-	-
360001	10	+2 hp only*		1	-	-
480001	11	+4 hp only*		2	-	-
600001	12	+6 hp only*		2	-	-
720001	13	+8 hp only*		2	1	-
840001	14	+10 hp only*		2	1	-
960001	15	+12 hp only*		2	2	-
1080001	16	+14 hp only*		2	2	-
1200001	17	+16 hp only*		3	3	1
1320001	18	+18 hp only*		3	3	1
1440001	19	+20 hp only*		3	3	2
1560001	20	+22 hp only*		3	3	2

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Vow of the Forsaken: All death knights gained their power through a pact they have made with either an infernal being or very powerful undead entity. As such they are obligated to the service of the evil forces in the world. They draw all their powers from this promise and if they should ever willingly choose to serve a truly good and noble cause they are stripped of their powers and abilities. In addition, it is very likely that the being to whom they swore this oath will come seeking the former death knight and attempt to destroy him permanently.

Unholy Pact: All Death Knights have have given up their mortal forms. The pacts they have made with the necrotic powers of the world have turned them into a creature akin to the undead and therefore they always recognized as evil by *Detect Evil* and similar divination. The benefits of their dark promise grants them immunity to the following spells: *Remove Fear (reversed)*, *Hold Person*, *Cure Disease (reversed)*, *Neutralize Poison (reversed)*, *Reincarnation*, *Restoration (reversed)*, *Resurrection*, *Charm Person*, *Sleep*, *Hold Person*, *Charm Monster*, *Hold*

Monster, and *Mass Charm*. In addition they cannot be healed by *Potions of Healing* or similar magical items, nor do *Cure* spells provide restoration of hit points. Instead these magical effects inflict damage upon them for the amount that would healing other characters. However, when reversed *Cure* spells are cast on them, they are healed by that amount.

Dark Armor: Beginning at 3rd level all death knights receive a two-point bonus of to their Armor Class when fighting holy or lawful creatures. This includes characters of lawful alignments and creatures native to the higher planes of existence.

Aura of Terror: At 5th level the death knight gains the ability to, once per day, the death knight can choose to project an aura of fear. This functions exactly as a *Cause Fear* spell and effects all foes within 30' of the death knight.

Aura of Darkness: At 7th level, once per day, the death knight can surround himself with a magical *Darkness*, exactly as the 1st level Cleric spell, except that it has a radius of 30' with the death knight at the

center. Those caught in the aura must make a saving throw vs. spells or they are blinded for the 12 turn. The duration of the aura. The death knight can automatically see through his own Aura of Darkness.

Aura of Pain: At 9th level the death knight can radiate an aura that is painful to his enemies. Any foe who engages in melee combat with the death knight suffers a -2 penalty to all attacks due to the distraction of pain. In addition, these melee combatants must make a saving throw vs. death each round or suffer 2 hit points of damage each round. Undead and infernal creatures are immune to this effect. They may activate this aura once per day and it lasts for one turn.

Spells: Beginning at 9th level a death knight is able to cast a limited selection of cleric spells. These spells are cast in a similar fashion as a cleric. The death knight can do this while wearing armor and baring a shield, though they still must pray to the dark powers that they serve each morning to receive their spells.

Death Knight Spells

1st Level

Cure Light Wounds (reversed)
Detect Evil
Hold Person
Purify Food & Water (reversed)

2nd Level

Bless (reversed)
Know Alignment
Resist Fire

3rd Level

Cure Disease (reversed)
Remove Curse (reversed)

EIDOLON



Requirements: Wis 12
Prime Requisite: None
Hit Dice: 1d6
Maximum Level: 8th

Not all who are slain find peace. Many cannot release their hold on the mortal life and linger as spirits with unfinished business. Driven to complete these incomplete obligations, they can find no peace until their business is complete. They are

the restless spirits bound to the land of the living by a thread of passion. Appearing as pale blue or sickly green ghostly spirits, Eidolons wander the world of the living in hopes of completing their chosen task. Often they are pale reflections of their once mortal forms – warriors in rusted armor wielding broken weapons or magic-users in tattered robes who lean on splintered walking sticks. They will stop at nothing to complete their final task. They are the Eidolon.

Eidolons are wield spectral weapons in combat, though these ghostly trappings inflict cold, life-draining energy with but a touch. They are often clad in incorporeal garb, which is simply a spiritual reflection of how they once dressed in life. As such they wield no actual weapons, nor wear literal armor in combat. They are quite comfortable in darkness and possess infravision at a range of 60'. Eidolons use the Attack Values of a Cleric and the saving throws of a Halfling of equal level. Because of their unique nature, they do not gain bonus experience points from high attributes. Eidolons are diverse in life and equally so in death and as such they can be of any alignment.

Reaching 8th Level: Upon reaching 8th level, the Eidolon becomes known as a *Revenant*, a spirit of vengeance and purpose. They are so deeply removed from the mortal realm of existence that they may turn invisible at will and fade from perception, as per the Elf/Magic-User spell *Invisibility*.

Eidolons never attract a permanent cadre of followers.

Eidolon Class Progression

Experience	Level	Hit Dice (1d6)	Special Abilities
0	1	1	Driving Passion, Incorporeal, Unliving, Spectral Attack
4065	2	2	
8125	3	3	Aura of Fear
16251	4	4	
32501	5	5	Unassuming Dead
65001	6	6	
130001	7	7	Control Undead
200001	8	8	

CLASS ABILITIES

Driving Passion: All Eidolons are driven to continue their tortured existence by an all consuming passion. This passion must be selected at character creation and cannot be changed. Whether it's a quest for revenge, the desire to recover a long lost artifact or to protect a loved one who still dwells amongst the living – this is the very desire which drives the Eidolon to exist. The exact nature of this passion is up to the player and must be agreed upon by the Labyrinth Lord.

Whenever the character is actively and directly engaging in a task that will further or accomplish their passion they receive a +2 bonus to all attack rolls, ability checks and saving throws.

If, for any reason, the source of the Eidolon's driving passion is destroyed or rendering utterly impossible to complete, the Eidolon ceases to exist as the source of their will to carry on is no more.

Incorporeal: Because Eidolons are insubstantial phantoms and spirits, they have no physical form. As such they have several unique qualities. Firstly, they may move at a speed of 120' via by hovering slightly above the ground. This prevents them from triggering pressure sensitive traps. They are also immune to damage from mundane sources, such as non-magical weapons. In addition, it may also pass through physical obstructions, such as walls – though doing so is painful for an Eidolon and for every ten feet of such obstruction through which it

passes it suffers 1d4 points of damage – to a minimum of 1d4 points of damage.

Their lack of a physical form also prevents the Eidolon from using most magic items, as they must be worn or consumed to be of use. They are also very limited in their ability to manipulate physical objects due to their lack of mass or physical form. Instead of direct physical manipulation, they are able to concentrate their will and achieve an effect that mimics the Elf/Magic-User spell *Telekinesis*.

They may use their telekinetic ability once each day at 1st level, twice upon reaching 4th level and three times per day at 8th level. It functions as if it cast by a Magic-User of equal level to the Eidolon.

Unliving: Because they are not living creatures Eidolons are immune to many magical effects and unable to benefit from magical healing. They are immune to the following spells and their as well as magical items that generate similar effects: *Cure Light Wounds, Remove Fear, Cure Disease, Cure Critical Wounds, Raise Dead, Heal, Regenerate, Resurrection, Charm Person, Sleep, ESP, Confusion, Feeblemind, Magic Jar, Reincarnation, Irresistible Dance, Mass Charm, Mind Blank, Trap the Soul*.

In addition, Eidolons are immune to all poisons and diseases, as they have no physical form.

Finally, because they have a broken soul, nothing short of a *Wish* can restore a defeated Eidolon to its spectral condition if it is destroyed or reduced to zero hit points.

Eidolons can, however, be the target of a Cleric's Turn Undead ability. If they are within 60' of a Cleric who successfully turns the Eidolon, they must flee from the sight of the Cleric as fast as possible and are unable to come within that same distance of the Cleric for one hour.. If the Cleric successfully "Destroys" the Eidolon, they are not necessarily slain outright. Instead, the Eidolon suffers 1d6 points of damage for each level of the Cleric.

A Cleric's ability to turn an Eidolon is based upon the Cleric's level and the Eidolon's hit dice as shown on page 9 of the *Labyrinth Lord* Core Rules.

An Eidolon cannot be healed by magical means. Instead they naturally heal 1d4 points of damage at midnight each night as their all-consuming passion reweaves their spectral form back into being.

Spectral Attack: Eidolons are capable of inflicting a chilling, blood-freezing touch attack with their incorporeal hand. This melee attack inflicts 1d8 points of damage, plus the Eidolon's Strength modifier. It is considered to be a magical weapon for purposes of inflicting damage on targets immune to mundane damage.

Aura of Fear: Beginning at 3rd level the Eidolon is able to radiate an Aura of Fear, similar to the *Cause Fear* spell. When this ability is activated all characters within 30' of the Eidolon must make a

saving throw vs. spells or immediately suffer the effects of a *Cause Fear* spell. This ability may be used once per day at 3rd level and twice per day once the Eidolon reaches 6th level.

Creatures immune to *Cause Fear* or similar effects are also immune to this ability.

Unassuming Dead: Beginning at 5th level, the Eidolon's broken existence has become so unnatural that most undead creatures recognize him as one of their own. Skeletons, spectres, wights, wraiths and zombies will ignore an Eidolon in combat, unless he actively attacks them. Highly intelligent undead such as liches or vampires recognize an Eidolon for what he is and make no such mistake.

Control Undead: Upon reaching 7th level the Eidolon is actually able to exert his fierce will on other restless dead. When they encounter skeletons, zombies, or wights they may attempt to use this ability to control such creatures who come within 60' of the character. The Eidolon rolls 2d6 and consults the chart below to determine if they are successful.

Creature	Difficulty	Number Controlled
Skeleton	5	2d4
Zombie	7	1d6
Wight	9	1d4

These creatures remain under the control of the Eidolon for one turn before returning to their mindless existence. An Eidolon can attempt to use this ability only once per character level on an undead creature, regardless of whether or not they are successful.

Becoming an Eidolon

At the Labyrinth Lord's discretion, player characters who are slain may rise again as 1st level Eidolons. These characters lose all of the previous abilities associated with their class. Former thieves cannot pick pockets and former magic-users cannot cast spells, for example.

If the Labyrinth Lord offers the option for a slain character to become an Eidolon, that character must first succeed in a Saving Throw vs. Death based upon the level and class had when they were alive. If successful, they rise in 4d6 hours as a 1st level Eidolon. The player of newly reborn Eidolon and the Labyrinth Lord will need to work together to determine the character's Driving Passion.

Only player characters with a Wisdom of 12 or higher have the option of becoming Eidolons.



URBAN ADVENTURERS



BANDIT



Requirements: Dex 9, Con 9, Int 9, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d6

Maximum Level: 20th

While many criminals make their living as pick pockets and dungeon delvers, some instead look to the road for coin. These specialized thieves are known commonly as bandits and they are regarded by most civilizations as the terror of the roads of the

world. Whether they are noble men who rob from the rich to give to the poor, or heartless men who steal from all who pass, they are feared by merchants, nobles and rich adventurers of the world.

Bandits possess a unique combination of a thief's finesse and a warrior's bravado. They are proficient in all one-handed melee weapons and all ranged weapons. While they remain light on their feet by limiting themselves to padded armor and leather armor, they are proficient with shields but must forgo their use while making use of their Hide in Shadows and Find and Remove Traps skills. Bandits make use of the Attack Values and Saving Throws of a Thief. Bandits may be only be neutral or chaotic in alignment.

A bandit with a 13 or higher in Dexterity or Charisma receives a +5% bonus to all experience points earned, while a bandit with a 13 or higher in both Dexterity and Charisma receives a +10% bonus.

Reaching 9th Level: Upon reaching 9th level a bandit can build a hidden stronghold in a wilderness area, typically near a village or settlement. This stronghold is often very rustic in nature and difficult to find. The bandit will attract 3d6 1st level bandits or thieves to serve as followers, who will remain in his service as long as they receive a fair cut of the bandit's profits. They are typically of the same alignment as the Bandit. If slain, new followers will arrive in one year.

Bandit Class Progression

Experience	Level	Hit Dice (1d6)	Hide in Shadows	Disguise	Surprise	Cover Tracks	Find & Remove Traps
0	1	1	13%	23%	1 - 2	23%	14%
2035	2	2	17%	27%	1 - 2	27%	17%
4065	3	3	20%	30%	1 - 2	30%	20%
8125	4	4	27%	37%	1 - 2	37%	27%
16251	5	5	30%	40%	1 - 3	40%	31%
32501	6	6	37%	43%	1 - 3	43%	35%
65001	7	7	47%	53%	1 - 3	53%	45%
120001	8	8	57%	63%	1 - 3	63%	55%
240001	9	9	67%	73%	1 - 4	73%	65%
360001	10	+1 hp only*	77%	83%	1 - 4	83%	75%
480001	11	+2 hp only*	87%	93%	1 - 4	93%	85%
600001	12	+3 hp only*	90%	95%	1 - 4	95%	95%
720001	13	+4 hp only*	97%	97%	1 - 5	97%	97%
840001	14	+5 hp only*	99%	99%	1 - 5	99%	99%
960001	15	+6 hp only*	99%	99%	1 - 5	99%	99%
1080001	16	+7 hp only*	99%	99%	1 - 5	99%	99%
1200001	17	+8 hp only*	99%	99%	1 - 5	99%	99%
1320001	18	+9 hp only*	99%	99%	1 - 5	99%	99%
1440001	19	+10 hp only*	99%	99%	1 - 5	99%	99%
1560001	20	+12 hp only*	99%	99%	1 - 5	99%	99%

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Hide in Shadows: A bandit will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding. A bandit may not use this ability while making use of a shield.

Disguise: Bandits frequently employ disguises in their trade, in order to better deceive their targets, conceal their identities, and pass through populated areas without notice. A Bandit may disguise himself to appear as another class, race, or sex, but he may not convincingly alter his height by more than 3”

shorter or 5” taller. The base probability of successfully disguising oneself is listed in the table below. A 5% penalty is applied for disguising as another race or as the opposite sex.

Surprise: Bandits are masters of the ambush and at higher levels are able to surprise their foes more often than others. They successfully surprise their opponents with great ability as they increase in level, based on the chart below.

Cover Tracks: Bandits are adept at concealing their passage in the wilderness. When this ability is used successfully, the bandit can pass through any sort of natural terrain without leaving any visible signs of their passing, such as foot prints or evidence of a campsite. To make the ability work, the bandit must first reduce his movement rate to one-half of his current normal rate during while attempt to conceal their passing. This reduction in movement is imposed, even when the Cover Tracks skill is unsuccessful.

Find and Remove Traps: A bandit may only try one time to find or remove a trap in an area. Note

that these are separate skills, for a bandit must find a trap before he can remove it. Bandits, unlike thieves, may use this ability to detect wilderness pits and snares in addition to traps located in dungeons. A bandit may not make use of this ability while making use of a shield.

Backstab: The bandit must catch an opponent unaware of his presence, either taking his opponent by surprise or strike after successfully using the hide in shadows skill. He will receive an attack bonus of +4 and will multiply all damage by 2.



BARD



Requirements: Dex 9, Int 9, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d4

Maximum Level: 20th

Whether they're called wandering musicians, traveling troubadours, or court jesters, all of these professions are encompassed in the bard. Masters of song and speech, performance and prestidigitation, these entertainers are welcome additions to any adventuring company. Their diverse abilities, combined with a unique knack for picking up bits or lore and snippets of history in their travels means that while they do not hold a traditional role in a group of band of heroes, they nonetheless find themselves somehow swept off on the road to legend.

Bards may use the following weapons in combat: club, dagger, dart, quarterstaff, long sword, scimitar, short bow, short sword, and sling. They may wear padded or leather and may also use shields. Bards are also considered to be trained in the use of a great many musical instruments, as such talents are vital to their profession. Bards use the Attack Values and Saving Throws of a thief of equal level. They can be of any alignment.

A Bard may be of any alignment, though due to their transient nature few are lawful. They must have at least 13 in one or the other prime requisite in order to get the +5% to experience, or if they have a DEX and CHA of 13 to get a +10% bonus.

Bards are often physical performers and while they are not commonly professional acrobats, they do learn something of tumbling and gymnastics. This can often be the difference between life or death in combat, and grants them a bonus to their armor class and any saving throws vs. breath weapon. Beginning at 1st level the bard receives a one point bonus to both his armor class and any saving throw vs breath weapon. This bonus increases to two points at 8th level and three points at 13th level.

Reaching 9th Level: Upon reaching 9th level the bard becomes known as a *Wandering Minstrel* and though he does not attract followers, he has developed a certain measure of fame. Because of this, he is welcomed almost everywhere he goes. As such there, after reaching 9th level there is a 5% chance per character level that he will be recognized and welcomed by either the common folk or nobility of the area. If he is welcomed then he will receive free room and board for up to one month during his time in the village, provided he performs at least once a week at a local venue.

Bard Class Progression

Experience	Level	Hit Dice (1d4)	Sleight of Hand	Mimicry	Decipher Language	Word of Mouth	Charming Performance
0	1	1	23%	13%	23%	35%	81%
1251	2	2	27%	17%	27%	40%	83%
2501	3	3	30%	20%	30%	43%	85%
5001	4	4	37%	23%	37%	48%	87%
10001	5	5	43%	27%	40%	51%	89%
20001	6	6	53%	30%	43%	56%	91%
40001	7	7	63%	33%	50%	59%	93%
80001	8	8	73%	37%	53%	64%	94%
160001	9	9	83%	47%	60%	67%	96%
280001	10	+2 hp only*	93%	57%	63%	72%	98%
400001	11	+4 hp only*	95%	67%	70%	75%	99%
520001	12	+6 hp only*	99%	77%	73%	78%	99%
640001	13	+8 hp only*	99%	87%	80%	83%	99%
760001	14	+10 hp only*	99%	90%	83%	86%	99%
880001	15	+12 hp only*	99%	97%	90%	91%	99%
100001	16	+14 hp only*	99%	99%	93%	94%	99%
1120001	17	+16 hp only*	99%	103%	99%	99%	99%
1240001	18	+18 hp only*	99%	107%	105%	99%	99%
1360001	19	+20 hp only*	99%	110%	115%	99%	99%
1480001	20	+22 hp only*	99%	115%	125%	99%	99%

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Sleight of Hand: While this may be used in a similar fashion to that of a thief's pick pocket ability, the bard typically uses this ability for feats of manual dexterity such as palming coins or performing simple tricks. If this ability is used to pick an individual's pocket the bard suffers a penalty of -5% per each 5 levels the bard is lower than the victim.

Mimicry: Bards are able to both throw their voice as well as mimic the voice of others. Successful use of this ability allows the bard to make it seem as though his voice were coming from a location up to thirty feet from his current location. Alternatively, the bard

can attempt to make his voice mimic another person's. The bard must have heard the person speak prior to attempting this. Attempting to mimic animal noises or bird calls imposes a -10% penalty to the roll. Attempting to both throw their voice and mimic an inhuman sound causes a -15% penalty to the roll. A bard may attempt to use this ability without moving their lips as if they were a ventriloquist, which creates an additional -10% penalty to the roll. So, for example, a bard attempting to mimic a finch's call without moving his lips would have a -20% penalty to his roll, while a bard attempting to mimic the sound of the same finch without moving his lips

while making it seem as though it were coming from somewhere else would impose a -25%

Finally, a bard must be able to speak the language of any non-humans voices they are mimicking, or the ability automatically fails. In the event of a failed mimicry attempt the source of the noise is evident to any present. A roll of 00 (100) on a d100 is always considered a failure when using this skill.

Decipher Language: While not necessarily avid scholars (though many are), bards do manage to pick up a bit of local dialects and lost tongues in their travels. Successful use of this ability allows the bard to either gain a basic understanding of a conversation in a language they do not speak or decipher simple sentences written in a language they do not know. This is not a direct translation, but instead a general understanding of the communication being deciphered. So a bard who overheard two orcs talking about a detailed battle plan and succeeds in a Decipher Language ability might be glean that the orcs' plan on attacking a nearby village and get a general sense of when (night, dusk, dawn, etc), but would not be able to determine the method of attack and when the exact time of attack was.

This ability can also be used to decipher written text, though again, only general ideas and concepts can be determined. Particularly bold and reckless bards can attempt to use Decipher Language to activate *Magic-user/Elf* and *Cleric* spell scrolls, though doing so is very dangerous. The bard has a -30% to his Decipher Language roll when attempting this and if he fails the scroll is expended and the Labyrinth Lord is free to create a particularly spectacular backlash.

A roll of 00 (100) on a d100 is always considered a failure when using this skill.

Word of Mouth: Bards hear both tales of old and the newest rumors. He may use this ability in two different ways. The first is to learn more about the

history of a magical item that he has discovered in his travels. By spending one turn handling and studying the item, the bard may make a Word of Mouth check to see if he knows any history or legends surrounding the object. This does not identify the item's specific magical properties – only its history. So if a bard were to successfully use this ability while studying a long sword that was a *Long Sword +1, +3 vs. Dragons*, he would not learn those exact facts. Instead he might learn “This is Drakebane, the long sword carried by Sir Feorsyer the Bold. Legends say he used it to slay the foul wyrm called Agathareon in ages past.”

This ability may also be used to learn any rumors in a local town or village. By spending an hour wandering the streets or sitting in a local tavern, a bard who makes a successful Word of Mouth check can ask the Labyrinth Lord what rumors are going around the town (if any) and what seems to be the general mood of the area. In addition, the bard may pick up any news regarding recent events in the area, at the discretion of the Labyrinth Lord.

