

DELVING DEEPER

by John Adams with Art by Andy Taylor



LABYRINTH LORD
COMPATIBLE PRODUCT

Valtor the Mighty

God of Strength, Courage and Combat Skill

Brave Halfling Publishing

Valtor the Mighty

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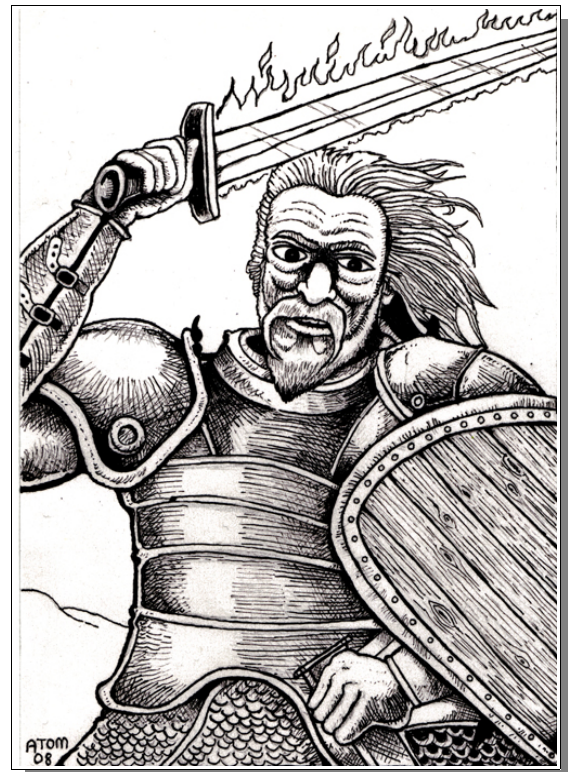
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Valtor "The Mighty"

Major Deity

Alignment:	Neutral
Portfolio:	Strength, Courage and Combat Skill
Symbol:	A Flaming Sword
Favored Weapon:	Bastard Sword
Typical Worshipers:	Fighters and Men-at-Arms

Description: Valtor appears as large, powerful fighting man with white hair and a full beard. He wears a metal breastplate, carries a wooden shield with a metal edge and flaming bastard sword. Valtor is a god who enjoys the good things in life like hard work, a good meal and friends. It is only when threats emerge that he aggressively attacks. Valtor's clerics share his love for life and are often found in communities of all sizes, training the young to fight and sharing in the most difficult work as well as every local celebration. Valtor's temples tend to be small, rustic, wooden chapels that appear to have fallen into disrepair. Clerics of Valtor are almost always part of the local militia.

Valtor hates all undead and proclaims that all such abominations should be destroyed through physical combat (when possible). Therefore, clerics of Valtor may not turn or command undead.



However, clerics of Valtor may use any armor or weapon, including edged weapons. Indeed, the majority of his clerics wield swords just like their god.

In many cultures, clerics of Valtor spend much of their time teaching the young to fight with courage and skill. Major ceremonies of Valtor include the granting of the First Weapon, Coming of Age, First Battle/First Blood, Heroism in Combat and the Celebration of a Warrior's Life.

Ceremonies of Valtor

First Weapon Ritual. In this ceremony, priests of Valtor dedicate and bless the first real (not practice) weapon given to a child, such as a short sword or hand ax. The weapon is a gift from family, friends or even Valtor's faithful to the young warrior. In addition, this fantastic trans-generational celebration is usually followed by a great feast!

Coming of Age Ceremony. All the years of practice a young person has dedicated to honing their combat skills is honored as they are declared to be a full warrior. The gift of a new weapon is often part of this ceremony. Much imbibing of strong drink follows the ritual.

First Battle / First Blood. This ritual takes place in the moments just prior to the first battle of a new warrior. It includes the recitation of great heroic battles by the experienced warrior and clergy of Valtor nearest the young warrior. It is completed when the new warrior slays their first enemy and the blood of the slain is wiped in great quantity upon the face of the victorious warrior of the slain is wiped in great quantity to the upon their face.

Heroism in Battle. This ritual occurs after a great battle has ended. The courage and skill of warriors are recounted and especially those who died fighting. This is a very somber and serious ceremony.

The Death of a Warrior. In this ceremony, the honor and deeds of the fallen warrior are remembered. Their body is then burned in a great pyre as all watch in silence.



Valtor's Unique Spells (Labyrinth Lord)

Valtor's Call to Courage

Level: 3
Duration: 6 turns
Range: 30"

This spell is essentially a combination of *Bless* and *Remove Fear*. It causes all of the caster's allies within range to be filled with courage, granting each ally a +1 morale bonus and +1 on attack and damage rolls. It also has the potential to remove the effect of magic-induced fear, by allowing the target a saving throw versus spells to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. Valtor's *Call to Courage* counters and dispels *Cause Fear*. The subject must be touched for the spell to take effect.

Valtor's Call to Strength (Minor)

Level: 3
Duration: 1 round/level of caster
Range: 0

This spell is similar to *Gauntlets of Ogre Strength*. It imbues the recipient with a strength of 18 with all of the accompanying benefits, such as granting a +3 to hit, damage and the forcing of doors.

Valtor's Call to Heroism

Level: 4
Duration: 1 round/level of caster
Range: 0

This spell is very similar to a potion of Heroism. Only a dwarf, halfling, or fighter (or an optional sub class of the fighter) may benefit from this spell. When cast upon an individual this spell grants a temporary advancement in levels, along with all the natural benefits to combat, hit points, etc that come with it. Like the potion, the extra hit points granted due to the temporary level increase are subtracted first when the character is wounded.