Charming Performance: Above all, bards are master performers. Whether through gifts of song, oration, or buffoonery, their performances have a way of enchanting an audience. Whenever a bard spends one uninterrupted turn engaging in an artistic performance in front of an audience and they make a successful Charming Performance check, a number of viewers equal to the bard's level will regard him as friendly for the next week unless the bard or those closely associated with him do something to prove otherwise. This is a non-magical effect, though it can only be used on intelligent beings – though they need not share the bard's language. Some forms of performance go beyond language – singing, dancing and prestidigitation, to name a few.

If a bard fails their roll to use this ability, they cannot attempt to use it again on the same target until the bard has gained one level of experience.

BOUNTY HUNTER



Requirements: Str 9, Dex 9, Con 9, Int 9

Prime Requisite: DEX and INT

Hit Dice: 1d6

Maximum Level: 20th

Some call them trackers. Some call them assassins. Some call them thugs. Whatever their title, the Bounty Hunter is a foe to be feared. Part thief, part warrior, these professionals specialize in hunting down the greatest prey: their fellow man. By combining criminal proficiency and martial skill, a bounty hunter's collection of abilities make them a foe to be feared, for once they have set a target in their sights, they never let go.

Bounty Hunters are proficient in all melee and ranged weapons, but due to their other skills, they limit their own armor to padded, leather, studded leather. They are not proficient with shields. Because of their narrow focus of thief skills they are able to use Open Locks, Find and Remove Traps, Hide in Shadows, Hear Noise, Disguise and Track while wearing studded leather armor, unlike thieves. Bounty Hunters use the Attack Values and Saving Throw values of a thief of equal level, up to 14th level. Beyond 14th level, these scores do not increase. Bounty hunters may be of any alignment.

A bounty hunter with a Dexterity or Intelligence of 13 or higher receives a +5% bonus to all experience points earned, while a bounty hunter with a 13 or higher in both Dexterity and Intelligence receives a bonus of +10%.

The bounty hunter has the unique ability to deal a subduing blow. Any successful attack that would normally reduce an opponent to zero hit points or below and kill them will instead render that foe unconscious for 1d6 turns. The Bounty Hunter may use this ability immediately after an opponent has been reduced to zero hit points or below by an attack, thus giving them time to restrain or bind their quarry. This ability may only be used on humanoid foes who are not undead or extra-planar in nature.

Reaching 9th Level: Upon reaching 9th level a Bounty Hunter can build a small personal stronghold in an urban area. This stronghold will draw 2d6 1st level thieves or fighters who will serve as the Bounty Hunter's personal entourage. However, because of the Bounty Hunter's reputation, they no longer have to seek out employers, but instead will have potential clients come to the stronghold seeking their services. Typically 1d4 such contracts will arrive each month.

Bounty Hunter Class Progression

Experience	Level	Hit Dice (1d6)	Integration	Pick Locks	Find & Remove Traps	Hide in Shadows	Move Silently	Hear Noise	Track Humanoids
0	1	1	23%	17%	14%	13%	23%	1-2	23%
2501	2	2	27%	23%	17%	17%	27%	1-2	27%
5001	3	3	30%	27%	20%	20%	30%	1-3	30%
10001	4	4	37%	31%	23%	27%	37%	1-3	37%
20001	5	5	40%	35%	33%	30%	40%	1-3	40%
40001	6	6	43%	45%	43%	37%	43%	1-4	43%
80001	7	7	53%	55%	53%	47%	53%	1-4	53%
160001	8	8	63%	65%	63%	57%	63%	1-4	63%
310001	9	9	73%	75%	73%	67%	73%	1-4	73%
460001	10	+2 hp only*	83%	85%	83%	77%	83%	1-5	83%
610001	11	+4 hp only*	93%	95%	93%	87%	93%	1-5	93%
760001	12	+6 hp only*	95%	97%	95%	90%	95%	1-5	95%
910001	13	+8 hp only*	97%	99%	97%	97%	97%	1-5	97%
1060001	14	+10 hp only*	99%	99%	99%	99%	99%	1-5	99%
1210001	15	+12 hp only*	99%	99%	99%	99%	99%	1-5	99%
1360001	16	+14 hp only*	99%	99%	99%	99%	99%	1-5	99%
1510001	17	+16 hp only*	99%	99%	99%	99%	99%	1-5	99%
1660001	18	+18 hp only*	99%	99%	99%	99%	99%	1-5	99%
1810001	19	+20 hp only*	99%	99%	99%	99%	99%	1-5	99%
1960001	20	+22 hp only*	99%	99%	99%	99%	99%	1-5	99%

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Interrogate: Bounty Hunters are notorious for being able to draw information out of unwilling individuals. Through threats, intimidation and sometimes sheer force of personality, a Bounty Hunter may convince a single target to answer three questions honestly. The target and the Bounty Hunter must speak the same language. The target will not lie or refuse to speak, and will attempt to remain truthful with the Bounty Hunter though their information on the questions may be false based on what they know. If a Bounty Hunter fails using this ability against a target he may not make a second attempt until he gains one level of experience.

Pick Locks: A bounty hunter is skilled in picking locks, but needs lock picks to do so. He can only try

to pick a lock one time, and if he fails, he may not try the same lock again until he reaches a higher experience level. The referee might grant an additional try depending on the complexity of the lock.

Find & Remove Traps: A bounty hunter may only try one time to find or remove a trap in an area. Note that these are separate skills, for a bounty hunter must find a trap before he can remove it.

Hide in Shadows: A bounty hunter will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a bounty hunter. However, the bounty hunter always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Hear Noise: Bounty hunters can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the bounty hunter must be quiet and in

a quiet environment. Unlike the other listed abilities, this ability is rolled using 1d6.

Track Humanoid: Familiar with the signs left behind by fleeing prey, Bounty Hunters may use this skill to determine if a humanoid creature has passed through an area recently. On a particularly successful roll, the Bounty Hunter may glean more specific details about their target (at the Labyrinth Lord's discretion).

Bounty Hunters in the Campaign

While Bounty Hunters can make great antagonists in a *Labyrinth Lord* campaign, there is nothing stopping the referee from allowing them as player characters. If the referee makes the Bounty Hunter class available to their players, they should regularly offer opportunities for the Bounty Hunter PC to encounter, track down, and return their prey. Listed below is a chart that determines the standard bounties that a character receives for returning an NPC, based upon the level of the target. All payments made under the assumption that the

would-be bounty is returned alive and without permanent injury. In most cases, if the bounty returns their target slain, then they only receive half of the listed payment and may have trouble getting new jobs from this employer.

Details of these bounties can be changed through role-playing or at the discretion of the referee, with guidelines listed below on the Bounty Reward Chart.

Bounty Reward Chart

NPC Level or HD	Bounty
1	50 gp
2	100 gp
3	200 gp
4	300 gp
5	400 gp
6	500 gp
7	600 gp
8	750 gp
9	1000 gp
10	1250 gp

NPC Level or HD	Bounty
11	1500 gp
12	2000 gp
13	3000 gp
14	4000 gp
15	5000 gp
16	7500 gp
17	10,000 gp
18	15,000 gp
19	20,000 gp
20	25,000 gp

WATCHMAN



Requirements: Str 9, Int 9, Cha 9

Prime Requisite: STR and CHA

Hit Dice: 1d6

Maximum Level: 20th

Watchmen are the men and women who wander dark city streets at night, ensuring that citizens can sleep peacefully. With keen eyes and bright lanterns, they see to that their beloved metropolis remains safe from the dark things that come out at night. Whether its a midnight brigand, a goblin scout or a secret assassin, the watchman has an ear to the street and an eye on the shadows. He knows when to talk and when to threaten – all in the name of their beloved city.

The Watchman is able to wield any one-handed melee weapon and any ranged weapon in combat. They can wear padded, leather, studded leather, scale mail and chain mail armor, though they do not use shields. They use the Attack Value of a Fighter of equal level and the Saving Throws of a thief of equal level. Almost all watchmen are lawful in alignment, though other alignments are available. Neutral watchmen tend to be willing to bend the laws of their city to accomplish a lawful goal, while chaotic watchmen are often little more than corrupt thugs.

Because watchmen spend their time keeping a weathered eye on the darkness and looking for secrets of their city they have keener senses than other humans. When actively searching for secret or concealed doors they are able to detect them on a 1-2 on 1d6.

A watchman who has a Strength or Charisma of 16 or higher receives +5% bonus to all experience points they earn. If both Strength and Charisma are 16 or higher, they receive a +10% bonus.

Reaching 9th Level: When a watchman reaches 9th level they are often awarded the rank of *Captain of the Guard*. If they are actively in the service of a village or town they will be given command of their own division of guards and a small stone keep in which they can be housed. Between 3 to 12 (3d4) 1st level watchmen or fighters are assigned to their command. They are provided with a short sword, light crossbow, twenty light quarrels, a metal lantern and a suit of chain mail armor by the mayor or magistrate of the town. They are almost always lawful in alignment. Both the *Captain of the Guard* and his followers are expected to serve the city loyally, seeing that law and order are maintained. To this end, most *Captains* are assigned a specific district as their beat if they are in a large city. A wandering watchman attracts no followers.

Watchman Character Progression

Experience	Level	Hit Dice (1d6)	Hear Noise	Rumor Mill	Special Abilities
0	1	1	1-2	23%	Lantern Bearer
1251	2	2	1-2	27%	
2501	3	3	1-3	30%	Professional Contact
5001	4	4	1-3	37%	
10001	5	5	1-3	40%	Blinding Flash
20001	6	6	1-4	43%	
40001	7	7	1-4	53%	Underworld Expertise
80001	8	8	1-4	63%	
160001	9	9	1-4	73%	
280001	10	+2 hp only*	1-5	83%	
400001	11	+4 hp only*	1-5	93%	
520001	12	+6 hp only*	1-5	95%	
640001	13	+8 hp only*	1-5	97%	
760001	14	+10 hp only*	1-5	99%	
880001	15	+12 hp only*	1-5	99%	
1000001	16	+14 hp only*	1-5	99%	
1120001	17	+16 hp only*	1-5	99%	
1240001	18	+18 hp only*	1-5	99%	
1360001	19	+20 hp only*	1-5	99%	
1480001	20	+22 hp only*	1-5	99%	

*Hit point modifiers for Constitution are ignored

CLASS ABILITIES

Hear Noise: Watchmen can attempt to listen for noises, in a cave or hallway, at a door, on an empty city street or other locations - but the watchman must be quiet and in a quiet environment. This ability is rolled using 1d6.

Rumor Mill: Watchmen are masters of keeping a finger on the pulse of the populous and keeping up on the latest news slithering through the streets. The watchman can spend one hour in an urban environment they may use this skill to learn a piece of useful information that relates to the current

events of the campaign. The Labyrinth Lord determines exactly what the watchman learns.

Alternatively, when this ability is successfully used in an adventure that features a rumor table the watchman automatically knows whether the rumor they have heard is true, false or some mixture of the two.

Lantern Bearer: Because the watchman does most of his work at night, he regularly carries a metal bullseye lantern. They have even learned to use them effectively in combat, both defensively and

offensively. The metal bullseye lantern can be used protectively in melee combat, and when carried in the watchman's off-hand they grant a one-point bonus to the armor class.

When used offensively, the watchman can actually bludgeon their target with the lantern while fighting in melee. This attack does 1d4 (plus Strength modifier). Because of their training, using the bullseye lantern in this fashion does not risk extinguishing it. In fact if the watchman rolls a critical hit when wielding a metal bullseye lantern in their off-hand the flaming oil will spill out of the lantern and inflict an additional 1d6 points of fire damage on a target.

Once a watchman reaches 7th level they may make an additional off-handed melee attack each round, but only if they are wielding a metal bullseye lantern in their off-hand.

All watchmen begin play with a metal bullseye lantern and three pints of oil for free.

Professional Contact: Beginning at 3rd level a watchman has established several contacts throughout the city. Whenever they hire a specialist (such as a blacksmith or sage) in their home city, they pay 25% less for their services.

Blinding Flash: Once a watchman reaches 5th level they are so skilled at wielding their lantern in combat that once per turn they can attempt to blind a single target with whom they are engaged with in melee combat by flashing the lantern in the target's face instead of making a normal attack.

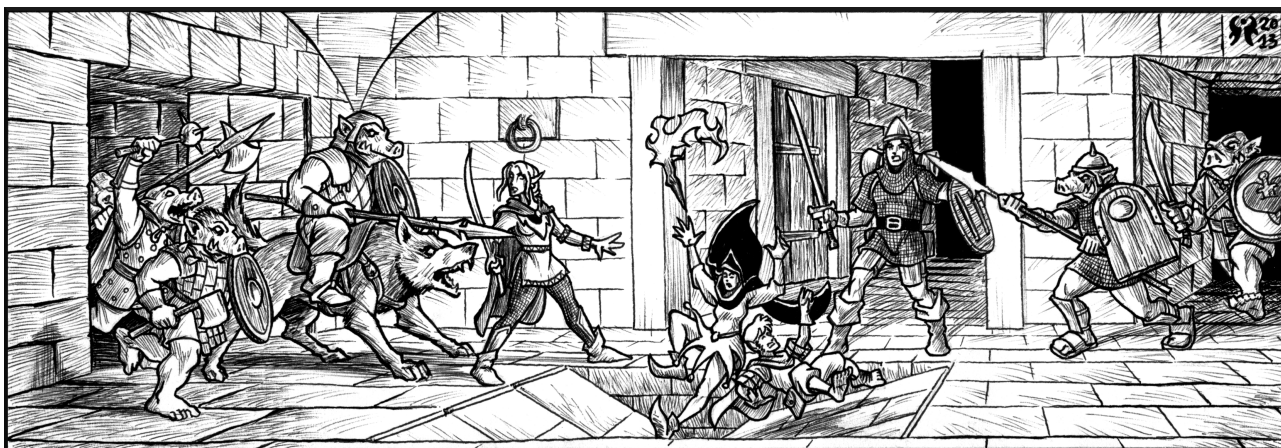
The target must make a Saving Throw vs. Breath Weapon or be blinded for 1d4 rounds by the sudden burst of light shoved in their face. Blinded characters suffer a -4 to all attack rolls. Only targets who can be blinded can be affected by this ability.

Underworld Expertise: Beginning at 7th level, a watchman has had extensive exposure to the criminal element through his work. Because he has been immersed in the illicit activities of his city and has been able to observe the way thieves and brigands operate, the watchman gains Thief's Cant as a language (if the Labyrinth Lord is using this language).

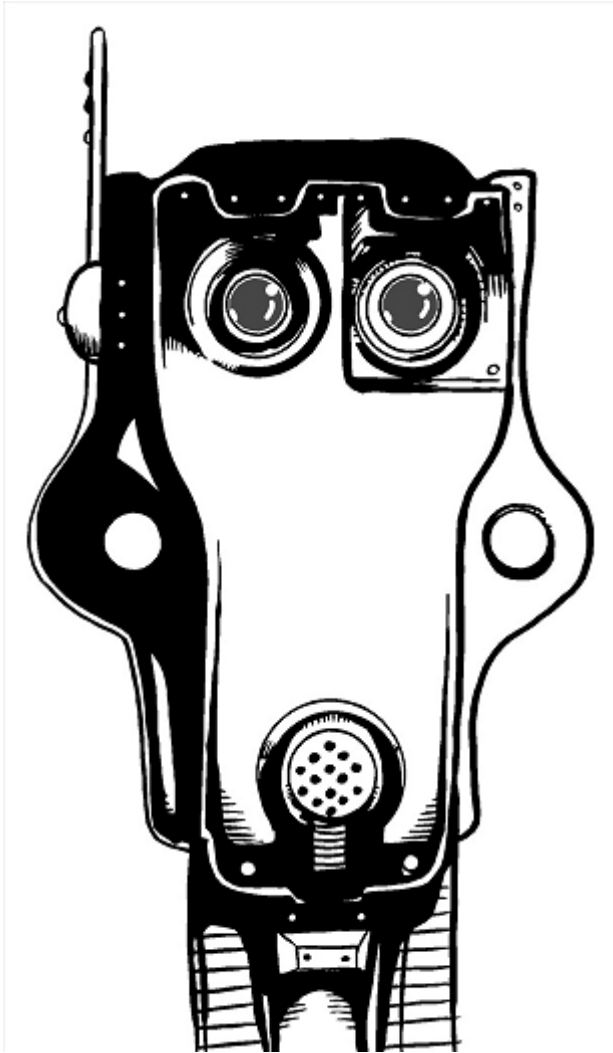
Watchmen are also able to spot an ambush much easier than other characters because of their experience fighting dishonorable foes. They are only surprised on a roll of 1 on 1d6, instead of the normal 1-2 on 1d6.



VIRTUOUS VICTORIANS



AUTOMATION



Requirements: Dex 9, Con 9, Int 9

Prime Requisite: Not Applicable

Hit Dice: 1d6

Maximum Level: 8th

Legends persist of a lost society, perhaps at the center of the great and hollow earth or from a great city that floats in the sky. A society that has advanced so far beyond the kingdoms of the world that they no longer make extensive use of magic. By making use of secret metal alloys and complex

contraptions powered by fire and steam they construct life from brass and steel.

These beings are as self-aware and intelligent as any race of the known world, beyond the simple magical programming that comes from crafting a golem from the magical arts.

Known among themselves as automations, these beings sometimes find their way far from the forges from which they are born or awaken after a timeless slumber. With little more than hazy, programmed memories of their past, they travel the world as wandering adventurers and make use of their unique talents while searching for a place in this new world.

Automations are proficient in all weapons, but may not use armor or shields. Their personalities are based on their initial programming, though it can be altered by personal experience. Because they have very organized minds, they typically are of Lawful Alignment. Automations use the Attack Values and Saving Throws of a fighter of equal level.

An Automation does not receive bonus experience points for high attributes and has no prerequisite.

Reaching 8th Level: By the time an Automation reaches 8th level they have explored enough of the world or managed to recall enough of their battered programming to build a laboratory where they are able to construct less complex machines to serve them. By spending three months of time an automation may construct 1d4+1 1st level automations are programmed to serve them. If one automation is destroyed a new one may be constructed with one month of work, but an automation does not have the time to maintain more than five of these servants at any one time.

Automation Class Progression

Experience	Level	Hit Dice (1d6)	Special Ability
0	1	1	Clockwork Mind, Alloy Skin
4065	2	2	Self-Repair
8125	3	3	Internal Weapon I
16251	4	4	Upgrade I
32501	5	5	Internal Weapon II
65001	6	6	Upgrade II
130001	7	7	Concealed Weapons
200001	8	8	Advanced Design

CLASS ABILITIES

Clockwork Mind: Because they are not actually living creatures, the Automation is immune to a myriad of magical effects, both positive and negative. All automations are immune to the the following spells and their reversed counterparts, as well as magical items that generate similar effects: *Cure Light Wounds, Remove Fear, Cure Disease, Cure Critical Wounds, Raise Dead, Heal, Regenerate, Resurrection, Charm Person, Sleep, ESP, Confusion, Feeblemind, Magic Jar, Reincarnation, Irresistible Dance, Mass Charm, Mind Blank, Trap the Soul.*

In addition, automations are immune to all poisons and diseases, as they have no natural form. However, because they have exhaust and air ventilation systems, taking on too much water over a short period of time they suffer the same effects of a living creature when it comes to drowning or environmental effects.

Finally, because they have no soul, nothing short of a *Wish* can restore a destroyed automation to working condition if it is destroyed.

Self-Repair: In order to survive in a dangerous world, automations who reach 2nd level have developed a self-repair system that activates under certain conditions. By entering into a self-induced state of shut down, automations may innately activate a self-repair programming. An automation may activate this ability at any time, though it does take a full

round. Self-Repair always lasts eight hours and during that time, an automation heals a single hit point per level as its body re-routes power and goes through automated repair sequences. Once an automation has activated Self-Repair it cannot be re-activated and the cycle must be allowed to run. While in a state of self-repair, the automation is completely unaware of its surroundings, akin to being unconscious. Automations do not heal naturally, and may only recover hit points through the use of this ability.

Alloy Skin: With bodies made naturally of metal, automations have some level of natural protection in combat. At first level they receive a +2 bonus to their armor class. At 4th level this bonus increases to +4 and at 8th level it reaches its apex at +6.

Internal Weapon I: Beginning at 3rd level an Automation is able to install a single weapon as a permanent part of their body. This process takes eight hours and the weapon may be magical in nature. If it is a ranged weapon, the automation is able to store twenty rounds of ammunition as well as the weapon itself. Reloading this ammunition takes a full turn. This weapon is obvious to any who see the automation and cannot be concealed.

Upgrade I: At 4th level the Automation has become so skilled at self-repair and adaptation that they are able to apply some permanent modifications to themselves. The Automation takes must spend eight

hours a day for one week of time to apply this upgrade and it costs 1000gp in pairs and supplies. Once it has been completed they may select one of the following benefits to apply permanently to their

character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

Upgrade I Chart

Upgrade	Special Ability
Heat Sensor	Infravision – Range 60'
Advanced Mobility	Base movement increases from 6" to 12"
Ranged Targeting System	+1 to all attack rolls when wielding a missile weapon
Localized Targeting System	+1 to all attack rolls when wielding a melee weapon
Increased Articulators	+1 to all Initiative rolls
Pattern Analyzer	Detect Secret and Concealed Doors on 1-2 on d6

Internal Weapon II: At 6th level an Automation is able to install a second weapon as a permanent part of their body. This process takes eight hours and the weapon may be magical in nature. If it is a ranged weapon, the Automation is able to store twenty rounds of ammunition as well as the weapon itself. Reloading this ammunition takes a full turn. This weapon is obvious to any who see the Automation and cannot be concealed.

Upgrade II: By the time an Automation has reached 6th level they are able to alter their original design in a very significant manner. The Automation takes must spend eight hours a day for two weeks of time to apply this upgrade and it costs 2500gp in pairs and supplies. Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

Upgrade II Chart

Upgrade	Special Ability
Personalized Targeting System	+1 to all attack rolls when wielding an Internal Weapon
Anomaly Analyzer	Cast <i>Detect Magic</i> 3/day as a 1 st level Magic-User
Personal Illumination System	Cast <i>Light</i> 3/day as a 1 st level Magic-User
Threat Detection System	Only surprised on a 1 on 1d6
Increased Ammunition	store 20 extra arrows, bolts or stones for a ranged internal weapon
Script Analyzer	Cast <i>Read Languages</i> 3/day as a 1 st level Magic-User

Advanced Design: Finally, at 8th level, an Automation has reached the apex of their own design. The Automation takes must spend eight hours a day for four weeks of time to apply this upgrade and it costs 5000gp in pairs and supplies.

Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

Advanced Design Chart

Upgrade	Special Ability
Temporary Airborne Thrusters	Cast <i>Fly</i> 3/day as a 5 th level Magic-User, self only
Accelerated Processing	Cast <i>Haste</i> 3/day as a 5 th level Magic-User, self only
Arc Cannon	Cast <i>Lightning Bolt</i> 3/day as a 5 th level Magic-User
Advanced Force Application	Cast <i>Striking</i> 3/day as a 5 th level Cleric, self only
Application of Flame	Turn internal melee weapon into a +1 <i>Flame Tongue</i> for 1 turn, 3/day
Application of Frost	Turn internal melee weapon into a +3 <i>Frost Brand</i> for 1 turn, 1/day



INVESTIGATOR



Requirements: Int 13, Wis 13
Prime Requisite: INT and WIS
Hit Dice: 1d6
Maximum Level: 14th

The investigator makes his way in the world via his keen intellect and gift for deducing highly detailed information from seemingly unimportant clues. Their amazing powers of perception serve as more than a glimpse clues that would otherwise remain unseen. By lightning fast wits they are able to predict the actions of their foes in battle and predict the patterns hidden the chaos of battle. They often serve as consulting detectives and detectives for hire, deciphering with their observations what would otherwise remain forever hidden.

In combat the investigator relies on his own talent for fisticuffs instead of heavy arms and armor. They are able to wield the club, dagger, light crossbow, quarterstaff and short sword. They may not wear armor and do not use shields. Investigators have the Attack Values and Saving Throws of a thief of equal level.

An investigator who has an INT or WIS of 16 or higher receives a +5% bonus on all experience earned, while a score of 16 or higher in both grants a 10% bonus. Investigators may be of any alignment, though their keen intellect and objective tendencies lend themselves to neutrality. Investigators are also skilled linguists. They speak common, their alignment language, and a number of additional languages of their choice equal to twice their Intelligence modifier.

Reaching 9th Level: An investigator who reaches 9th level is often known as a *Consulting Detective*. Though he does not gain a stronghold or followers, his reputation for solving mysteries with uncanny speed and accuracy has drawn a regular clientèle. Every three months he may make a Deductive Reasoning check to represent his work on these side cases. If this roll is successful he earns between anywhere from 100 to 1000 gold pieces in payment for his work (1d100 x10).

In addition to payment the consulting detective will earn the service of one 1st level investigator to act as his assistant and is able to maintain an urban residence in any city of his choosing. This home is typically comfortable, though not fabulously wealthy. There is no cost to maintain the upkeep for such a home, for it is assumed that he is able to pay for his home from his earnings as a consulting detective.

Investigator Class Progression

Experience	Level	Hit Dice (1d6)	Read Languages	Detect Secret Doors	Deductive Reasoning	Find & Remove Traps	Intellectual Pugilism
0	1	1	35%	1-2	35%	14%	1d4 / -0
1251	2	2	40%	1-3	40%	17%	1d4 / -1
2501	3	3	45%	1-3	45%	20%	1d4 / -1
5001	4	4	50%	1-3	50%	23%	1d4 / -2
10001	5	5	55%	1-4	55%	33%	1d6 / -2
20001	6	6	60%	1-4	60%	43%	1d6 / -3
40001	7	7	65%	1-4	65%	53%	1d6 / -3
80001	8	8	70%	1-4	70%	63%	1d6 / -4
160001	9	9	75%	1-5	75%	73%	1d8 / -4
250001	10	+1 hp only*	80%	1-5	80%	83%	1d8 / -5
400001	11	+2 hp only*	85%	1-5	85%	93%	1d8 / -5
520001	12	+3 hp only*	90%	1-5	90%	95%	1d8 / -6
640001	13	+4 hp only*	95%	1-5	95%	97%	1d10 / -6
760001	14	+5 hp only*	99%	1-5	99%	99%	1d10 / -7

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Read Languages: An investigator can *Read Languages* with a successful ability check. If the roll does not succeed, the investigator may not try to read that particular piece of writing until he reaches a higher level of experience.

Detect Secret Doors: Through keen observation an Investigator becomes very adept at detecting secret doors. Using the chart above, an investigator rolls a d6. If the roll is equal to or below the number listed above, he successfully detects the secret door after only one round of searching.

Deductive Reasoning: This ability is the cornerstone of the investigator. By observing an individual or situation and noticing minute details he is able to discover details that would go unnoticed by others. To use this ability the investigator simply informs the Labyrinth Lord that they are spending

one round observing a single person, object, or area no larger than twenty square feet. He may then make a Deductive Reasoning check and must roll equal to or under the percentage determined by his character level.

If successful the investigator gains a deeper level of insight than others, as determined by his level. At 1st level a successful use of Deductive Reasoning functions as if the investigator had cast the Magic-User/Elf spell *Detect Magic*.

Beginning at 3rd level a successful use of Deductive Reasoning mimics the effects of both *Detect Magic* and the Cleric spell *Know Alignment*.

At 5th level the investigator who successfully uses Deductive Reasoning and has been informed of some information regarding a specific object may

duplicate the effects of a *Locate Object* spell as if it were cast at a level equal to their own.

Once an investigator reaches 7th level successful use of Deductive Reasoning is the same as if they had cast *Detect Magic*, *Know Alignment* and the Cleric spell *Detect Lie*.

Upon reaching 9th level the investigator's Deductive Reasoning ability copies the effects of *Detect Magic*, *Know Alignment*, *Detect Lie* and the player may ask the Labyrinth Lord three questions as if they had cast the Cleric spell *Commune*. In this case they are not speaking with a divine force, but simply deducing information based on their own observations. They may only ask three questions when using this ability.

Unlike the spells it mimics, Deductive Reasoning is not a magical effect and thus attempts to magically conceal the truth do not protect against its abilities. An investigator may only use this ability once per encounter on an individual, object, or location. If the investigator fails his roll the may not try to use it again on an individual, object or location until they have gained a level of experience.

Find and Remove Traps: Due to his keen perception the investigator may find and remove

traps just like a thief. An investigator may only try one time to find or remove a trap in an area. Note that these are separate skills, for an investigator must find a trap before he can remove it.

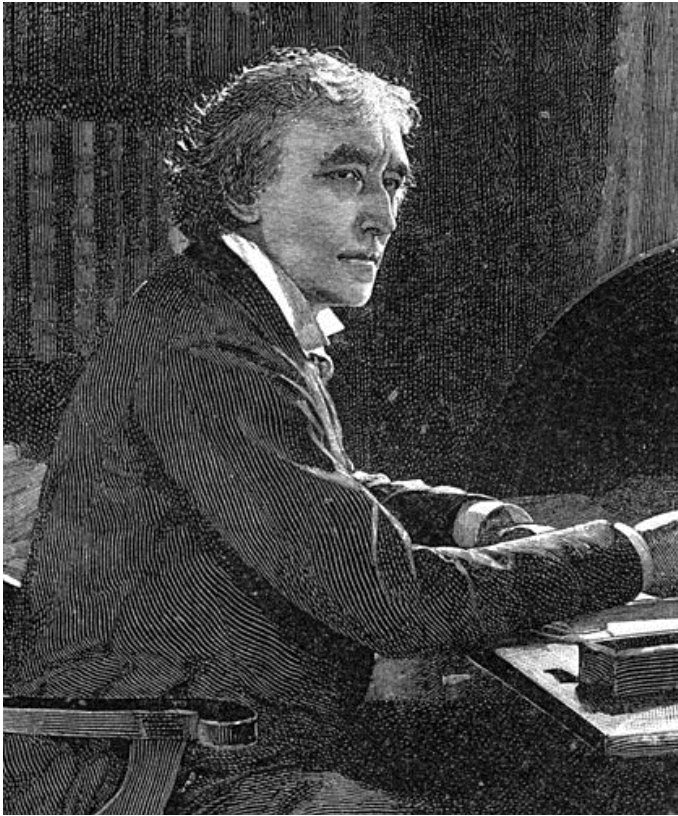
Intellectual Pugilism: While investigators are not by nature martial men, they often train in the art of hand-to-hand fighting, or pugilism. In combat they employ their lightning fast intellect to make split second decisions and strike deadly blows with their bare hands or with whatever weapons they are wielding.

When fighting with a dagger, quarter staff, or club the investigator may choose to inflict damage as determined by this ability instead of the standard damage of that weapon. They receive their strength bonus to damage if any is applicable. Also, due to their ability to predict likely patterns of their foes in battle, they receive a bonus to their armor class, as determined by the table above. In addition to the listed armor class bonus, they may apply their Intelligence ability modifier as a beneficial bonus to their armor class.

Beginning at 5th level these attacks are considered magical for purposes of damaging monsters immune to normal weapons.



METAPHYSICIAN



Requirements: Int 12, Wis 12, Cha 9

Prime Requisite: INT and WIS

Hit Dice: 1d4

Maximum Level: 20th

A metaphysician is a man of all supernatural sciences. He studies legends, folklore, theology and thaumaturgy in hopes of gaining deep insight into the nature of evil so that he might combat it and bring that which is dark and sinister to its end. Metaphysicians are looked down upon as crackpots and madmen by most, for they study both the divine and the blasphemous, the necromantic and the

arcane – all with equal fervour. Knowledge is their greatest weapon.

Metaphysicians have almost no martial training. They may only wield a dagger or quarter staff in combat. They do not wear armor or use shields. Metaphysicians have the Attack Values and Saving Throws of a magic-user of equal level. Due to their academic focus and disciplined minds they may only be Lawful or Neutral in alignment.

A metaphysician who has a 16 or higher in Intelligence or Wisdom gains a +5% bonus to all experience points earned. If he possesses a 16 or higher in both prime requisites he receives a +10% bonus.

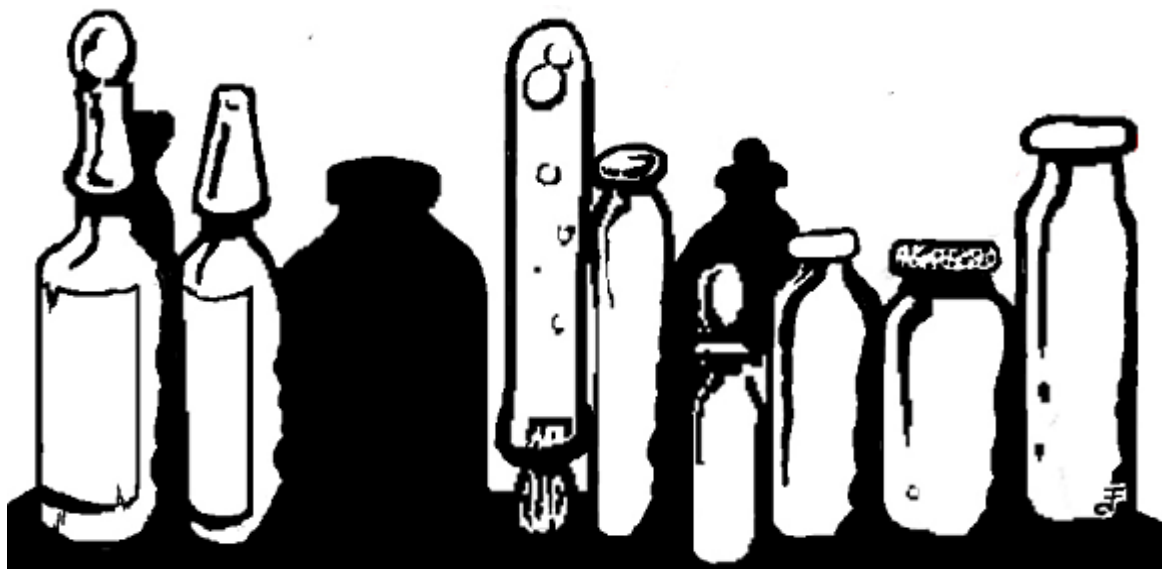
Reaching 9th Level: Upon reaching 9th level a metaphysician may become known as a *Professor*. Professors are typically offered positions of authority at academic establishments, should such places exist. These positions usually come with regular pay and a comfortable home. Instead, the professor can attempt to start his own university.

Metaphysicians wishing to do so will need to raise a large sum of gold, typically 10,000 gold pieces or more, to fund construction and hire the staff necessary to run their new academic establishment. After the university has been constructed (which usually takes 2 – 7 months), it will draw a staff of 3d4 instructors. These are typically magic-users, clerics, metaphysicians between 1st and 3rd level, or other highly learned individuals. Though these instructors will not aid the player character in their adventures, they can still act as advisers and assistants to the metaphysician between adventures.

Metaphysician Class Progression

Experience	Level	Hit Dice (1d4)	Dark Insight	Read Languages	Forbidden Lore	Special Abilities
0	1	1	10%	13%	23%	Academic Spellcaster
2235	2	2	13%	17%	27%	
4465	3	3	17%	20%	30%	Turn Undead
8925	4	4	20%	27%	37%	
17851	5	5	27%	30%	40%	
32701	6	6	30%	37%	43%	
71401	7	7	37%	40%	53%	
135001	8	8	40%	47%	63%	
255001	9	9	47%	50%	73%	
375001	10	+1 hp only*	50%	57%	83%	
495001	11	+2 hp only*	57%	60%	93%	
615001	12	+3 hp only*	60%	67%	95%	
735001	13	+4 hp only*	67%	70%	97%	
855001	14	+5 hp only*	70%	77%	99%	
975001	15	+6 hp only*	77%	80%	99%	
1095001	16	+7 hp only*	80%	87%	99%	
1215001	17	+8 hp only*	87%	90%	99%	
1335001	18	+9 hp only*	90%	97%	99%	
1455001	19	+10 hp only*	97%	99%	99%	
1575001	20	+11 hp only*	99%	99%	99%	

*Hit point modifiers from constitution are ignored



Metaphysician Spell Progression

Level	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	2	1	—	—	—	—
6	3	3	2	—	—	—	—
7	4	3	2	1	—	—	—
8	4	3	3	2	—	—	—
9	4	4	3	2	1	—	—
10	5	4	3	3	2	—	—
11	5	4	4	3	2	1	—
12	5	5	4	3	3	2	—
13	6	5	4	4	3	2	—
14	6	5	5	4	3	3	—
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3

CLASS ABILITIES

Dark Insight: The metaphysician dedicates himself to the study of the supernatural and monstrous. Due to this fanatical study, they are often able to recall the tactics and methods best suited to fighting the servants of darkness. By spending a single round studying the an individual, the metaphysician has a chance to successfully divine if their target is under the influence of evil influence or an evil creature masquerading as something more mundane.

Successful use of this ability allows the metaphysician to determine if their target is under the influence of a *Charm* effect, curse (via *Bestow Curse* or other source), *Geas* spell, possessed (through the effects of a *Magic Jar* spell, or similar

effect), *Quest* spell, and other mind-influencing magical effects. In addition, the metaphysician can also detect if the subject has been infected with lycanthropy, is currently under the thrall of a vampire, or infected with mummy rot. He may also divine if the subject is a magically constructed *Simulacrum*, as described on page 39 of the *Labyrinth Lord* Core Rules.

This observation is made through academic observation and is not magical in nature. If the metaphysician fails using this ability they must gain one level of experience to use it for a second time on the same target.

Forbidden Lore: Metaphysicians are often well-versed in the folk lore and whispered history of a great many places and artifacts. The inquisitor may study any magical item they encounter by handling it for one full turn. If they successfully use this ability they are able to recall the general history of the item, though they may not identify any specific magical properties of the item except that it is magical in nature and if the item is cursed. If the metaphysician successfully examines an item using Forbidden Lore they may recognize it as cursed and are also able to do so without being affected by the curse during the examination. However, if they fail their Forbidden Lore ability check while examining and handling a cursed item they may suffer the effects of that cursed item, at the Labyrinth Lord's discretion.

In addition, the metaphysician may also use Forbidden Lore to recall the folklore and local legends of a specific village, town or region. This information is often general in nature, giving only rumors, hearsay and legends. So, a successful use of Forbidden Lore in this fashion might allow the metaphysician to learn "The village of Wulfberg has long been plagued by a werewolf who only comes in summer," but not "The mayor of Wulfberg is a werewolf who hunts his own people on the full moon of midsummer." If a metaphysician fails when using Forbidden Lore to recall folklore and local legends, he actually recalls inaccurate and potentially dangerous information.

Read Languages: A metaphysician can *read languages* (any). This ability does not include magical writings. If the roll does not succeed, the inquisitor may not try to read that particular piece of writing until he reaches a higher level of experience.

Turn Undead: At 3rd level a metaphysician may turn undead as a cleric two levels lower.

Academic Spellcaster: Metaphysicians study all aspects of reality, whether they be mundane, divine or arcane. As such they have, through a combination of theology and academic study, developed a unique form of spellcasting. All metaphysicians keep an Academic Journal, which is similar to a magic-user's spellbook. In it they may record any scroll they find containing *Magic-user/Elf* spells or *Cleric* spells.

Once a spell has been recorded in this fashion the scrolls may be considered to be expended. Also, it is important to note whether the spell came from Magic-user/Elf scroll or Cleric scroll, as in some cases there are differences between the Magic-user/Elf version and a Cleric version of a spell that share the same name (like *Detect Evil*).

Once a spell has been recorded, the metaphysician may memorize the spell as if he were a magic-user, regardless of whether the spell is from the Magic-user/Elf or Cleric spell list. When casting the spell, the metaphysician is still required to have all the material components necessary, if any are noted in the description of that spell. In addition, the metaphysician is required to have a holy symbol whenever casting a Cleric spell.

All metaphysicians begin with *Read Magic* (Magic-User/Elf), *Detect Magic* (Magic-User/Elf), and *Detect Evil* (Cleric), in their Academic Journals. Unlike magic-users and clerics, they do not automatically receive new spells to scribe into their journals. Instead these spells must be discovered while adventuring or purchased if such a shop is available to them. If a metaphysician's journal is lost or destroyed he must spend 500 gold pieces to purchase a new one. New journals begin with only the spells mentioned above written into them. All lost spells will need to be recovered or repurchased.

The metaphysician is limited to a certain number of spell slots as listed below and never receive bonus spell slots for high attributes. In addition, they are incapable of learning 8th or 9th level Magic-user/Elf spells.

Example: Abraham is a 3rd level metaphysician with the following spells written in his journal: *Read Magic* (Magic-User/Elf), *Detect Magic* (Magic-User/Elf), *Detect Evil* (Cleric), *Magic Missile* (Magic-User/Elf), *Cure Light Wounds* (Cleric), *Continual Light* (Magic-user/Elf), and *Know Alignment* (Cleric). He opts to memorize *Cure Light Wounds*, *Magic Missile*, and *Continual Light*. Because his version of *Continual Light* is the Magic-user/Elf version it is a 2nd level spell, whereas the Cleric version of the spell of the same name is a 3rd level spell.

SHOOTIST



Requirements: Dex 9
Prime Requisite: DEX
Hit Dice: 1d8
Maximum Level: 15th

There are men who live by the sword, and men who live on the cutting edge of technology. Without fear their own safety, the Shootist wields

the edge of technology with grace and gallantry. Roguish and wild, they are masters of black powder technology and wield it with deadly efficiency, while leaving more antiquated technology by the wayside.

The shootist is proficient with all forms of firearms, dagger, staff, club and short sword. While they are able to wear padded and leather armor, they do not make use of shields. Though the image of the dashing gunslinger leads many shootists to be Chaotic alignments, they can choose any alignment they wish. The shootist uses the Attack Value of a fighter of equal level, while using the Saving Throws of a thief of equal level.

A shootist with a Dexterity of 13 or higher receives a +5% bonus to all experience points earned, while having a Dexterity of 16 or higher grants a bonus of +10%.

Reaching 9th Level: Upon reaching 9th level the shootist's attracts 1d6+1 followers and becomes known as a *Gunslinger*. These are 1st level dwarves, fighters, or shootists who seek to learn this new and exotic form of combat from the master gunman. They remain in loyal service to the shootist as long as they are instructed in the art of the gun and are treated well. They can be of any alignment, though typically they are of the same alignment as their instructor.