Original Level	Levels Granted	Added Hit Dice (D10)
0	4	4
1-3	3	3+1
4-7	2	2+2
8-9	1	1+3

Valtor's Flaming Weapon

Level: 4
Duration: 1 turn/level of caster
Range: 30"

With this spell, the caster causes a non-magical sword to temporarily become a +1 *Flame Blade*, with all of the

accompanying abilities (+2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this weapon is +4 against all undead). The flames of a weapon so enchanted provides the same amount of light as a torch, and can be used to ignite anything flammable.

Valtor's Summon Fighter

Level: 6
Duration: 2 rounds/level
Range: 30"

This spell is a version of the *Summon Animal Spell*. The caster can summon a fighter to attack enemies designated by the caster. The number of divine heroes and their level depends upon the caster's level. The caster calls forth 1 hit die of fighters per level of experience of the caster. So for example, a 9th level cleric can summon 9 hit dice of fighters that could consist of nine 1st level fighters, three 3rd level fighters, or two 4th level fighters. Summoned fighters will fight to the death or until the duration of the spell ends.

Valtor's Call to Strength (Major)

Level: 6
Duration: 1 round/level of caster
Range: 0

This spell is similar to a *Girdle of Giant Strength*. It imbues the strength of a hill giant upon the recipient, granting them the attack of an 8 HD monster or as 8th level in their own character class - whichever is better. In addition, this spell doubles all damage inflicted by the recipient.

Valtor's Mighty Blow

Level: 6
Duration: 1 round
Range: 0

By calling on Valtor's name and power by way of a warrior's battle cry, the caster attacks one opponent in physical combat (no ranged attacks), automatically hitting them and inflicting 6d8 damage in addition to the normal damage of the attack. A successful saving throw by the opponent reduces the added damage to 3d8.

Valtor's Tome of Strength. (Minor Artifact) This very rare item can be created by a cleric of Valtor of no less than 15th level. It requires 250,000gp of material components and one year of preparations. Once created, it can be studied by one individual. After a week of studying and practicing the exercises described in the tome, the character receives a permanent bonus of +1 to his strength score. As soon as the character is through using the tome, it disappears.

Valtor's Unique Spells (OSRIC)

Valtor's Call to Strength (Minor)

Clerical Alteration

Level: Cleric 3

Range: Touch

Duration: 1 turn / level

Area of Effect: One person

Components: V,S

Casting Time: 1 turn

Saving Throw: None

This spell is similar to *Gauntlets of Ogre Power*. It imbues the recipient with a strength of 18 with all of the accompanying benefits, such as +1d3 to hit and +1d6 on damage.

Valtor's Call to Heroism

Clerical Abjuration

Level: Cleric 4

Range: Touch

Duration: 6 turns

Area of Effect: One person

Components: V,S

Casting Time: 1 turn

Saving Throw: None

This spell is very similar to a potion of Heroism. Only a fighter or sub class of the fighter may benefit from this spell. When cast upon an individual this spell grants a temporary advancement in levels, along with all the natural benefits to combat, hit points, etc that come with it. Like the potion, the extra hit points granted due to the temporary level increase are subtracted first when the character is wounded.

Original Level	Levels Granted	Added Hit Dice (D10)
0	4	4
1-3	3	3+1
4-7	2	2+2
8-9	1	1+3

Valtor's Flaming Weapon

Clerical Evocation

Level: Cleric 4

Range: Touch

Duration: 1 turn / level

Area of Effect: Weapon touched

Components: V,S

Casting Time: 4 segments

Saving Throw: None

With this spell, the caster causes a non-magical sword to temporarily become a +1 *Flame Blade*, with all of the accompanying abilities (+2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this weapon is +4 against all undead). The flames of a weapon so enchanted provide the same amount of light as a torch, and can be used to ignite anything flammable.

Valtor's Summon Fighter

Clerical Summoning

Level: Cleric 6

Range: 30'

Duration: 2 rounds / level

Area of Effect: Summoned Fighters

Components: V,S

Casting Time: 1 turn

Saving Throw: None

This spell is similar to the magic-user spell *Monster Summoning*. The caster can summon a fighter to attack enemies designated by the caster. The number of divine heroes and their level depends upon the caster's level. The caster calls forth 1 hit die of fighters per level of experience of the caster. So for example, a 9th level cleric can summon 9 hit dice of fighters that could consist of nine 1st level fighters, three 3rd level fighters, or two 4th level fighters. Summoned fighters will fight to the death or until the duration of the spell ends.

Valtor's Call to Strength (Major)

Clerical Alteration

Level: Cleric 6

Range: Touch

Duration: 2 rounds / level

Area of Effect: One person

Components: V,S

Casting Time: 1 turn

Saving Throw: None

This spell is similar to a *Belt of Giant Strength* in that it imbues the target with the same benefits, including giving the subject a strength bonus of +3 to +6 (1d4+2) on to hit rolls and +7 to +12 (1d6+6) to damage.

Valtor's Mighty Blow

Clerical Evocation

Level: Cleric 5

Range: 0

Duration: 1 segment

Area of Effect: One creature

Components: V,S

Casting Time: 8 segments

Saving Throw: Half

By calling on Valtor's name and power by way of a warrior's battle cry, the caster attacks one opponent in physical combat (no ranged attacks) automatically hitting and inflicting 6d8 damage in addition to the normal damage of the attack. A successful saving throw by the opponent reduces the added damage to 3d8.

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