Shootist Class Progression

Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Keen Shot +1
2,035	2	2	Well Kept Weapons
4,065	3	3	Fast Draw +1
8,125	4	4	Keen Shot +2
16,251	5	5	Dead Eye +1
32,501	6	6	Explosive Luck
65,001	7	7	Fast Draw +2
120,001	8	8	Keen Shot +3
240,001	9	9	
360,001	10	+2 hp only*	Dead Eye +2
480,001	11	+4 hp only*	Fast Draw +3
600,001	12	+6 hp only*	Keen Shot +4
720,001	13	+8 hp only*	Perfectly Kept Weapons
840,001	14	+10 hp only*	Twin Pistols
960,001	15	+12 hp only*	Dead Eye +3

*Hit point modifiers from constitution are ignored

CLASS ABILITIES

Keen Shot: The shootist dedicates their life to wielding firearms. At 1st level a shootist receives a +1 bonus to all attack rolls made when wielding a firearm. This bonus increases by one point at 4th level to +2 and again at 8th level to +3. It reaches its apex at 12th level, granting a shootist a final bonus of +4 to all attack rolls when wielding a pistol.

Well-Kept Weapons: At 2nd level, they have learned the importance of keeping their weapons in working order. The shootists weapons do not jam when they roll a 2, 3, or 4, on their raw attack roll. However, they do still run the risk of the weapon exploding if their unmodified attack roll is a natural 1 on the die.

Fast Draw: He who shoots first rarely has to take a second shot. At 3rd level the shootist receives a +1 bonus to all initiative rolls due to their lightning reflexes. This bonus increases to +2 at 7th level. At 11th level this bonus capstones at +3 damage rolls when wielding a firearm..

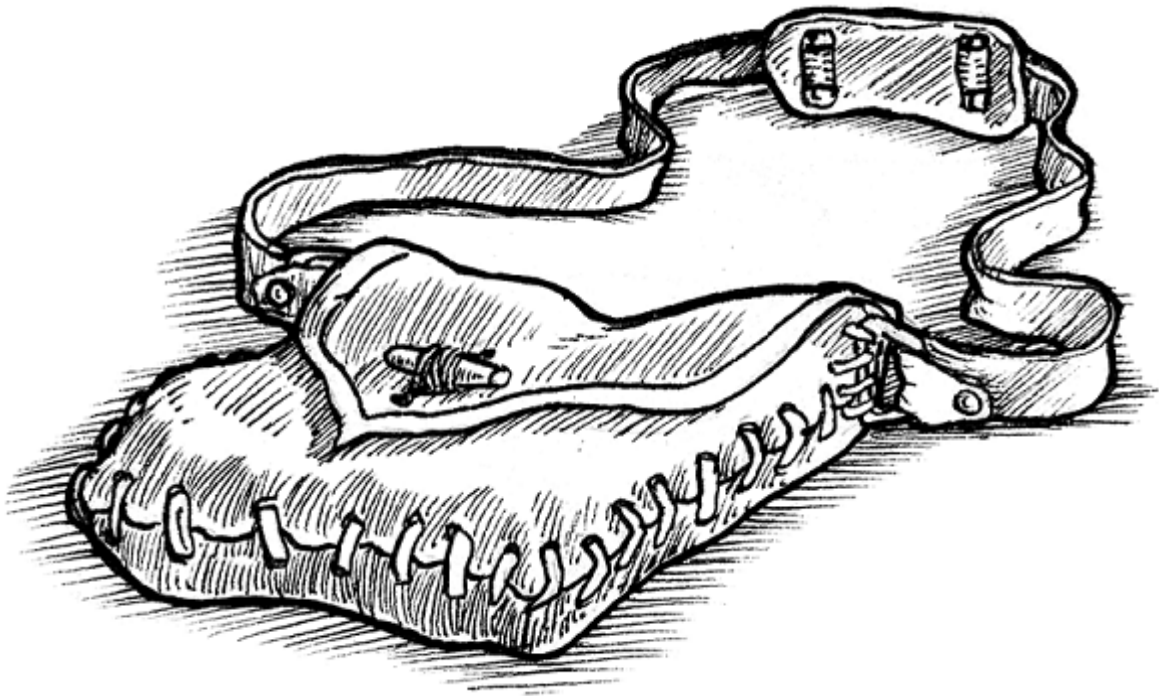
Dead Eye: As the accuracy of the shootist improves, their shots become quite deadly. At 5th level, they receive a +1 bonus to damage rolls when using a firearm. This bonus increases to +2 at 10th level, and reaches its apex at 15th level, when a shootist receives a total of +3 to all damage rolls when wielding a firearm.

Explosive Luck: At 6th level the shootist receives a +4 bonus to all Breath Weapon saving throws, which is useful when working with black powder.

Perfectly Kept Pistols: At 13th level the shootist has mastered the delicate and dangerous technology that they live by. When a roll of natural one when making an attack with a firearm, the weapon does not explode, nor does it even jam. It is simply a miss.

Twin Pistols: Beginning at 14th level, the shootist has learned to wield two weapons at the same time. The shootist may take two attacks each round of

combat, as long both attacks are made using a firearm.



APPENDIX I

NEW EQUIPMENT

Elf-Shot Bow

This is a tiny bow crafted from a curved shaft of oak and strung with a single strand of spider silk. It fires dart-like arrows and does minimal damage. Fairies typically use these weapons to taunt their foes, or to make use of their magical elf-shot abilities. All fairies know how to craft these bows. It takes three days of time to craft a single bow and a single day to craft twenty arrows for the bow. The cost to make the bow is 50 gold pieces and the twenty arrows can be crafted for 15 gold pieces.

Enchanted and magical elf-shot bows do exist, though they are extraordinarily rare

Name	Damage	Short Range	Medium Range	Long Range	Weight	Cost
Elf-Shot Bow	1d3	Up to 40'	...to 80'	...160'	0.03 lbs	15 gp

Bullseye Lantern (metal)

A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil.

Cost: 12 gold pieces

Weight: 3 lbs

Note: This item was originally featured in The Adventurer's Catalog, published by Classic Diversions and used under the Open Gaming License

APPENDIX II

MASTERY POINTS AND OTHER CLASSES

At their discretion, the Labyrinth Lord may allow classes other than the sword master to earn and make use of mastery points in a manner similar to the sword master, as described above. If the Labyrinth Lord allows this optional rule, each class is limited in their use of mastery points and may only do so wielding a single weapon from the list

below, which they must select at 1st level and can never change once it is chosen. In all other respects, this ability functions exactly as the sword master's Mastery Points ability.

Clerics and Magic-users may not make use of this optional rule

Weapon Mastery Options

Class	Weapon Options
Dwarf	Battle Axe, Hand Axe, Light Hammer, Warhammer
Elf	Long Sword, Short Sword
Fighter	Dagger, Bastard Sword, Long Sword, Scimitar, Short Sword
Halfling	Dagger, Short Sword
Thief	Dagger, Long Sword, Scimitar, Short Sword

Weapon Mastery Point Progression

Level	Dwarf	Elf	Fighter	Halfling	Thief
1	0	0	0	0	0
2	1	1	1	1	1
3	1	1	1	1	1
4	1	1	1	1	1
5	2	2	2	2	1
6	2	2	2	2	2
7	2	2	2	2	2
8	2	2	2	2	2
9	3	3	3	--	2
10	3	3	3	--	3
11	3	--	3	--	3
12	4	--	4	--	3
13	--	--	4	--	3
14	--	--	4	--	4
15	--	--	4	--	--
16	--	--	5	--	--
17	--	--	5	--	--
18	--	--	5	--	--
19	--	--	5	--	--
20	--	--	6	--	--

APPENDIX III

FIREARMS AND GUNPOWDER

Firearms change the face of warfare. Warriors are no longer forced to spend countless hours training with the deadly longbow and the penetrating power of the musket renders armor all but obsolete. Firearms are ranged weapons which use an explosive substance known as gunpowder to project a lead ball at high velocity at a target via a long barreled rifle or musket – or alternatively via a hand-held pistol. These weapons are operated by loading the loading a single lead ball down the muzzle and then using a ramrod to make sure it is secure at the barrel's base. The weapon is then cocked by drawing back a small hammer which holds a piece of flint. Once the trigger is pulled the flint strikes a small pan which contains a charge of black powder. The flint sparks and the black powder ignites. A tiny discharge of pressure and fire forces the lead ball from the barrel at deadly speeds.

Firearms have several special traits. First and foremost, the sheer power of a firearm renders armor completely ineffective. When a character is wielding a firearm their target gains no benefit from non-magical armor or shields. They only receive their Dexterity modifier and any magical bonuses they may currently have to their armor class.

In addition, if the attacker wielding a firearm rolls a “4” on any of their damage dice, they may

roll an additional d4 of damage and add it to that which has already been calculated. They may continue re-rolling 4s on their damage dice as long as the dice continues to roll a natural 4. This gives firearms the potential of inflicting extraordinary amounts of damage in a single shot.

Finally, if the attacker is able to get a surprise attack on their foe (or in the case of thieves get into backstab position), they automatically inflict double damage.

Firearms are not without their drawbacks however. If the attacker rolls an unmodified 1 on their attack roll, they must making a saving throw vs. breath weapon. If the saving throw is successful, the weapon has simply misfired and the gunpowder has failed to ignite. If the saving throw is failed the they suffer the base damage of the weapon as the pistol explodes in their hand and is rendered useless.

Only fighters, dwarves, automations, and shootists are able to use all firearms. Thieves may use dragons, pistols and grenades. Additionally, firearms can be enchanted, though this practice is exceedingly rare given the exotic and complex nature of firearms technology.

Firearms Statistics

Weapon	Damage	Short Range	Medium Range	Long Range	Rate of Fire	Weight	Cost
Blunderbuss	3d4	20 ft.	40 ft.	60 ft.	1/4	15 lbs.	125 gp
Dragon	2d4	10 ft.	20 ft.	30 ft.	1/4	10 lbs.	100 gp
Pistol	2d4	25 ft.	50 ft.	75 ft.	1/3	10 lbs.	150 gp
Musket	3d4	40 ft.	75 ft.	100 ft.	1/3	20 lbs.	200 gp
Rifle	3d4	50 ft.	100 ft.	150 ft.	1/3	20 lbs.	250 gp
Grenade	4d4	10 ft.	20 ft.	30 ft.	1	2 lbs.	25 gp
Lead Shot	Per weapon	–	–	–	–	0.1 lbs	1 gp
Scatter Shot	See below	–	–	–	–	0.1 lbs	5 sp

Firearms Descriptions

Blunderbuss: The blunderbuss is a muzzle-loading firearm with a long, wide barrel which flares at the muzzle. Though large and cumbersome, it is not accurate at long ranges. It is typically loaded with a single lead ball or shot, though in some cases can be loaded with scattershot (sometimes called grapeshot), which reduces the weapon's range but allows the wielder to potentially hit more than one target with a single shot. A blunderbuss requires two hands to both load and fire. It measures two and a half feet long and weighs around fifteen pounds

Dragon: The dragon is a hand-held version of the blunderbuss with a shorter barrel, making it easier to carry and able to be fired with one hand. Like the larger blunderbuss it has a short range and is not terribly accurate but can also be loaded with scattershot which allows it to potentially hit more than one target in a single attack. The dragon can be fired with one hand, but requires two hands to load. It measures a foot long and weighs ten pounds.

Pistol: A pistol is a hand-held version of a musket with a shorter barrel. It is longer than a dragon, measuring up to a foot and a half long, though has a more narrow barrel and like the musket it doesn't flare at the end. It has a shorter range than a musket and isn't accurate at long ranges. Pistols cannot be loaded with scattershot. A pistol can be fired with one hand, but requires two hands to load. It measures between a foot and eighteen inches long and weighs ten pounds.

Musket: A more advanced version of the Blunderbuss with a longer barrel that doesn't flare at its end. Muskets are more accurate and have a longer range than the Blunderbuss, but also are more costly to craft. The musket requires two hands to both load and fire, though they do load a bit faster than a blunderbuss. A musket measures five and a half feet long and weighs twenty pounds.

Rifle: A rifle appears in almost all respects to be a musket, save for one very important feature. The inside of the rifle's barrel has been cut with helical grooves which causes the projectile to spin on a tight axis when fired. This gives the weapon improved range and accuracy, but also requires a more

proficient gunsmith to create. The rifle requires two hands to both load and fire. It measures five and a half feet long and weighs twenty pounds.

Grenade: A grenade is a hollow ceramic or iron ball filled with several ounces of gunpowder and nails or other small pieces of sharp metal. A slow-burning fuse is fitted to a cap of cork, wax or iron. When lit, the match burns down and in a few seconds the grenade explodes, spraying deadly shrapnel to all nearby targets. Grenades are dangerous and unreliable. A grenade detonates on the round after it is lit, though there is a 5% chance with each grenade that the weapon will not ignite and be a dud.

When they do explode the grenade inflicts damage on all targets within a ten foot radius. Grenades cost twenty-five gold pieces and weigh two pounds.

Lead Shot: Lead shot, also called a bullet or musket ball, is a small metal ball of lead primarily used as a projectile in firearms such as blunderbusses, dragons, muskets, pistols and rifles. Ten lead shots weigh one pound and each round costs one gold piece.

Scatter Shot: Scatter shot, also sometimes called grape shot, is a collection of nails, lead shavings, caltrops and other tiny metal objects that are loaded directly into the barrel of a firearms device. When a firearms loaded with scatter shot is fired its range is reduced by half, though it is actually capable of hitting two targets in a single shot as long as those targets are adjacent. Damage inflicted by firearms loaded with Scattershot do not re-roll damage whenever a "4" is rolled on the damage dice.

Black Powder: Black powder is a mysterious concoction which is dangerous and highly explosive. All firearms require black powder to fire properly. Blunderbusses, dragons, muskets, pistols, and rifles require one ounce of black powder for each shot fired. Grenades are typically filled with five ounces of black powder.

A character carrying black powder puts himself at great risk. If they are hit by a fire-based

attack such as a *Fireball* or red dragon's breath and fail their saving throw vs, breath weapon, then all black powder they are carrying ignites. For each ounce of black powder the character carries they suffer an additional point of damage. Black powder is typically stored in wads of paper which are torn

open with the teeth and poured into the barrel of the weapon to prepare it for firing. Wet powder is completely useless.

Black Powder costs one gold piece for each ounce.

APPENDIX IV

SPELLS

A

Allure

Level: Alienist 1, Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 round per level

Range: Self

When this spell is cast, all intelligent creatures within a 20', +20' per level diameter must save versus spells or perceive the caster as if he has an additional 2d4 CHA. In addition, creatures that fail the saving throw feel good will, generosity and liking for the caster, and will help him within reason. Those who succeed in the saving throw perceive the caster as if he has 1d4 lower CHA, and automatically dislike and are annoyed by the caster.

Amnesia

Level: Alienist 2, Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: Permanent

Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus spells, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted. If a victim realizes his memory has been altered, the spells heal or restoration can return the memory. Note that these spells must be specifically applied for the purpose.

Animal Companion

Level: Sylvan Elf 1, Treant 1

Duration: Permanent

Range: 10'

A sylvan elf may use this spell to attract 2 HD of normal animals (and of ordinary animal intelligence) per caster level, and befriend them. The animals must have a neutral alignment. The sylvan elf may train these animals, so long as training takes place within 4 months of befriendings them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes 1 week to train an animal to perform 1 behavior, but if the training is interrupted for more than 3 days it must be started all over. It takes 6 turns to cast this spell.

Animal Growth (reversible)

Level: Cultist 3, Greensinger 3, Metaphysician 3, Sylvan Elf 5, Druid 5

Duration: 2 rounds per level

Range: 80'

The caster may use this spell to double the size of up to 8 animals within a 20' x 20' area. This doubling effect applies to damage inflicted by the animals and applies to their HD numbers, which affects their attack values. The opposite, reduce animal, has exactly the opposite effect, reducing animals and their abilities by half.

Animate Dead

Level: Cultist 3, Metaphysician 3 (Divine) or 5 (Arcane), Thopian Gnome 5, Wild Wizard 5

Duration: Permanent

Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a dispel magic spell is cast upon them. The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from his god.

Animate Objects

Level: Cultist 6, Metaphysician 6

Duration: 1 round per level

Range: 30'

The caster imbues inanimate objects within 1 square foot per caster level with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the caster initially designates. An animated object can be of any non-magical material. This spell cannot animate objects carried or worn by a creature.

This spell requires considerable interpretation by the Labyrinth Lord. Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, a rolling vial, or a shuffling chest. Movement should range from 10' to a maximum of 120'. For example, a chair might move at the full possible movement, but something awkward and without legs, like a chest, might only move at 10'.

Objects attack using the same required attack value roll as the caster. Attack frequency and damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 per 5 rounds to 1 per 1 round, at the Labyrinth Lord's discretion. Damage will be 1d6, unless variable weapon damage is used, in which case damage should range from 1d4 to 5d4 depending on the object type and size. Similarly, the Labyrinth Lord will determine the object's hit points.

Anti-Magic Shell

Level: Metaphysician 6, Wild Wizard 6

Duration: 12 Turns

Range: 0

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

Antipathy/Sympathy

Level: Wild Wizard 8

Duration: 12 turns per level

Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

Antipathy

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's DEX score by 1 point per round, to a maximum of 4 points.

Sympathy

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Anti-Plant Shell

Level: Sylvan Elf 5, Treant 5

Duration: 1 turn per level

Range: 0

The spell anti-plant shell creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by plant creatures, animated plants, or missiles of plant material. The shell is centered on the caster and is 20' in diameter.

Astral Projection

Level: Alienist 9, Metaphysician 7, Wild Wizard 9

Duration: See below

Range: Touch

By freeing his spirit from the physical body, this spell allows the caster to project an astral body onto another plane altogether. The caster can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded.

The caster projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The spell projects an astral copy of the caster, but only items that exist in the astral plane may be taken

along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the astral plane, forming a new physical body on the plane of existence entered.

While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the caster is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes.

The caster and companions may travel through the astral plane indefinitely. Their bodies simply wait behind in a state of suspended animation. The spell lasts until the caster desires it to end, or until it is terminated by some outside means.

Atonement

Level: Cultist 5, Inquisitor 5, Metaphysician 5

Duration: Permanent

Range: Touch

This spell removes the burden of unwilling evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. Atonement may be cast to reverse magical alignment change. This ritual takes 1 turn to cast.

Arcane Eye

Level: Fortune Teller 4, Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 6 turns

Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Arcane Lock

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Rune-Smith (Simple), Thopian Gnome 2, Wild Wizard 2

Duration: Permanent

Range: 10'

An arcane lock spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell hold portal. The caster can freely pass his own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened with a successful dispel magic or knock spell. Dispel magic removes the arcane lock, while knock merely allows passage. In addition, any spellcaster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

Arcane Window

Level: Metaphysician 6, Wild Wizard 6

Duration: 1 round per level

Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The arcane window, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Atmosphere Bubble

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 1 turn per level

Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Auditory Illusion

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 1, Wild Wizard 2

Duration: 2 rounds per level

Range: 60', +10' per level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Augury

Level: Cultist 2, Inquisitor 2, Metaphysician 2

Duration: See below

Range: 0

An augury can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly. The augury can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

B

Barkskin

Level: Sylvan Elf 2, Treant 2

Duration: 4 rounds, +1 round per level

Range: Touch

Barkskin toughens a creature's skin; this spell may be used on the caster or another willing creature. The effect lowers the creature's existing armor class by 1, and provides a +1 to all saving throws except versus spells.

Blade Barrier

Level: Cultist 6, Metaphysician 6

Duration: 3 rounds per level

Range: 30'

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast, and can range from 5 square feet to 20 square feet.

Bless (reversible)

Level: Cultist 2, Death Knight 2 (reverse only), Fortune Teller 2, Inquisitor 2, Metaphysician 2, Rune-Smith (Simple), Undead Slayer 2

Duration: 6 turns

Range: 60'

Bless fills the caster's allies with courage, but does not affect enemies within the affected area of 20' x 20'. Each ally gains a +1 morale bonus and +1 on attack and damage rolls.

The reverse of this spell does not affect allies within the effect area, and incurs penalties of -1 instead of bonuses to the rolls indicated above.

Blindness

Level: Thopian Gnome 2

Duration: See below

Range: 30'

If the victim fails a saving throw versus spells, he is rendered permanently blind. The blindness is magical, not physical, so typical spells employed for the purpose of curing blindness are ineffective. The caster may remove the effect at any time, otherwise the spell dispel magic must be used.

Blink

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 1 round per level

Range: Self

The caster of this spell is able to „blink% back and forth between the ethereal plane and the material plane, seeming to wink in and out of reality, only to reappear in another location. The caster reappears 2E from his original location, in a random direction relative to the direction he is facing. Roll 1d8: 1, forward; 2, forward right; 3, right; 4, backward right; 5, backward; 6, backward left; 7, left; 8, forward left. If the indicated position is already occupied by solid matter, the caster is shifted in a random direction from that point, but only to a distance up to 10' (and not into the area originally

occupied). If matter occupies all possible routes, the caster does not reappear and is trapped on the ethereal plane. If the spell caster achieves initiative in any given round that this spell is in effect, opponents are unable to successfully attack him, as he blinks away too quickly. However, any area effect attacks which occupy the same space the caster occupies at both locations in a round will affect the caster.

Beginning the second round blink is in effect, the caster may blink and attack with hand weapons the same round. Any other activities, including spell casting, missile attacks, use of magic items, etc. fail on a roll of 1-15 on 1d20 due to misuse, effects or weapons fired in the wrong direction, or other results determined by the referee.

Blur

Level: Thopian Gnome 2

Duration: 3 rounds, +1 round per level

Range: 0

The caster's outline appears blurred, shifting and wavering. The result of this distortion is that all opponents suffer -4 to hit the caster with melee and missile weapons the first round of an attack, and -2 on subsequent rounds. The caster also gains +1 to saving throws versus spell-like devices or spells that require a successful attack to take effect.

Burning Hands

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 round

Range: See below

This spell causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level (no saving throw).

Flammable materials burn if the flames touch them.

C

Call Lightning

Level: Sylvan Elf 3, Treant 3

Duration: 10 rounds per level

Range: 0

Immediately upon completion of the spell, and once per round thereafter, the caster may call down a vertical bolt of lightning that deals 2d8, +1d8 per level points of electricity damage. The caster must be outdoors and in a stormy area a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within a 360' radius of the caster. Any creature within a 10' radius of the target area or in the path of the bolt is affected. A bolt of lightning may be called once every 10 rounds. This spell does not function underground, unless there is a clear straight vertical path outdoors. Victims may save versus spells for half of the dice damage.

Charm Monster

Level: Alienist 4, Fairy 4, Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: Special

Range: 120'

Charm monster is identical to the spell charm person (discussed below), except that charm monster is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm Person

Level: Alienist 1, Dark Elf 1, Dragon 1, Fairy 1, Greensinger 1, Metaphysician 1, Thopian Gnome 1, Wanderer 1, Wild Wizard 1

Duration: Special

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly).

Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, charm person can be negated by the spell dispel magic.

Charm Person or Mammal

Level: Sylvan Elf 2, Treant 2

Duration: See below

Range: 80'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming.

Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day.

Otherwise, charm person can be negated by the spell dispel magic.. However, in addition to humanoids, this spell may be used to charm mammals, including intelligent animals.

Charm Plants

Level: Metaphysician 7, Wild Wizard 7

Duration: Permanent

Range: 30'

By casting this spell, a magic-user is capable of commanding plants in a 300' squared area. The plants may be directed to do anything within their ability, but intelligent plant life is allowed a saving throw versus spells at -4 to resist the enchantment. Once an area is enchanted in this way, the magic-user is able to command the plants within it indefinitely.

Clairaudience

Level: Alienist 3, Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 12 turns

Range: 60'

Clairaudience creates an invisible magical link between the caster and one creature within range. This link allows the caster to hear whatever the creature hears. The process of linking with one creature and perceiving the same sounds takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clairvoyance

Level: Alienist 3, Dark Elf 3, Dragon 3, Fortune Teller 3, Metaphysician 3, Thopian Gnome 3, Wanderer 3, Wild Wizard 3

Duration: 12 turns

Range: 60'

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2E or greater.

Clenched Fist

Level: Wild Wizard 8

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll (1d20)	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

Clone

Level: Wild Wizard 8

Duration: Permanent

Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

Cloudkill

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 6 turns

Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Color Spray

Level: Thopian Gnome 1

Duration: Instant

Range: 10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end. A total creature HD equal to the caster's level may be affected. Each creature within the cone is affected according to its Hit Dice.

HD fewer or equal to the caster: The creature is unconscious for 2d4 rounds.

HD up to two greater than the caster's: The creature is blinded for 1d4 rounds.

HD 3 or greater than the caster's: The creature is stunned for 1 round.

Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell's effects.

Sightless creatures are not affected by color spray.

Command

Level: Alienist 1, Cultist 1, Inquisitor 1, Metaphysician 1

Duration: 1 round

Range: 10'

When a cleric casts this spell, he may give the subject a single word command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to „die,% this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target who has more than 5 HD or an INT of over 12 is entitled to a saving throw versus spells. This spell is ineffective against undead.

Commune

Level: Cultist 5, Fortune Teller 5, Inquisitor 5, Metaphysician 5

Duration: 3 turns

Range: 0

The caster calls upon divine powers in order to seek knowledge. This spell may only be cast one time per week, and the caster may ask three questions that can be answered by “yes” or “no”. Divine powers do not look kindly upon those who call upon them for trivial matters, or who call upon them too often. The Labyrinth Lord will make certain this spell is not abused. One time per year of game time, the caster may ask six questions instead of the normal three.

Commune with Nature

Level: Sylvan Elf 5, Treant 5

Duration: See below

Range: ½ mile radius per level

The caster becomes one with nature (in outdoor settings only), attaining knowledge of the surrounding territory. The caster may gain knowledge of a fact per caster level from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. It takes 1 turn to cast this spell.

Comprehend Languages (reversible)

Level: Alienist 1, Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: Touch

Range: 5 rounds per level

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the creature or the writing must be touched. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it. Obscure languages, the opposite of comprehend languages, dispels the effects of comprehend languages, or can be used to make spoken or written language incomprehensible.

Cone of Cold

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Instantaneous

Range: 0

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 +1 points of cold damage per caster level.

Confusion

Level: Alienist 4, Fairy 4, Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll (1d10)	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A confused character that can't carry out the indicated action does nothing but babble incoherently.

Confusion, Greater

Level: Alienist 5, Thopian Gnome 5

Duration: 12 rounds

Range: 120'

This spell is a more powerful version of confusion. The function is identical, except every being in a 40' square area is affected. Illusionists can save versus spells to avoid the effects, as may fighters or subclasses of fighters except rangers and paladins. Non-magical, low intelligence creatures are entitled to a saving throw.

Conjure Animals

Level: Cultist 6, Metaphysician 6

Duration: 2 rounds per level

Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Conjure Elemental

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Permanent

Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at . movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a dispel evil or dispel magic spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Contact Other Plane

Level: Alienist 5, Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Special

Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

Results of a Contact

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives -15% to the insanity roll.

Continual Light (reversible)

Level: Cultist 3, Dark Elf 2, Dragon 2, Fairy 2, Inquisitor 3, Metaphysician 2 (Arcane) or 3 (Divine), Rune-Smith (Complex), Thopian Gnome 2, Undead Slayer 2, Wild Wizard 2

Duration: Permanent

Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, continual light is permanent.

Continual darkness (reverse of continual light) produces darkness in the same area and manner as continual light. It can be countered with continual light or dispel magic. Like continual light, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell light.

Control Weather

Level: Metaphysician 6 (Arcane) or 7 (Divine), Wild Wizard 6

Duration: See below

Range: 0

This spell differs from the cleric spell of the same name. The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at -2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

Control Winds

Level: Sylvan Elf 5, Treant 5

Duration: 10 rounds per level

Range: 0

This spell allows the caster to alter wind force within a 40' radius per caster level. The caster can make the wind increase or decrease its strength. The new strength persists until the spell ends or until the caster chooses to alter his handiwork. An "eye" of calm air that is 40' in diameter at the center of the area surrounds the caster. For every caster level, wind can increase or decrease speed by 3 miles per hour, in increments of 3 miles per hour per round. Wind speed reduces at the same rate when the spell ends or is dismissed by the caster.

- Strong winds (30+ mph) make sailing difficult, missile weapons difficult, and forces smaller airborne creatures out of the air.
- A severe wind (45+ mph) causes minor ship and building damage, and forces human-sized airborne creatures from the air.
- A windstorm (60+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to sink.
- A tornado (175+ mph) destroys all unfortified buildings and often uproots large trees. Note that in confined spaces, including underground, the spell will function. If the area is confined such that the radius of effect is less than 400', then there is no eye of calm winds and the caster will suffer from the winds just as any other creature in affected radius.

Create Food and Water

Level: Cultist 4, Metaphysician 4

Duration: Permanent

Range: 10'

The caster can create 1 cubic foot of water and/or nutritious food per level of experience. One cubic foot of food can feed three humans or similar sized creatures, or one larger animal such as a mule.

Create Water (reversible)

Level: Cultist 1, Metaphysician 1, Sylvan Elf 2, Treant 2

Duration: Permanent

Range: 10'

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or up to 1' cubed per caster level. It takes 1 turn to cast this spell. Destroy water is the reverse of this spell, and destroys a likewise amount of water. No steam, water droplets, or any other trace of destroyed water remains. This spell can not create water within a creature.

Crushing Hand

Level: Wild Wizard 9

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10.

An opponent can attack a crushing hand. It has an AC of 9 and hp equal to those of the caster.

Cure Blindness (reversible)

Level: Cultist 3, Metaphysician 3

Duration: Permanent

Range: Touch

The caster may touch a being and cure blindness. This blindness may be magical or physical. Cause blindness may be inflicted by touching a being; however, a saving throw versus spells is allowed to avoid the effect completely.

Cure Critical Wounds (reversible)

Level: Cultist 5, Metaphysician 5

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 3d8+3 hit points of damage.

This spell cannot grant more hit points than the being's normal maximum. Cure critical wounds also heals any conditions listed in cure light wounds.

Cause critical wounds (reverse of cure critical wounds) causes 3d8+3 hit points of damage to a being if the caster can touch the opponent.

Cure Disease (reversible)

Level: Cultist 3, Death Knight 3 (reverse only), Metaphysician 3, Sylvan Elf 3, Treant 3

Duration: Permanent

Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Cause disease (reverse of cure disease) inflicts a terrible withering disease on a victim, which will cause death in 2d12

days. A saving throw versus spells is allowed. This disease can be cured with the casting of cure disease. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

Cure Light Wounds (reversible)

Level: Cultist 1, Death Knight 1 (reverse only), Metaphysician 1, Rune-Smith (Simple), Sylvan Elf 2, Treant 2

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points of damage.

Alternatively, this spell also cures paralysis; it will not heal damage and paralysis in the same casting. This spell cannot grant more hit points than the being's normal maximum.

Cause light wounds (reverse of cure light wounds) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

Cure Serious Wounds (reversible)

Level: Cultist 4, Metaphysician 4, Sylvan Elf 4, Treant 4

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+2 hit points of damage.

This spell cannot grant more hit points than the being's normal maximum. Cure serious wounds also heals any conditions listed in cure light wounds.

Cause serious wounds (reverse of cure serious wounds) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

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Dancing Lights

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 2 rounds per level

Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Darkness Globe

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 1, Wild Wizard 2

Duration: 1 turn, +1 round per level

Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including infravision and ultraviolet vision. The spells light or continual light render the effects of darkness globe ineffective, such that the normal lighting conditions of the environment are present.

Deafness

Level: Thopian Gnome 2

Duration: See below

Range: 60'

If the victim fails a saving throw versus spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time, otherwise the spell dispel magic must be used.

Death Spell

Level: Metaphysician 6, Wild Wizard 6

Duration: 1 round

Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Delay Poison

Level: Cultist 2, Metaphysician 2

Duration: 1 turn per level

Range: Touch

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Unless cured, saving throws and damage as appropriate are rolled once the spell ends. Delay poison does not cure any damage that poison may have already done. However, if the spell is cast on a subject who has recently died from poison, within 1 turn per caster level, life is restored until the spell duration ends. A revived character will have 1 hp for the duration of the spell, but if the spell ends prior to the poison being cured, the subject dies.

Delayed Blast Fireball

Level: Metaphysician 7, Wild Wizard 7

Duration: See below

Range: 100', + 10' per level

In most respects, this spell is identical to fireball. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to „go off% from 1 to 5 rounds after the round the spell is cast.

Detect Evil (Arcane)

Level: Dark Elf 2, Dragon 2, Explorer 2, Fortune Teller 1, Metaphysician 2, Thopian Gnome 2, Wanderer 1, Wild Wizard 2

Duration: 2 turns

Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level spell Detect Evil (Divine).

Detect Evil (Divine)

Level: Cultist 1, Death Knight 1, Greensinger 1, Inquisitor 1, Metaphysician 1, Undead Slayer 2

Duration: 6 turns

Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' with evil intent will magically glow. Note that the Labyrinth Lord must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil." This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

Detect Illusion

Level: Thopian Gnome 1

Duration: 3 rounds, +2 round per level

Range: Touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible

Level: Dark Elf 2, Dragon 2, Fairy 2, Fortune Teller 2, Metaphysician 2, Thopian Gnome 1, Wild Wizard 2

Duration: 5 rounds per level

Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

Detect Lie (reversible)

Level: Alienist 4, Cultist 4, Fortune Teller 4, Inquisitor 4, Metaphysician 4, Rune-Smith (Complex),

Duration: 1 round per level

Range: 30'

The caster can use this spell on himself or another being, and will be able to know whether words heard are truth or lies. Undetectable lie (reverse of detect lie) can nullify the effect of detect lie, or can be used to tell lies in a convincing manner.

Detect Magic

Level: Cultist 1, Dark Elf 1, Dragon 1, Explorer 1, Fairy 1, Fortune Teller 1, Greensinger 1, Inquisitor 1, Metaphysician 1, Sylvan Elf 1, Thopian Gnome 1, Treant 1, Undead Slayer 1, Wanderer 1, Wild Wizard 1

Duration: 2 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Detect Snares and Pits

Level: Sylvan Elf 1, Treant 1

Duration: 4 rounds per level

Range: 60'

In the wilderness, the sylvan elf can detect simple pits, deadfalls, and snares as well as mechanical traps. The spell does not detect complex traps, including trapdoor traps. In a dungeon or other below ground environment, the sylvan elf may only detect simple pits.

Dimension Door

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 1 round

Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Disintegrate

Level: Metaphysician 6, Wild Wizard 6

Duration: Permanent

Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as crushing hand, but not magical effects such as an anti-magic shell.

Dispel Evil

Level: Cultist 5, Inquisitor 5, Metaphysician 5

Duration: 1 turn

Range: 30'

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30' of the caster must succeed in a saving throw versus spells or be destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only, and that monster saves with a -2 penalty. In addition, dispel evil can be used to remove a cursed item from a being within the spell range.

Dispel Magic

Level: Cultist 3, Dark Elf 3, Dragon 3, Explorer 3, Fairy 3, Greensinger 3, Inquisitor 3, Metaphysician 3, Rune-Smith (Complex), Sylvan Elf 4, Thopian Gnome 3, Treant 4, Wild Wizard 3

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of dispel magic. For each level an opponent is above the caster, there is a cumulative 5% chance dispel magic does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

Dispel Phantasm

Level: Thopian Gnome 3

Duration: Permanent

Range: 10' per level

This spell may be used by an illusionist to dispel phantasmal force. Illusions created by others of the illusionist class are dispelled with the same probabilities as dispel magic; however, illusions created by other classes are dispelled automatically.

Distort Distance

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 1 turn per level

Range: 10' per level

This spell is cast after an earth elemental has been summoned. The elemental will then obey, and spread itself over an area specified by the caster, up to 1,000 square feet per caster level. The area can be distorted to be twice long or equally short. Thus a 500' long x 200' wide cavern could be shrunk to 250' long x 100' wide, or expanded to 1000' long x 400' wide. Creatures traveling over such a distorted area do not realize it is distorted, and there is no way to detect any outside influence. The area will faintly radiate magic.

Divination

Level: Cultist 4, Inquisitor 4, Metaphysician 4

Duration: See below

Range: 0

Similar to augury but more powerful, a divination spell can provide the caster with useful information regarding an area, building, area of a dungeon, and other similar places. Information gained includes a general idea of how powerful the creatures are there, the general amount of treasure present, and what kind of resistance to attack is present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The base chance for a correct divination is 60% + 1% per caster level. The referee should roll this secretly. If the dice roll fails, false information is delivered.

Divine Weather

Level: Sylvan Elf 1, Treant 1

Duration: 2 hours per level

Range: 0

A sylvan elf may use this spell to divine coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions (rain, snow, wind, temperature, etc.) but cannot detect specific future locations of lightning strikes, tornadoes, etc.

Doppelganger

Level: Thopian Gnome 1

Duration: 2d6 rounds, + 2 rounds per level

Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items may be altered in any way.

Duo-Dimension

Level: Metaphysician 7, Wild Wizard 7

Duration: 3 rounds, +1 per level

Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Dweomer of Rage

Level: Metaphysician 6, Wild Wizard 6

Duration: 1 round per level

Range: Self

This spell allows a magic-user to drink a potion of heroism or superheroism, and experience an amplified effect. The potion is quaffed and the spell cast. The caster becomes a wild, immensely powerful berserk fighter with +2 to damage and two attacks per round. The caster's current hp total is multiplied by two, and his AC is improved by 4. He attacks as a fighter of the same level as the caster. When the caster takes damage, it is subtracted from the addition hp, and if damage does not exceed that addition hp pool, when the spell duration ends the caster will experience no damage. However, for every hp damage beyond the extra hp pool, the caster suffers double damage from his normal hp total when the spell ends. Due to the blind blood rage induced by this spell, the caster has no choice but to continue fighting all enemies present until the spell ends.

E

Earthquake

Level: Metaphysician 7

Duration: 1 round

Range: 120'

When earthquake is cast, an intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground cannot move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

Structure: Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

Enchant Arms

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 5 rounds per level

Range: Touch

This complicated spell takes 1 turn to cast. When finished, 2 smaller weapons (arrows, crossbow bolts, daggers, etc.) or one normal to larger sized weapon (any sword, a mace, etc.) is enchanted. Such weapons become temporarily magically honed,

and are capable of affecting creatures that require +1 weapons to hit. Note that these weapons do not gain any bonuses to hit or damage. Missile weapons enchanted with this spell lose their enchantment when they hit a target. Melee weapons retain the enchantment until the duration ends.

Enlarge (reversible)

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 turn per level

Range: 5' per level

This spell causes instant growth (and corresponding increase in weight) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre, or any of the various giants, for example) with corresponding strength adjustments.

The reverse of enlarge, reduce, can reduce objects or creatures in size by the same proportions as enlarge. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

Entangle

Level: Sylvan Elf 1, Treant 1

Duration: 1 turn

Range: 80'

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw versus spells.

Erase

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: Permanent

Range: 30'

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. The caster cannot remove explosive runes or a glyph of warding. The probability of success for magical writings is 50%, +2% for each level of the caster, or 50%, +4% per level of the caster for non-magical writings. A saving throw is allowed to negate these effects.

ESP

Level: Alienist 2, Dark Elf 2, Dragon 2, Fortune Teller 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Exorcise

Level: Cultist 4, Inquisitor 4, Metaphysician 4

Duration: Permanent

Range: 1'

The cleric may use this ritual to eliminate foreign influences from a being, whether those influences are from magic jar, charm spells, possession by other creatures, and similar magical and/or spell effects. The referee rolls d00, and this is the probability that a cleric is successful in the exorcism, per turn the exorcism is recited. This probability is lowered or raised by 1% for every level difference between the cleric and the possessing entity or level of the caster of the spell being opposed. For instance, if the odds are 50%, and the cleric is 5 levels higher than the opposed force, the odds are 55% per turn. If the opposed force were 5 levels higher, the cleric's odds would be 45% per turn.

Explosive Runes

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: See below

Range: Touch

The caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d4+6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus spells is made for half damage. The object on which the runes were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful dispel magic spell. A magic-user has a 5% chance per level of detecting the runes, and a thief has a flat 5% chance.

Extend Duration I

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: See below

Range: 0

This spell may be used to extend the duration of a spell the caster has already cast and is still in effect. Only spells of levels 1, 2, and 3 are extended in this way, and their duration is extended by 50%.

Extend Duration II

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: See below

Range: 0

Extend duration II is identical to extend duration I, except that the duration of spells from levels 1-4 may be extended by 50%.

Extend Duration III

Level: Metaphysician 6, Wild Wizard 6

Duration: See below

Range: 0

Extend duration III is identical to extend duration I, except that the duration of spells of levels 1-3 may be extended by 100%, and spells of levels 4 and 5 may be extended by 50%.

F

Faerie Fire

Level: Sylvan Elf 1, Treant 1

Duration: 4 rounds per level

Range: 80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The sylvan elf may affect creatures within a 40' radius, and may outline up to 12' per caster level. For instance, 2 human sized targets at first level, and 4 human sized targets at 2nd level, etc. The faerie fire can be blue, green, or violet, according to sylvan elf's choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

Faithful Hound

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 2 rounds per level

Range: 10'

This spell conjures up a phantom watchdog. It guards the area where it was conjured. The hound immediately starts barking loudly if any creature approaches that is the size of a large rat or bigger. The hound sees invisible, ethereal and creatures that are out of phase or similar. If an intruder turns its back on the hound, the dog stops barking and delivers a vicious bite (as 10 HD creature, 3d6 points). The dog also may attack all creatures, even those that can only be hit with +3 weapons. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The caster must always remain within 30' of the guarded area, else the spell is broken.

False Gold

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 6 turns per level

Range: 10'

The caster may transform copper or brass within 1 cubic foot per level into pure gold. This is the equivalent of 400 pounds per cubic foot, and the metal could be in the form of coins, art, etc. Beings that encounter false gold can check to see if the ruse is detected, by rolling 1d20 against INT. A penalty of +1 is added to the roll per level of the caster. So if a shopkeeper has an INT of

12 and the caster is 5th level, a roll of 7 or fewer is required to detect the false nature of the gold. Alternatively, if the gold makes contact with pure iron there is a 20% chance it reverts back to its true nature.

False Trap

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 6 turns per level

Range: 10'

This clever enchantment may be used by the caster to permanently create the false perception that an item, such as a small box, lock, dagger, etc., is trapped. If the thief skill detect traps is employed on the item, there is an 80% chance, -4% per level of the observer, that a trap is perceived. If an attempt is made to remove the trap, there is a slim 20% chance, +4% per level of the observer, that the trap is perceived to be removed.

Fear

Level: Alienist 3, Metaphysician 4, Thopian Gnome 3, Wild Wizard 4

Duration: See below

Range: 0

An invisible cone (60' long, 5' wide origin, and 30' diameter at the terminal end) of terror causes each living creature in the area to become panicked and run away if they do not succeed in a saving throw versus spells. There is a 60% probability, -5% per victim's level, that the victim drops whatever he may be holding when he runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

Feather Fall

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 round per level

Range: 10' per level

The affected creatures or objects in range fall slowly. Feather fall instantly changes the rate at which the targets fall to that of a feather (about 10' per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed. The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds +200 pounds per level may be affected, such that a 1st level magic-user can affect 400 pounds. The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feeblemind

Level: Alienist 5, Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Indefinite

Range: 240'

If the target creature fails a saving throw versus spell with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a dispel magic spell is used to cancel the effect of the feeblemind.

Feign Death

Level: Alienist 2, Cultist 3, Dark Elf 3, Dragon 3, Metaphysician 3, Sylvan Elf 2, Thopian Gnome 3, Treant 2, Wild Wizard 3

Duration: 6 rounds, +1 round per level

Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction.

Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Find Plant

Level: Sylvan Elf 2, Treant 2

Duration: 1 turn per level

Range: 0

The caster of this spell is able to find a specific plant within a 10' diameter circle per caster level (30' at level 3, etc.), centered on the caster. The caster may concentrate on a different plant type each round, and he may move around since the area of effect follows with him.

Find the Path (reversible)

Level: Cultist 6, Metaphysician 6

Duration: 1 turn per level

Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

Lose the path (reverse of find the path) renders a touched being completely incapable of finding its way.

Find Traps

Level: Cultist 2, Inquisitor 2, Metaphysician 2

Duration: 2 turns

Range: 30'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

Fire Ball

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: Instant

Range: 240'

A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.)

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Fire Shield

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 2 rounds, +1 round per level

Range: 0

This spell wreathes the caster in flames. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes double that damage. When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (15' radius). The special powers of each version are as follows, and must be chosen when the spell is cast:

Warm Shield: The flames are warm to the touch. The caster may make saving throws versus cold-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a fire-based attack, damage is doubled.

Chill Shield: The flames are cool to the touch. The caster may make saving throws versus fire-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a cold-based attack, damage is doubled.

Fire Trap

Level: Metaphysician 4, Sylvan Elf 2, Thopian Gnome 4, Wild Wizard 4

Duration: See below

Range: Touch

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage +1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A fire trapped item cannot

have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. Fire trap is hard to detect and disable. All attempts to remove the trap are at half, and failure triggers the trap.

Flame Arrow

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 1 round

Range: Touch

The caster touches and transforms arrows or crossbow bolts into fiery projectiles (1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

Flame Charm

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 2 rounds per level

Range: 10'

The caster of flame charm may enchant a flame source to form a 10' radius circle of dancing, wavering magical flame that has the power to charm. All beings that see the flame must save versus spells or be mesmerized into a motionless daze. If the spell suggestion is cast on any being in this state, the save is with a -3 penalty. Should a mesmerized victim have his vision taken away from the flames, or vision is blocked, he shakes the influence of the spell. The flames are not illusion, and will inflict fire damage equal to that of the flame's source.

Flame Strike

Level: Cultist 5, Metaphysician 5

Duration: Instantaneous

Range: 60'

A flame strike produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

Flash Fire (reversible)

Level: Sylvan Elf 4

Duration: 1 round

Range: 40'

The caster causes a 10' square area within range to suddenly erupt in flames, potentially igniting flammable materials in addition to inflicting 1d4 hp damage to all creatures in the area. Dampen fire, the reverse of flash fire, may be used to snuff out any normal fires within the same area.

Floating Disc

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 6 turns

Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: See below

Range: 0

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Fog Cloud

Level: Thopian Gnome 2

Duration: 4 rounds, +1 round per level

Range: 10'

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced by the magic-user spell cloudkill; however, its only effect is to obscure vision as a wall of vapor. The fog cloud

travels away from the caster in a specified direction at a rate of 10' per round.

Forceful Hand

Level: Metaphysician 6, Wild Wizard 6

Duration: 1 round per level

Range: 10' per level

This spell functions like interposing hand, except that the forceful hand pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this but weighing 2,000 pounds or fewer may only move 10' per round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round. A forceful hand may be damaged (AC 9), and has the same hit points as the spell caster.

Freezing Sphere

Level: Metaphysician 6, Wild Wizard 6

Duration: See below

Range: See below

Freezing sphere creates one of three effects, as chosen by the caster when the spell is uttered. A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus spells for half damage. The freezing sphere may be used to strike a body of water or a liquid that is principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level. Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus spells avoids all damage from this effect.

Fumble

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 1 round per level

Range: 10'

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch, or otherwise manipulate other objects is doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of slow for the duration of the spell.

G

Gate

Level: Metaphysician 7, Wild Wizard 9

Duration: see below

Range: 30'

Casting a gate spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the gate. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the gate. Gods will most likely send representatives rather than come through a gate personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (01%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The Labyrinth Lord must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

Geas (reversible)

Level: Metaphysician 6, Wild Wizard 6

Duration: See below

Range: 30'

This spell functions in an identical manner to the 5th level cleric spell quest.

Glass Like Steel

Level: Wild Wizard 8

Duration: Permanent

Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

Globe of Invulnerability

Level: Metaphysician 6, Wild Wizard 6

Duration: 1 round per level

Range: 0

This spell is identical to lesser globe of invulnerability, except that it provides complete protection from 4th level spells and lower.

Globe of Invulnerability, Lesser

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 1 round per level

Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell.

Glyph of Warding

Level: Cultist 3, Metaphysician 3

Duration: See below

Range: Touch

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The area of effect is up to 5' squared per caster level, and a maximum of 10' squared can be inscribed per round. Any creature entering or touching the warded area or opening the warded object without speaking a password (which is set when casting the spell) is subject to the magic it stores. When casting the spell, the cleric weaves a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 2 points of damage per caster level to the intruder. This damage is fire or electricity, caster's choice at the time of casting. Each creature affected can attempt a saving throw versus spell to take half damage.

Spell Glyph: The caster can store a harmful spell effect to be triggered. Effects may include blindness, paralyzation, and energy drain, or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw versus spells is allowed to avoid the effects of this kind of glyph.

Grasping Hand

Level: Metaphysician 7, Wild Wizard 7

Duration: 1 round per level

Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half. An opponent can attack a grasping hand. It has an AC of 9 and hp equal to those of the caster.

Guards and Wards

Level: Metaphysician 6, Wild Wizard 6

Duration: 6 turns per level

Range: 0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere, and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10'.

Arcane Locks: All doors in the warded area are arcane locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

Confusion: Where there are choices in direction • such as a corridor intersection or side passage • a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the caster can place one of the following five magical effects.

1. Dancing lights in four corridors.
2. A magic mouth in two places.
3. A stinking cloud in two places. The vapors appear in the places designated; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts.
4. A gust of wind in one corridor or room.
5. A suggestion in one place. The caster selects an area of up to 5' square, and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates strong magic. Dispel magic cast on a specific effect, if successful, removes only that effect.

Gust of Wind

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 1 round

Range: 0

This spell creates a severe blast of air that originates from the caster, affecting all creatures in a path 10' long and wide, +10' long per level. If flying, smaller creatures are blown back 1d6x10 feet. Human-sized creatures are unable to move forward against the force of the wind, and larger flying creatures have half movement. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per caster level to extinguish those lights.

H

Hallucinatory Terrain

Level: Fairy 4, Metaphysician 4, Thopian Gnome 3, Wild Wizard 4

Duration: See below

Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, dispel magic may be used to rid the area of the illusion. The caster may affect 1E square area per caster level.

Hallucinatory Terrain, Druidic

Level: Sylvan Elf 4, Treant 4

Duration: Permanent

Range: 80'

This spell is very similar to the magic-user spell of the same name, but with some important differences. The caster makes some terrain look, sound, and smell like some other natural sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster, all sylvan elves, treants, and all sylvan creatures recognize the illusion for what it is. The caster may affect a 40' square area per level. The illusion is permanent, unless dispel magic is successfully cast on the enchanted area.

Haste (reversible)

Level: Dark Elf 3, Dragon 3, Fairy 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 3 turns

Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A hasted creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple haste effects do not stack. Haste dispels and counters slow effects.

Slow, the reverse of haste, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Heal (reversible)

Level: Cultist 6, Metaphysician 6

Duration: Permanent

Range: Touch

Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, feeblemind, and poison. It heals all but 1d4 hit points of damage. Harm (reverse of heal) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as cause disease.

Heat Metal (reversible)

Level: Sylvan Elf 2

Duration: 7 rounds

Range: 40'

Heat metal makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment is heated. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2) hp
3-5	Scorching (Freezing)	2d4 (1d4) hp
6	Hot (Cold)	1d4 (1d2) hp
7	Warm (Cool)	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable for 2d4 days; body (covered by metal armor), bedridden from extreme burns for 1d4 days; head (covered by a helmet), severely burned, victim is unconscious for 1d4 turns. If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing 2d4 damage the next round. The reverse of heat metal, chill metal, has similar effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated. At the referee's discretion, penalties to Charisma may apply. Note that magical items or spells that provide protection from fire or cold, or exposure to magical or mundane heat or cold sources will all negate the appropriate spell effect. Heat metal negates chill metal, and vice versa.

Hold Animal

Level: Sylvan Elf 3, Treant 3

Duration: 2 rounds per level

Range: 80'

The caster of this spell can hold normal animals (including giant versions) for the spell duration, up to 400 lbs. of animals per caster level. If more than 4 creatures are affected, they may save versus spells as normal to avoid the effects of the spell. If creatures fewer than 4 are affected, each creature receives -1 per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures. See also hold person.

Hold Monster

Level: Metaphysician 5, Rune-Smith (Exotic), Thopian Gnome 5, Wild Wizard 5

Duration: See below

Range: 120'

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell hold person, but can affect non-humanoid monsters and larger monsters.

Hold Person

Level: Cultist 2, Dark Elf 3, Death Knight 1, Dragon 3, Fairy 3, Inquisitor 2, Metaphysician 2 (Divine) or 3 (Arcane), Rune-Smith (Complex), Thopian Gnome 3, Wild Wizard 3

Duration: 9 turns

Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

Hold Person, Arcane

Level: 3

Duration: 1 turn per level

Range: 120'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

Hold Portal

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Rune-Smith (Simple), Thopian Gnome 1, Wild Wizard 1

Duration: 2d6 turns

Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.

Hold Vegetation and Fungus

Level: Sylvan Elf 4, Treant 4

Duration: 1 round per level

Range: 80'

This spell may be used to hold all forms of plant and fungus life, both intelligent and unintelligent. Held plant or fungus material is unmovable by magical animation or any other movement except by natural outside means, such as wind.

Intelligent plants or fungus, or plant/fungus monsters are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to 4 intelligent beings or non-intelligent but sentient and/or independently mobile beings. If creatures fewer than 4 are affected, each creature receives -1 to save versus spells per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures.

Holy Chant

Level: Cultist 2, Metaphysician 2

Duration: See below

Range: 0'

This spell is intoned continuously, bringing about supernatural intervention on behalf of the cleric and party members within a 30' radius. All attacks, damage, and saving throws are made with a +1 bonus. Likewise, all of the rolls attempted by enemies suffer a -1 penalty. This effect continues so long as the cleric does not move and focuses only on chanting. However, if he is successfully attacked and dealt damage, or otherwise physically distracted, the spell ends. The spell silence also negates the spell.

Holy Word (reversible)

Level: Metaphysician 7

Duration: See below

Range: 0

Upon speaking the holy or unholy word, any evil or good creature within a 60' area of the caster suffers the following ill effects.

HD	Effect
12+	Deafened 1d4 rounds, -2 to hit, Movement -25%,
8-11	Stunned 2d4 rounds, -4 to hit, Movement -50%
4-7	Paralyzed 1d4 turns
3 or fewer	Killed

Hypnotic Pattern

Level: Thopian Gnome 2

Duration: See below

Range: 0

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within its area of 30' square, centered on the caster. A total of 24 HD of creatures are affected, in any combination (twelve 2 HD creatures, four 5 HD and one 4 HD creature, etc.). Affected creatures become fascinated by the pattern of colors and remain motionless, dazed, for as many rounds as the caster concentrates on the spell and makes no other action.

Hypnotism

Level: Alienist 1, Thopian Gnome 1

Duration: 1 round, +1 round per level

Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to suggestion, exactly as the magic-user spell of that name. A successful saving throw versus spells may negate the effect.

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Ice Storm

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 1 round

Range: 10' per level

This spell causes great magical hailstones in a 40' diameter area to pound down for 1 full round, dealing 3d10 points damage to every creatures in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80'. Movement within its area is at half speed, with a 50% chance of slipping and falling.

Identify

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 round per level

Range: Touch

This spell may be used to determine the magical properties of a single magic item. However, the magic-user must be holding or wearing the item according to its function and the spell must be cast no later than 1 hour after it comes into the caster's possession. Weapons must be held, boots worn, etc. If such an item happens to be cursed or otherwise requires a saving throw, the spell caster receives all normal defenses. For each round the spell is in effect, there is a probability of

15%, +5% for each caster level that one power of the item is discovered. If the item is powerless this information will be gained as well. However, when using this spell, the caster must succeed in a saving throw versus spells each round. Only if this succeeds is the information gained correct. If the save is failed by 5% (1 lower than the target number) the information gained is false, to be determined by the referee. If the roll is failed by more than that, no information is gained. Note that while specific abilities or powers are revealed, the specific "+" of a weapon is not, only the fact that it is enchanted is revealed and a general sense of whether it is strong or weak. The specific number of charges, if relevant, contained in a magic item is not revealed. Knowledge of an approximation is granted, which will be in the form of a range above and below approximately 25% of the actual number.

This spell is very draining on the caster. The caster suffers temporary loss of 8 points to CON when the spell duration ends. If this should bring the magic-user to fewer than 3, he falls unconscious for 24 hours but awakens with full CON restored. Points of CON may only be restored at the rate of 1 per 6 turns of rest.

Illusory Script

Level: Thopian Gnome 3

Duration: Permanent

Range: 20', +20' per level

The caster may write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as illusory script. Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell confusion. This effect lasts 3d6 turns.

Illusory Stamina

Level: Thopian Gnome 4

Duration: 3 turns per level

Range: Touch

When this spell is cast, up to 4 human-sized beings may be touched and made to feel as if they are healthier than they truly are. The net effect is that they seem to have been healed of 50% of any damage they have sustained below their maximum. In addition, for 1 round every 10 rounds affected beings may move as if under the effects of the spell haste. However, at the end of the spell's duration, affected beings lose all illusory hit points in addition to any new damage sustained. If this drops a being to below 0 hp, death occurs.

Implant Emotion

Level: Alienist 4, Thopian Gnome 4

Duration: See below

Range: 10' per level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following effects on the subject: fear as the spell, -2 to save; rage, +1 to hit, +3 to damage, +5 to hp, subject will fight to the death; hate, saving throws, to hit, damage, and morale +2; despair, as the symbol. Note that implant emotion may also be cast to negate the effects from a creature influenced by this spell.

Imprisonment (reversible)

Level: Wild Wizard 9

Duration: Permanent

Range: Touch

When the caster casts imprisonment and touches a creature, it is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell (reverse of imprisonment) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Incendiary Cloud

Level: Wild Wizard 8

Duration: 4 rounds, +1d6 rounds

Range: 30'

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Infravision

Level: Dark Elf 3, Dragon 3, Explorer 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 1 day

Range: 0

The caster or another creature is able to see 60' in the dark with infravision.

Insect Plague

Level: Cultist 5, Metaphysician 5, Sylvan Elf 5, Treant 5

Duration: 1 day

Range: 480'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 HD or fewer. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Insect Swarm

Level: Sylvan Elf 3, Treant 3

Duration: 1 round per level

Range: 30'

As soon as this spell is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 180' (60') and crawling insects move at 120' (40').

Instant Summons

Level: Metaphysician 7, Wild Wizard 7

Duration: Instantaneous

Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Interposing Hand

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 1 round per level

Range: 10' per level

Interposing hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An interposing hand has as many hit points as the caster when undamaged. It has an AC of 9. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Invisibility

Level: Dark Elf 2, Dragon 2, Fairy 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: See below

Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, gear vanishes too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility 10' Radius

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: See below

Range: Touch

This spell has the same effects as invisibility, but it affects all creatures within 10' of the caster or subject and any creatures that move beyond the 10' radius of effect become visible again.

Invisibility, Animal

Level: Sylvan Elf 1, Treant 1

Duration: 1 turn, +1 round per level

Range: Touch

A sylvan elf may cast this spell on himself or another willing creature. The affected creature is completely invisible to ordinary (and giant) animals of normal animal intelligence.

Invisibility, Greater

Level: Thopian Gnome 3

Duration: 4 rounds, +1 round per level

Range: Touch

This spell is nearly identical to invisibility, except it is of limited duration and the creature touched is capable of attacking. When attacking, the invisibility may leave shimmering or other subtle indications of the creature's presence, allowing an opponent to attack with a -4 penalty.

Invisible Stalker

Level: Metaphysician 6, Wild Wizard 6

Duration: See below

Range: 0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell dispels evil will send an invisible stalker back to its home plane.

Irresistible Dance

Level: Alienist 8, Wild Wizard 8

Duration: 1d4+1 rounds

Range: Touch

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

Jarring Hand

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: Instant

Range: 10' +2' per level

The caster of this spell causes an invisible hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1' away by a 1st level magic-user, in a perpendicular direction to the caster. The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x 50 lbs. The spell may also be directed at the opponent's weapon, in which case a failed save results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

Jump

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 turn

Range: Touch

By use of this spell, the caster may leap straight up 10', backwards 10', or forwards 30'. For every 10' forward that is sprung, the apex of the leap is 2E. When the spell is cast, the magic-user may leap 1 time at any point during the duration, and may leap an additional time per 3 levels of the caster (2 at level 4, 3 at level 7, 4 and level 10, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

Knock

Level: Dark Elf 1, Dragon 1, Explorer 2, Metaphysician 2, Rune-Smith (Simple), Thopian Gnome 2, Wild Wizard 2

Duration: 1 round

Range: 60'

The knock spell opens stuck, barred, locked, or held doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Know Alignment

Level: Alienist 2, Cultist 2, Death Knight 2, Fortune Teller 2, Greensinger 2, Inquisitor 2, Metaphysician 2, Wanderer 2

Duration: 1 round

Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

Legend Lore

Level: Metaphysician 6, Wild Wizard 6

Duration: See Below

Range: 0

Legend lore brings to the caster's mind legends about an important person, place or thing. If the person or thing is at hand or if the caster is in the place in question, the casting time is 1d4x10 turns. If the caster has only detailed information on the person place or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the caster cannot engage in any other activity other than routine activities: eating, sleeping, or so forth. When completed, the divination brings legends or information about the person, place or things to mind, but always in the form of riddles, puzzles, symbols or other obscure forms that must be reasoned or intuited to understand. If the person, place or thing is not of legendary importance, no information is gained.

Levitate

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: See Below

Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The cannot cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base speed).

Light (reversible)

Level: Cultist 1, Dark Elf 1, Dragon 1, Fairy 1, Inquisitor 1, Metaphysician 1, Rune-Smith (Simple), Thopian Gnome 1, Undead Slayer 1, Wild Wizard 1

Duration: 12 turns

Range: 120'

This spell causes an object to glow as bright as a torch, shedding bright light in a 15' radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for 12 turns. Light taken into an area of magical darkness (reverse of light) does not function, and vice versa. A light spell counters a darkness spell. Darkness can also be cast on a target's eyes, and a saving throw versus spells is allowed.

Lightning Bolt

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: Instantaneous

Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Limited Wish

Level: Metaphysician 7, Wild Wizard 7

Duration: See below

Range: Unlimited

A limited wish allows the caster to create nearly any type of effect. For example, a limited wish can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as geas or quest, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the Labyrinth Lord's discretion.

Locate Creature

Level: Sylvan Elf 1, Treant 1

Duration: 1 round per level

Range: 0

By casting this spell, a sylvan elf may stand and detect whether a specific kind of animal is within range, and where in range it is located. The range is directly in front of the caster, in a 20' wide path that is 20' long per caster level. The caster may face in a different direction per round.

Locate Object

Level: Alienist 2, Cultist 3, Dark Elf 2, Dragon 2, Explorer 2, Fairy 2, Fortune Teller 3, Greensinger 3, Inquisitor 3, Metaphysician 2 (Arcane) or 3 (Divine), Rune-Smith (Simple), Thopian Gnome 2, Wanderer 2, Wild Wizard 2

Duration: 6 turns

Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

Lower Water

Level: Cultist 4, Metaphysician 4 (Divine) or 6 (Arcane), Wild Wizard 6

Duration: 1 turn per level

Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10th level caster could lower water by 50% in a 10' square area.

Magic Aura

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 day per level

Range: Touch

The caster may alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were magical. If the object bearing magic aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus spells. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

Magic Jar

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Special

Range: 30'

By casting magic jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a dispel evil spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Missile

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 turn

Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles • 3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Magic Mouth

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: See below

Range: See below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a magic mouth to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

Magic Sword

Level: Metaphysician 7, Wild Wizard 7

Duration: 1 round per level

Range: 30'

The caster brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell dispel magic can cause the magic sword to disappear.

Manipulate Fire

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 round per level

Range: 5' per level

By use of this spell the caster can manipulate the size of a nonmagical fire ranging in size from a small torch fire to a 3' diameter fire. The size of the fire may be altered only in terms of light output, to be made as small as the size of a candle or bright in a manner equivalent to the spell light. However, actual thermal energy is not diminished, so no matter how bright or dim a fire is made, it is as hot as its true size. Nonetheless, shrinking a fire cuts use of fuel by 50%, and making a fire brighter increases fuel use by 100%.

Mass Charm

Level: Alienist 8, Wild Wizard 8

Duration: Special

Range: 5' per level

This spell functions like charm monster. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of -2.

Major Creation

Level: Thopian Gnome 5

Duration: 6 turns per level

Range: Touch

Major creation is much like minor creation; however, vegetable matter may be created with twice the duration.

Mass Invisibility

Level: Metaphysician 7, Wild Wizard 7

Duration: Special

Range: 10' per caster level

This spell functions just like invisibility, but affects all creatures within a 30' square.

Massmorph

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: See below

Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by the caster at any time, but unless dispelled by dispel magic the enchanted area is permanent.

Maze

Level: Thopian Gnome 5, Wild Wizard 8

Duration: special

Range: 5' per level

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence	Wandering Time
2 or below	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18 or higher	1d4 rounds

Minotaurs are not affected by this spell.

Mending

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: Permanent

Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell cannot repair magic items, including magic rods, staffs, or wands, nor does it affect creatures.

Message

Level: Alienist 1, Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 round, +1 round per 2 levels

Range: 60', +10' per level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Meteor Swarm

Level: Wild Wizard 9

Duration: Instantaneous

Range: 40', +10' per level

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

Mind Blank

Level: Alienist 8, Wild Wizard 8

Duration: 7 rounds, +1 per level

Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the

case of scrying that scans an area the creature is in, such as a crystal ball, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Minor Creation

Level: Thopian Gnom 4

Duration: 6 turns per level

Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation.

Mirror Image

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 6 turns

Range: 0

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. Mirror image creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

Misdirection

Level: Alienist 2, Thopian Gnome 2

Duration: 1 round per level

Range: 30'

By means of this spell, the caster misdirects the information from divination spells such as detect evil, detect magic, detect lie, and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when a detection spell is applied. The caster of such a detection spell is allowed a saving throw to avoid the effect.

Mnemonic Enhancer

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 2 turns per level

Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels. For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, mnemonic enhancer is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

Move Earth

Level: Metaphysician 6, Wild Wizard 6

Duration: 6 turns

Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved. See lesser move earth for additional applications of this spell.

Move Earth, Lesser

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 1 round per level

Range: 30'

This lesser form of move earth allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a DEX attribute check to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus spells to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Neutralize Poison (reversible)

Level: Cultist 4, Metaphysician 4, Sylvan Elf 3, Treant 3

Duration: Permanent

Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, neutralize poison will bring a character back to life if the spell is used no more than 10 rounds after death.

Nondetection

Level: Alienist 3, Thopian Gnome 3

Duration: 1 turn per level

Range: 0

The caster and all within a 5' radius become impossible to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls.

Obscuring Mist

Level: Sylvan Elf 2, Treant 2

Duration: 4 rounds per level

Range: 0

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 2d4 feet for 4 rounds per caster level and covers 10' cubed per caster level. A strong wind disperses the fog, reducing its duration to 25% of normal.

Paralyze

Level: Alienist 3, Thopian Gnome 3

Duration: See below

Range: 10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. The effect may be dismissed by the caster at any time, otherwise dispel magic or dispel illusion can negate the effect.

Part Water

Level: Cultist 6, Metaphysician 6, Wild Wizard 6

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Pass without Trace

Level: Sylvan Elf 1, Treant 1

Duration: 1 turn per level

Range: Touch

The caster or a subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible; however, for 6d6 turns any area passed over will radiate faint magic.

Passplant

Level: Sylvan Elf 4, Treant 4

Duration: 5 turns

Range: Touch

The caster creates a passage through vegetation, whether natural or magical. The passage is 10' deep per caster level, 5' Wide and 10' high. The caster may choose to hide within a tree, if it is large enough and falls in a direct path of the spell. When the spell ends the caster is simply expelled from the tree in a random direction. However, if the tree is killed (cut down) or otherwise destroyed while the caster is within, he dies.

Passwall

Level: Metaphysician 5, Rune-Smith (Exotic), Thopian Gnome 5, Wild Wizard 5

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Permanency

Level: Wild Wizard 8

Duration: Permanent

Range: See below

This spell makes certain other spells permanent. The caster can make the following spells permanent in regard to himself: comprehend languages, detect evil, detect invisibility, detect magic, infravision, protection from evil, protection from normal missiles, read magic, tongues, and unseen servant. The desired spell is cast and then followed with the permanency spell. These spells cannot be cast on other creatures. The magic-user loses 1 point of CON. This application of permanency can be dispelled only by a higher level magic-user. In addition to personal use, permanency can be used to make the following spells permanent on another creature, or an object (as appropriate): enlarge, fear, gust of wind, invisibility, magic mouth, prismatic sphere, stinking cloud, wall of fire, wall of force, and web. The latter application of this spell may be dispelled by dispel magic used normally.

Phase Door

Level: Metaphysician 7, Wild Wizard 7

Duration: 1 passage per 2 levels

Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The phase door is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the phase door and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

Phantasmal Door

Level: Thopian Gnome 5

Duration: 1 round per level

Range: 10'

The caster of this spell fabricates an illusory door. He may then appear to enter it, and pursuers are fooled into thinking this is the case. In reality, the caster becomes invisible, as the spell, and is standing next to the door. The invisibility only lasts for the duration of this spell. Any beings who pursue the caster through the phantom door believe themselves to enter a featureless 10' square room.

Phantasmal Force

Level: Dark Elf 2, Dragon 2, Fairy 2, Metaphysician 2, Thopian Gnome 1, Wild Wizard 2

Duration: See below

Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

Phantasmal Force, Greater

Level: Thopian Gnome 2

Duration: See below

Range: 240'

This spell is an improved version of the magic-user spell phantasmal force. The area of effect is a 40' cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion. Refer to phantasmal force for more details.

Phantasmal Killer

Level: Alienist 4, Thopian Gnome 4

Duration: 1 round per level

Range: 5' per level

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject and the caster can see the phantasmal killer. If the phantasm successfully attacks the subject (as a 4 HD monster), the subject may try to disbelieve the illusion once by succeeding in an INT attribute check, or die from fear. If the subject of a

phantasmal killer attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon the caster. The caster must then disbelieve it or become subject to its deadly fear attack.

Phantasmal Monsters

Level: Alienist 4, Thopian Gnome 4

Duration: 1 round per level

Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed an INT attribute check to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 10 and all damage is -80%, rounding up at .5.

Phantasmal Monsters, Greater

Level: Alienist 5, Thopian Gnome 5

Duration: 1 round per level

Range: 30'

This spell is identical to phantasmal monsters, but the monsters created are stronger. These monsters have 3 hp per HD. Each creature has AC 8 and -60% to damage if the INT attribute check succeeds.

Phantasmal Monsters, Advanced

Level: Alienist 6

Duration: 1 round per level

Range: 30'

This spell is identical to phantasmal monsters, but the monsters created are stronger. These monsters have 4 hp per HD. Each creature has AC 6 and -40% to damage if the INT attribute check fails.

Plane Shift

Level: Cultist 5, Metaphysician 5

Duration: Permanent

Range: Touch

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Note that plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus spells to negate the effects of this spell.

Plant Growth

Level: Fairy 4, Metaphysician 4, Sylvan Elf 3, Thopian Gnome 4, Treant 3, Wild Wizard 4

Duration: See below

Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this spell to take effect, and the effects last until a dispel magic spell is cast. This spell has no effect on plant creatures.

Polymorph Any Object

Level: Wild Wizard 8

Duration: Variable

Range: 5' per level

This spell functions like other polymorph spells, except that it changes one object or creature into another. A saving throw versus polymorph is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines, but the Labyrinth Lord will have to decide the specific duration of each use of this spell based on the circumstances.

Consider Changes in:

Kingdom (animal, vegetable, mineral)

Class (mammals, fungi, metals, etc.)

Size (similar size, or greater, smaller)

Related (twig is to tree, wolf fur is to wolf, etc.)

Overall shape (similar shapes, similar functions)

Same or lower Intelligence

Changes across kingdoms will at best last a few hours. Items that are related, such as a piece of wolf fur becoming a wolf, are permanent. Note that changes affecting several categories may result in a shorter duration. The spell dispel magic will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials. This spell can also be used to duplicate the effects of flesh to stone, stone to flesh, and similar spells that alter matter. When this spell is used to create the effects of flesh to stone, the victim makes a saving throw with a penalty of -4.

Polymorph Others

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: See below

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph Self

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a mantichore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell dispel magic negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Power Word Blind

Level: Wild Wizard 8

Duration: See below

Range: 5' per level

The caster utters a single word of power that causes one or more creatures of his choice to become blinded, whether they can hear the word or not. A total of 100 hp of beings may be affected. The duration of the spell depends on the hit point total of creatures affected. Any creature that has more than 100 hit points is unaffected by power word blind.

Hit Points	Duration
50 or fewer	1d4+1 turns
51-100	1d4+1 rounds

Power Word Kill

Level: Alienist 9, Wild Wizard 9

Duration: Permanent

Range: 2.5' per level

The caster utters a single word of power that instantly kills one or more creatures within a diameter of 20', whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by power word kill. There is no saving throw against this spell.

Power Word Stun

Level: Alienist 7, Metaphysician 7, Wild Wizard 7

Duration: See below

Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds,

whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by power word stun. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31–60	2d4 rounds
61–90	1d4 rounds

Prayer

Level: Cultist 3, Inquisitor 3, Metaphysician 3

Duration: 1 round per level

Range: 0

Prayer is a more advanced form of the spell holy chant. The function is identical, except that the area of effect is a 60' radius. In addition, it is unnecessary for the cleric to remain chanting. Once the spell is cast it lasts for its duration, while the cleric may cast other spells, attack, or take other actions.

Prismatic Sphere

Level: Wild Wizard 9

Duration: 1 turn per level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a blindness effect on creatures with less than 8 HD, which lasts 2d4 turns. The caster can pass into and out of the prismatic sphere and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Color	Order	Effect of Color	Negated By
Red	1 st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	Passwall
Orange	2 nd	Stops magical ranged weapons. Deals 20 points damage.	Fly
Yellow	3 rd	Stops poisons, gases, and petrification. Deals 40 points of damage.	Disintegrate
Green	4 th	Stops breath weapons. Poison (Kills; saving throw versus poison).	Passwall
Blue	5 th	Stops divination and mental attacks. Turned to stone (saving throw vs. petrify negates).	Magic missile
Indigo	6 th	Save versus spell-like devices or become insane.	Continual light
Violet	7 th	Energy field that sends creatures to another plane (saving throw versus spells negates).	Dispel magic

Produce Flame

Level: Sylvan Elf 2

Duration: 2 rounds per level

Range: 0

Flames as bright as a torch appear in the caster's open hand, for 2 rounds per caster level (unless dismissed early). The flames harm neither the caster nor his equipment; however, they will ignite other flammable materials. In addition to providing illumination, the flames can be hurled at enemies up to 40', bursting to catch fire to any burnable materials within a 2' radius of the impact point.

Project Image

Level: Metaphysician 6, Thopian Gnome 5, Wild Wizard 6

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Fire

Level: Sylvan Elf 3

Duration: See below

Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all non-magical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

Protection from Electricity

Level: Sylvan Elf 4, Treant 4

Duration: See below

Range: Touch

This spell functions identically to protection from fire, but is effective against all electrical damage and attacks.

Protection from Evil

Level: Cultist 1, Dark Elf 1, Dragon 1, Fortune Teller 1, Greensinger 1, Inquisitor 1, Metaphysician 1, Rune-Smith (Simple), Undead Slayer 1, Wanderer 1, Wild Wizard 1

Duration: 12 turns

Range: 0

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius

Level: Cultist 4, Dark Elf 3, Dragon 3, Inquisitor 4, Metaphysician 3 (Arcane) or 4 (Divine), Rune-Smith (Complex), Thopian Gnome 3, Undead Slayer 3, Wanderer 3, Wild Wizard 3

Duration: 12 turns

Range: 0

This spell is identical to protection from evil, except that the effective protection extends 10' around the caster, and protects companions within this area.

Protection from Normal Missiles

Level: Dark Elf 3, Dragon 3, Fairy 3, Metaphysician 3, Rune-Smith (Complex), Thopian Gnome 3, Wild Wizard 3

Duration: 12 turns

Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

Purify Food and Drink (reversible)

Level: Cultist 1, Death Knight 1 (reverse only), Metaphysician 1

Duration: Permanent

Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage. The opposite of this spell, putrefy food and water, spoils a like amount of food or drink.

Purify Water (reversible)

Level: Sylvan Elf 1, Treant 1

Duration: Permanent

Range: 40'

The caster may use this spell to make poisoned or otherwise unsanitary or undrinkable water within a 10' square area pure and ready for drinking. The caster may convert a total of 1' cubed of water per level. Spoil water, the reverse of purify water, makes water undrinkable due to contamination. Spoil water may also be used to render holy or unholy water powerless.

Pyrotechnics

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Sylvan Elf 3, Thopian Gnome 2, Wild Wizard 2

Duration: See spell description

Range: 120'

This spell is identical to the druid spell, with the noted difference to range.

Quest (reversible)

Level: Cultist 5, Inquisitor 5, Metaphysician 5

Duration: See below

Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Labyrinth Lord. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, remove quest, can be used to remove the curse and to dispel an active quest spell.

Like dispel magic, the caster of remove quest will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the cleric is below the caster of quest.

Raise Dead (reversible)

Level: Cultist 5, Metaphysician 5

Duration: Permanent

Range: 120'

This spell restores life to a deceased dwarf, elf, gnome, half-elf, half-orc, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level cleric can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

Ray of death (reverse of raise dead) can be cast and directed at any character or monster. A ray of death shoots from the hand of the caster, and if the target fails a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

Ray of Enfeeblement

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 1 round per level

Range: 10', +5' per level

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to STR equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to melee and missile damage inflicted by an affected creature. A successful saving throw versus spells negates the effect.

Read Languages

Level: Alienist 1, Dark Elf 1, Dragon 1, Explorer 1, Fortune Teller 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 2 turns

Range: 0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

Read Magic

Level: Dark Elf 1, Dragon 1, Explorer 1, Fortune Teller 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 turn

Range: 0

By means of read magic, the caster can decipher magical inscriptions on objects • books, scrolls, weapons, and the like that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able

to read that particular writing without recourse to the use of read magic. All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell.

Refraction

Level: Thopian Gnome 1

Duration: 1 round

Range: 0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Regenerate (reversible)

Level: Metaphysician 7

Duration: Permanent

Range: Touch

The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. It takes 2d4 turns otherwise.

Necrosis (reverse of regenerate) will cause body parts to die, turn black, and shrivel to fall off. The body part becomes useless in 1 round, and falls off to become dust in 2d4 turns. The caster must successfully touch the opponent for the spell to work, and the Labyrinth Lord will determine randomly which body part is affected.

Reincarnate

Level: Metaphysician 6, Wild Wizard 6

Duration: Permanent

Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If the result on the table below indicates reincarnation into a PC race, determine which class randomly and roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

Roll (1d6)	Incarnation	Chaotic	Neutral	Lawful
1	Dwarf	Bugbear	Ape	Blink Dog
2	Elf	Gnoll	Baboon	Gnome
3	Gnome	Goblin	Centaur	Neanderthal
4	Halfling	Hobgoblin	Lizardfolk	Pegasus
5	Half-Elf	Kobold	Pixie	Roc (small)
6	Half-Orc	Minotaur	Werebear	Unicorn
7	Human	Ogre	—	—
8	Creature	Orc	—	—
9-10	Same race	—	—	—

Remove Curse (reversible)

Level: Cultist 3, Death Knight 3 (reverse only), Fortune Teller 3, Metaphysician 3 (Divine) or 4 (Arcane), Thopian Gnome 4, Undead Slayer 3, Wanderer 3, Wild Wizard 4

Duration: Permanent

Range: Touch

Remove curse instantaneously removes one curse on a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. Bestow curse (reverse of remove curse) can bring about any

number of unfortunate effects upon a being, determined by the caster and refereed by the Labyrinth Lord. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by bestow curse with a successful saving throw versus spells.

Remove Fear (reversible)

Level: Alienist 1, Cultist 1, Metaphysician 1, Undead Slayer 1

Duration: 2 turns

Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effect. The subject receives a saving throw bonus of +1 per level of the caster. Remove fear counters and dispels cause fear. The subject must be touched for the spell to take effect.

Cause fear (reverse of remove fear) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Repel Vermin

Level: Sylvan Elf 4, Treant 4

Duration: 1 turn per level

Range: 0

The caster of this spell is able to prevent all ordinary insects, rats, spiders, etc. from coming within a 10' radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. This spell does not affect wererats or intelligent vermin-like creatures.

Repulsion

Level: Alienist 6, Metaphysician 6, Wild Wizard 6

Duration: 1 round per 2 levels

Range: 10' per level

An invisible, mobile field is brought into being for 10' in front of the caster and prevents creatures from approaching. Any creatures who come into contact with the field are repelled like similar poles of a magnet, with a minimum movement of 30' or the creature's current speed, whichever is greater. Note that when repelled, a creature must finish its full movement that round even though it is in an unintended direction.

Resist Cold

Level: Cultist 1, Greensinger 1, Metaphysician 1, Wanderer 1

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire

Level: Cultist 2, Death Knight 2, Greensinger 2, Metaphysician 2, Rune-Smith (Simple), Wanderer 2

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Restoration

Level: Metaphysician 7

Duration: Permanent

Range: Touch

This spell restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character that has a level restored by restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This spell also negates the effects of the spell feeblemind.

Drain energy (reverse of restoration) drains one level away from a target when touched.

Resurrection (reversible)

Level: Metaphysician 7

Duration: Permanent

Range: Touch

This spell functions like raise dead, except that upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per caster level.

Destruction (reverse of resurrection) causes the victim, when touched by the caster, to die immediately and fall to dust. When these spells are cast, the caster is weakened for 1 day per level of the character raised or destroyed, and must rest in bed. For this duration the caster cannot fight or cast spells.

Reveal Charm (reversible)

Level: Alienist 2, Cultist 2, Inquisitor 2, Metaphysician 2

Duration: 1 turn

Range: 30'

By means of this spell, a cleric may examine one creature within range per round, to a maximum of 10 creatures, to determine if they are under the influence of a charm spell. The reverse, obscure charm, can protect one creature only from detection for 1 turn.

Reverse Gravity

Level: Metaphysician 7, Wild Wizard 7

Duration: 1 round

Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Rope Trick

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 2 turns per level

Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope dangles in mid air unless it is removed. Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Sanctuary

Level: Alienist 1, Cultist 1, Inquisitor 1, Metaphysician 1

Duration: 2 rounds, +1 round per level

Range: Touch

Any opponent attempting to strike or otherwise directly attack the warded creature must attempt a saving throw versus spells. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent will not attack the caster and will attack another creature instead. However, area effects may still affect the cleric. The cleric must not make offensive actions while this spell is in effect, but he may cast non-offensive spells to help companions.

Scare

Level: Alienist 2, Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 3d4 rounds

Range: 10'

Unless a successful saving throw versus spells is made, the target of this spell becomes a fearful wreck. Only opponents with fewer than 6 HD or levels are affected by this spell, and clerics, undead, and demonic/devilish creatures are immune. While under the effects of this spell, a creature will not initiate combat, but if attacked will reciprocate with a -1 attack roll penalty. Likewise, any saving throws are attempted with a -1 penalty.

Scribe

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 hour per level

Range: 0

This spell allows a magic-user to copy a spell into his spell book, even if it is of a level the caster cannot use, and even if the spell is unusable due to intelligence. The scribing takes 1 hour per spell level of the spell transferred. For the time the spell is written, the caster is in a deep state of concentration, and will always be surprised. The caster must succeed in a saving throw versus spells. A penalty of -1 is applied if the spell to be copied is 3 levels greater than the caster may use, and a bonus of +2 is granted if the spell is up to 1 level greater than the caster may use, or below. If this saving throw is unsuccessful, the magic-user suffers 1d4 damage per spell level of the spell to be scribed, and the strain forces the caster unconscious for an equal number of turns. The caster may only heal up to 4 hp per day of this damage.

Secret Chest

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 60 days

Range: See below

By casting this spell, a magic-user can hide a chest on the ethereal plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him. The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair of these chests at any given time even a wish spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the ethereal plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below for the outcome.

Roll (1d20)	Result
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	The chest is emptied

Shadow Evocation

Level: Thopian Gnome 5

Duration: See below

Range: 50', +10' per level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include fireball, lightning bolt, cone of cold, and magic missile. These spells have normal effects unless an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only one hp damage per caster level from the attack.

Shape Change

Level: Wild Wizard 9

Duration: 1 turn per level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Shatter

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: Permanent

Range: 60'

Shatter creates a loud, ringing noise that destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within range are smashed into dozens of pieces by the spell. Objects weighing more than 10 pounds per caster level are not

affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

Shield

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 2 turns

Range: 0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

Shillelagh

Level: Sylvan Elf 1, Treant 1

Duration: 1 round per level

Range: Touch

The caster's own non-magical club or quarterstaff becomes a +1 weapon in regard to attack rolls. The weapon deals 2d4 damage. These effects only occur when the weapon is wielded by the caster.

Shocking Grasp

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: Instant

Range: Touch

The caster must touch an opponent, which deals 1d8 points of electricity damage +1 per caster level. The spell only deals damage if the caster initiates the contact, not if the opponent does.

Silence 15' Radius

Level: Cultist 2, Metaphysician 2

Duration: 12 turns

Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Simulacrum

Level: Metaphysician 7, Wild Wizard 7

Duration: Permanent

Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% + 3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a detect magic spell, and true seeing will reveal a simulacrum's true nature.

Sleep

Level: Alienist 1, Dark Elf 1, Dragon 1, Fairy 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 4d4 turns

Range: 240'

A sleep spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead creatures.

Snake Charm

Level: Cultist 2, Greensinger 2, Metaphysician 2, Wanderer 2

Duration: See below

Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7th level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination. Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

Snare

Level: Sylvan Elf 3, Treant 3

Duration: See below

Range: Touch

This spell enables the caster to make a snare that functions as a magic trap. The snare can be made from any supple vine, a rope, or something similar. When snare is cast, the cord-like object blends with its surroundings (only 10% chance to detect by non-magical means). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cord-like object tightens around the creature, dealing no damage but causing it to be entangled. The snare is magical and will restrain a victim for 12 hours. To escape, a trapped creature must be as strong as a giant to break the bonds. The bonds lose their strength over time, so that after 4 hours STR 18 or ogre strength is needed, and after 8 hours STR 16 is needed.

Speak with Animals

Level: Cultist 2, Metaphysician 2, Sylvan Elf 1, Treant 1

Duration: 6 turns

Range: 60'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Creatures

Level: Alienist 6, Cultist 6, Metaphysician 6

Duration: 6 turns

Range: 30'

This spell is a more powerful version of speak with animals, but allows the caster to speak with any creature.

Speak with Dead

Level: Cultist 3, Inquisitor 3, Metaphysician 3

Duration: See below

Range: 1'

The caster grants the semblance of life and intellect to a corpse, allowing it to answer several questions put to it. The corpse may answer no matter what state of decay it is in. Regardless of the number of questions asked, the spell has a limited duration based on caster level. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). The cleric may cast this spell on a corpse that has been dead for a period of time dependent on the caster's level. Refer to the table below.

Caster Level	Duration	Time Deceased	Questions
6th or fewer	6 rounds	7 days	2
7 th to 8 th	18 rounds	7 weeks	3
9 th to 11 th	36 rounds	7 months	4
12 th to 14 th	1 turn	7 years	5
15 th to 18 th	2 turns	70 years	6
19 th to 20 th	3 turns	140 years	7
21 st +	6 turns	1,000 years+	8

Speak with Plants

Level: Cultist 4, Metaphysician 4, Sylvan Elf 4, Treant 4

Duration: 3 turns

Range: 60'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Speak with Plants

Level: Cultist 4, Metaphysician 4, Sylvan Elf 4, Treant 4

Duration: 3 turns

Range: 80'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Spell Resistance

Level: Wild Wizard 8

Duration: 1 turn per level

Range: Touch

The caster can use this spell to grant resistance to mind-affecting spells. Spells that charm, command, cause fear, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as geas are granted a bonus to a saving throw of +5. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the duration divided among them.

Spectral Force

Level: Thopian Gnome 3

Duration: See below

Range: 240'

This spell is identical to greater phantasmal force, except the illusion persists for 3 rounds after concentration ceases. In addition, a complete illusion is possible, including all senses.

Spider Climb

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 1 round, +1 per level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. No spells may be cast when under the effect of this spell. This spell may be used on another being (touch required) with no saving throw.

Spiritwrath

Level: Metaphysician 6, Wild Wizard 6

Duration: See Below

Range: 10' + 1' per level

By using the blood of a demon or devil, depending on the intended victim, the caster constructs a powerful scroll used to torture an infernal being. This method may also be employed against a powerful vampire or a lich. The being's name must be known. The caster must also buy a valuable gem equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the link.

When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw vs. spells. It is held in place and can take no actions. The first turn of the recitation the being becomes incredibly uncomfortable. After 2 turns, the victim loses 1 hp per the HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a later date for retribution. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack much like a *scroll of warding*. There is a 95% chance the intended victim will flee.

Spiritual Weapon

Level: Cultist 2, Metaphysician 2

Duration: 1 round per level

Range: 30'

A weapon made of pure force springs into existence and attacks opponents in range, dealing 1d6 damage per hit, with +1 to hit per three caster levels. However, the weapon is not considered "magical" for the purposes of dealing damage or striking foes that can only be hit by magical weapons. The weapon takes a shape favored by the caster's deity or a weapon with some spiritual significance or symbolism (a mace, hammer, etc.) It strikes at the opponent designated, with one attack per round the spell is in effect. It uses the caster's base attack value, just as any melee weapon wielded by the caster. The weapon manifests only as long as the caster concentrates, to the maximum duration allowed for the caster's level.

Spiritwrath

Level: Metaphysician 6, Wild Wizard 6

Duration: See below

Range: 10', +1' per level

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the ink. When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw versus spells. It is held in place and can take no actions. The first turn of the recitation the being becomes increasingly uncomfortable. After 2 turns, the victim loses 1 hp per its HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a later date for retribution. However, this spell is often used to extort something from its victim, and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack much like a scroll of warding. There is a 95% chance the intended victim will flee.

Statue

Level: Metaphysician 7, Wild Wizard 7

Duration: 6 turns per level

Range: Touch

A statue spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell duration is in effect.

Sticks to Snakes

Level: Cultist 4, Metaphysician 4, Sylvan Elf 5, Treant 5

Duration: 6 turns

Range: 120'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for these snakes are as follows: AL N, MV 90', AC 6, HD 1, #AT 1, DM 1d4, SV F1, ML 7.

Stinking Cloud

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: Permanent

Range: 30'

Stinking cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone Shape

Level: Metaphysician 5, Sylvan Elf 3, Thopian Gnome 5, Treant 3, Wild Wizard 5

Duration: Permanent

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. When cast by Sylvan Elves or Treants the spell creates a total volume of 3' + 1' cubed foot per level of stone.

Stone Tell

Level: Cultist 6, Metaphysician 6, Rune-Smith (Exotic),

Duration: 1 turn

Range: Touch

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

Stone to Flesh (reversible)

Level: Metaphysician 6, Wild Wizard 6

Duration: Permanent

Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. Flesh to stone (reverse of stone to flesh) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Strength

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 6 turns per level

Range: Touch

The caster of this enchantment may apply it to himself or another. It confers a temporary STR bonus, which varies depending on the recipient's class. Druids, clerics, thieves, and assassins receive +1d6; magic-users, illusionists, and monks receive +1d4; fighters, paladins, and rangers receive +1d8. A character's STR may not go above 18.

Striking

Level: Cultist 3, Metaphysician 3

Duration: 1 turn

Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

Stumble

Level: Sylvan Elf 2, Treant 2

Duration: 1 turn per level

Range: Touch

The caster of this spell may enchant a 10' length (or shorter) of organic material, such as a hemp rope, staff, stick, etc. When a creature or creatures walk over the object, it very suddenly rises to trip them (even the caster is not immune!). If a victim fails a saving throw versus spells, he falls to the ground. Any creatures passing over the object and already aware of its magical behavior may save with a +4 bonus. There is only a 20% chance of detecting this trip trap by non-magical methods. Creatures walking when tripped suffer no damage and may get up the next round. If running, a creature suffers 1d6 damage from the fall when on stone, rock, or similar unyielding surfaces and is stunned for 1d4+1 rounds. On softer surfaces such as earth, forest floor, etc. no damage is suffered and victims are stunned for only 1 round.

Suggestion

Level: Alienist 3, Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 6 turns, +6 turns per level

Range: 30'

This spell functions identically to the magic-user spell of the same name.

Summon Aerial Servant

Level: Cultist 6, Metaphysician 6

Duration: 1 day per level

Range: 10'

The cleric combines this spell with protection from evil to summon forth an aerial servant. The creature can be asked to perform a service, or to retrieve an object or being, but the aerial servant cannot be directed specifically to engage in combat for the caster. Normally, if sent to retrieve an object, it can do so even if it is in the possession of another being if it scores a successful hit roll and the creature is unaware of the aerial servant's presence. The aerial servant is sent back to its home plane when the task is complete, it is dismissed by the caster, or the caster is killed.

Summon Animal I

Level: Sylvan Elf 4, Treant 4

Duration: See below

Range: 40' per level

The caster of the spell summons 1d8 ordinary animals (including giant types) of up to 4 HD per animal, if they are within range of the spell. The referee will decide the chance of a particular animal type being available, and the caster may attempt up to three different animals before the spell is a failure. Summoned animals will serve the caster for a specific task, including fighting, aiding on a quest, or other goals that may be short term or relatively longer term. The caster may dismiss animals at any time.

Summon Animal II

Level: Sylvan Elf 5, Treant 5

Duration: See below

Range: 80' per level

This spell is a more powerful version of Summon Animal I. A total of 3d4 animals of up to 4 HD may be summoned, or 1d6 animals of up to 8 HD.

Summon Shadow

Level: Thopian Gnome 5

Duration: 1 round, +1 round per level

Range: 10'

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

Summon Sylvan Beings

Level: Sylvan Elf 4, Treant 4

Duration: See below

Range: 120', +10' per level

The caster of this spell must be outdoors, and must both chant and make magical hand gestures. The casting ends when sylvan beings appear, or if 2 turns have passed with no results. The referee decides the probability of a particular type of woodland creature being available within range, based on the circumstances and terrain type. Refer to the table below for the type of creatures this spell may beckon forth, and how many of each will appear.

Creature	Number
Centaur	1d4
Sprite	1d6
Dryad	1d4
Treant	1
Nixie	1d4
Unicorn	1
Pixie	1d8

Creatures are allowed a saving throw versus spells, with a +4 bonus. When creatures arrive they receive an additional identical saving throw if any companion of the caster is chaotic. Summoned sylvan beings who fail their save are friendly to the caster, and will aid him in any way that is within their abilities. However, if they are asked to fight for the caster, the referee rolls on the monster reaction table in Labyrinth Lord, taking into account how the sylvan elf has treated the creature previously.

Suggestion

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 6 turns, +6 turns per level

Range: 30'

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2). A saving throw versus spells is allowed to negate the effects of this spell.

Summon Demon

Level: Metaphysician 7, Wild Wizard 7

Duration: See below

Range: 10'

This complicated spell is cast after a circle of protection for the caster, and a pentacle-bound 30' diameter area of imprisonment for a demon, is constructed with various magical markings and candles made from the fat of a humanoid. The caster may summon a demon of power up to a higher order demon, but for standard and higher order demons the demon's specific name must be known. The summoning takes 1 turn per HD of the demon. Demons are allowed a save versus spells to resist the summoning. This spell may be used and combined with spiritwrath to coerce a demon into service. The summon demon spell creates a pact once the demon agrees, and it must perform the act desired by the caster. The service cannot take longer than 9 weeks. Alternatively, the caster can bribe the demon for this service via human sacrifice or a sacrifice of the demon's choosing. Finally, this spell may be combined with the spell trap the soul, which traps the demon in an object, and once released it must perform a service for the caster. After any service is performed, the demon is propelled back to its home plane. There is a base 5% chance that the bargaining is grossly mishandled, setting the demon loose to wreak vengeance on the caster. This chance is lowered by 1% per caster level above 15.

Summon Familiar

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: See below

Range: 10' per level

By casting this spell, the magic-user can obtain a familiar. The casting takes from 1-24 hours (referee's discretion) and uses up rare herbs and other materials that cost 100 gp. The materials are consumed during a ritual in which they are burned. The referee decides the probability that a creature will respond to the spell, and which type of creature is summoned within range. It is possible that no creature will respond. This spell may only be attempted one time per year. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp. A familiar grants the caster additional hp equal to the familiar's maximum total, when the two are within 120' of one another. However, if a familiar is slain the magic-user must subtract the familiar's maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. If a familiar is located, the referee may use the following as examples:

Familiar	Senses augmented
Bat	hearing
Cat	hearing and night vision
Hawk	much improved distance vision
Lizard	improved smell
Owl	hearing, night vision
Raven	improved vision
Toad	180 degree vision
Weasel	hearing, improved smell

Anytime a familiar is summoned there is a 5% chance it is a special familiar. The type is determined by the caster's alignment and good or evil leanings. Creatures are entitled to a saving throw versus spells, and if successful, the spell fails and the caster must wait 1 year before trying again. Where there is overlap in the chart below, determine the familiar randomly.

Alignment	Type
Lawful (good) or (neutral)	brownie
Lawful (evil) or (neutral)	imp
Neutral or Neutral (good)	pseudo-dragon
Neutral or Neutral (evil)	imp* or quasit*
Chaotic (good) or (neutral)	pseudo-dragon
Chaotic (evil) or (neutral)	quasit

*The familiar will try, over time, to sway the magic-user to chaos or law, as appropriate. Refer to the monster listings for the powers granted by these creatures.

Summon Monster I

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 2 rounds, +1 round per level

Range: 30'

This spell conjures 2d4 1st-level (1 HD) creatures that arrive in 1d4 rounds to an exact location within range which is specified by the caster. The monsters summoned are chosen by the referee. Summoned monsters may be commanded to fight nearby foes, and will do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks, and will do so if it is within their abilities.

Summon Monster II

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 3 rounds, +1 round per level

Range: 40'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d6) 2 HD creatures.

Summon Monster III

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 4 rounds, +1 round per level

Range: 50'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d4) 3 HD creatures.

Summon Monster IV

Level: Metaphysician 6, Wild Wizard 6

Duration: 5 rounds, +1 round per level

Range: 60'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d3) 4 HD creatures in 1d3 rounds.

Summon Monster V

Level: Metaphysician 7, Wild Wizard 7

Duration: 6 rounds, +1 round per level

Range: 70'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d2) 5 HD creatures in 1d2 rounds.

Summon Monster VI

Level: Wild Wizard 8

Duration: 7 rounds, +1 round per level

Range: 80'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d2) 6 HD creatures in 1d3 rounds.

Summon Monster VII

Level: Wild Wizard 9

Duration: 8 rounds, +1 round per level

Range: 90'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d2) 7 HD creatures in 1 round, or (1) 8 HD creature in 2 rounds.

Symbol

Level: Metaphysician 7, Wild Wizard 8

Duration: See below

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict: When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death: When triggered, a symbol of death slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair: Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear: All creatures must succeed in a saving throw versus spells with a penalty of -4 or suffer from the effects of a fear spell.

Symbol of Insanity: When triggered, a symbol of insanity causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the confusion spell). This effect can be negated with the spells heal or wish.

Symbol of Pain: Each creature suffers wracking pains that impose a -4 penalty on attack rolls and -2 to DEX. These effects last for 2d10 turns.

Symbol of Sleep: All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the sleep spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning: When triggered, a symbol of stunning causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped

Telekinesis

Level: Alienist 5, Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 6 rounds

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Instantaneous

Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: “Very familiar” is a place the caster has been very often. “Studied carefully” is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as scrying) to study the place for at least one hour. “Seen casually” is a place that the caster has seen more than once but with which he is not very familiar. “Viewed once” is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly.

Familiarity	On Target	High	Low
Very familiar	01–95	96–99	00
Studied carefully	01–80	81–90	91–00
Seen casually	01–50	51–75	76–00
Viewed once	01–30	31–65	66–00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

Temperature Control

Level: Sylvan Elf 4, Treant 4

Duration: 4 turns, +1 turn per level

Range: 0

By means of this spell, the caster can raise or lower the ambient temperature within a 20' diameter area around the caster. The amount of temperature change is 50 degrees (Fahrenheit), +10 degrees per caster level above 6th level. So, at 8th level the temperature may be changed by 70 degrees.

Temporal Stasis

Level: Wild Wizard 9

Duration: Permanent

Range: 10'

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful dispel magic spell). No saving throw is permitted.

Time Stop

Level: Wild Wizard 9

Duration: 2 rounds

Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30' diameter. The caster may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

Tiny Hut

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: 6 turns per level

Range: 0

The caster creates an unmoving, opaque 10' diameter sphere of force. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as 6 other human-sized creatures can fit into the field with the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes himself from the hut, the spell ends. The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind up to 50 mph, but greater force destroys it. The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, but the occupants cannot be seen from outside the hut.

Tongues (reversible)

Level: Alienist 3, Cultist 4, Dark Elf 3, Dragon 3, Inquisitor 4, Metaphysician 3 (Arcane) or 4 (Divine), Thopian Gnome 3, Wild Wizard 3

Duration: 1 turn

Range: 0

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, garble, makes all language incomprehensible within the affected area, or may be used to negate a tongues spell. No saving throw is permitted.

Transmute Rock to Mud (reversible)

Level: Metaphysician 5, Sylvan Elf 5, Thopian Gnome 5, Treant 5, Wild Wizard 5

Duration: See below

Range: 160'

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. The volume is up to 20' cubed per caster level. The depth of the mud created cannot exceed the width or breadth of the area chosen. A creature unable to levitate, fly, or otherwise free itself from the mud sinks and may drown if the depth is great enough. The mud remains until a successful dispel magic or transmute mud to rock spell (the reverse) restores its substance but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Trap the Soul

Level: Wild Wizard 8

Duration: Permanent

Range: 10'

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of trap the soul, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

Tree Shape

Level: Sylvan Elf 3, Treant 3

Duration: 6 turns, +1 turn per level

Range: 0

By means of this spell, the caster is able to assume the form of a small living tree or shrub or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the caster is, in fact, a tree or shrub. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

Tree Stride

Level: Sylvan Elf 5, Treant 5

Duration: See below

Range: Touch

The caster gains the ability to enter trees and move from inside one tree to inside another tree. The trees entered must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree, for example, the caster may choose to move into the furthest oak tree to the east, wherever that may be in range. However, if the nearest oak in range is to the west, the caster emerges from that tree instead.

Type of Tree	Transport Range
Oak, ash, yew	600'
Elm, linden	420'
Other deciduous	300'
Other coniferous	240'
All other trees	180'

The caster can remain within a tree for 1 round per caster level, but is forced out when the spell ends. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he does not exit before the process is complete.

True Seeing

Level: Alienist 7, Cultist 5, Fortune Teller 5, Inquisitor 5, Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 1 round per level

Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

False seeing, the opposite of true seeing, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

Unseen Servant

Level: Dark Elf 1, Dragon 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 6 turns, +1 turn per level

Range: 0

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Vanish

Level: Metaphysician 7, Wild Wizard 7

Duration: See below

Range: Touch

By casting this spell, a magic-user may teleport an object as per the spell teleport, or may banish the object to the ethereal plane, in which case the object is replaced in the material plane with stone that matches the objects shape. A total of 50 pounds per level not to exceed a volume of 3' cubed per level may be caused to vanish in this manner. If the spell dispel magic is cast upon a stone item replaced by this spell, it may bring back the original item.

Ventriloquism

Level: Dark Elf 1, Dragon 1, Fairy 1, Metaphysician 1, Thopian Gnome 1, Wild Wizard 1

Duration: 2 turns

Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

Vision

Level: Alienist 7

Duration: See below

Range: 0

By means of this spell, the caster sacrifices an object of no less than 300 gp value in order to entice an answer to a question

from a powerful entity. If the vision is imparted, the caster sees an illusory depiction as his answer, which can take a form that interacts with all senses. However, an answer is not guaranteed. Roll on the table below to determine the outcome.

Roll (1d20)	Result
1-5	Success, the vision is accurate and detailed.
6-11	Ambiguous, only partial information or periphery information is imparted.
12-20	Failure, caster is affected by a geas to do the bidding of the power consulted.

Wall of Fire

Level: Metaphysician 4, Sylvan Elf 5, Thopian Gnome 4, Wild Wizard 4

Duration: See below

Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Force

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 1 turn, +1 round per level

Range: 30'

A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation. Breath weapons, spells, missile weapons, electrical attacks and thermal attacks cannot pass through the wall in either direction. The caster can form the wall into a sphere or hemisphere whose area is up to one 20' square per level.

Wall of Iron

Level: Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Permanent

Range: 5' per level

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A wall of iron is ¼" thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Ice

Level: Metaphysician 4, Thopian Gnome 4, Wild Wizard 4

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Stone

Level: Metaphysician 5, Rune-Smith (Exotic), Thopian Gnome 5, Wild Wizard 5

Duration: See below

Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a dispel magic spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Vapor

Level: Thopian Gnome 1

Duration: 2d4 rounds, +1 round per level

Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the wall of vapor before its duration has expired.

Warp Wood

Level: Sylvan Elf 2, Treant 2

Duration: Permanent

Range: 10' per level

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. The caster may warp a volume of approximately 15 square inches per caster level. For example, at first level the caster could warp four arrows or a short wooden handle.

Water Breathing (reversible)

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Sylvan Elf 3, Thopian Gnome 3, Treant 3, Wild Wizard 3

Duration: 1 day

Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming. In addition, the sylvan elf version of this spell is also reversible such that a water breathing creature may be made to breath air.

Web

Level: Dark Elf 2, Dragon 2, Metaphysician 2, Thopian Gnome 2, Wild Wizard 2

Duration: 48 turns

Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Wind Walk

Level: Metaphysician 7

Duration: 6 turns per level

Range: Touch

The caster alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed. The caster can take a few other creatures with him, 1 per 8 levels of experience, each of which acts independently. A wind walker can fly at a speed of 60' per level, per turn, and up to 600' per turn. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

Wish

Level: Wild Wizard 9

Duration: See below

Range: Unlimited

Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9th level spells or create comparable effects. Ultimately, the Labyrinth Lord will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error.

Powers or ability bonuses may be wished for at the Labyrinth Lord's discretion, and these might be permanent or temporary.

Wishes will be fulfilled according to the letter of the request, and the Labyrinth Lord can exercise some regulation of wishes based on this strict enforcement. Although another character may be wished dead, such an act disrupts balance and the Labyrinth Lord should think of a method to fulfill the wish but in a way that the character wished dead is unaffected. For

instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died.

Word of Recall

Level: Cultist 6, Metaphysician 6

Duration: Instantaneous

Range: 0

Word of recall teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

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