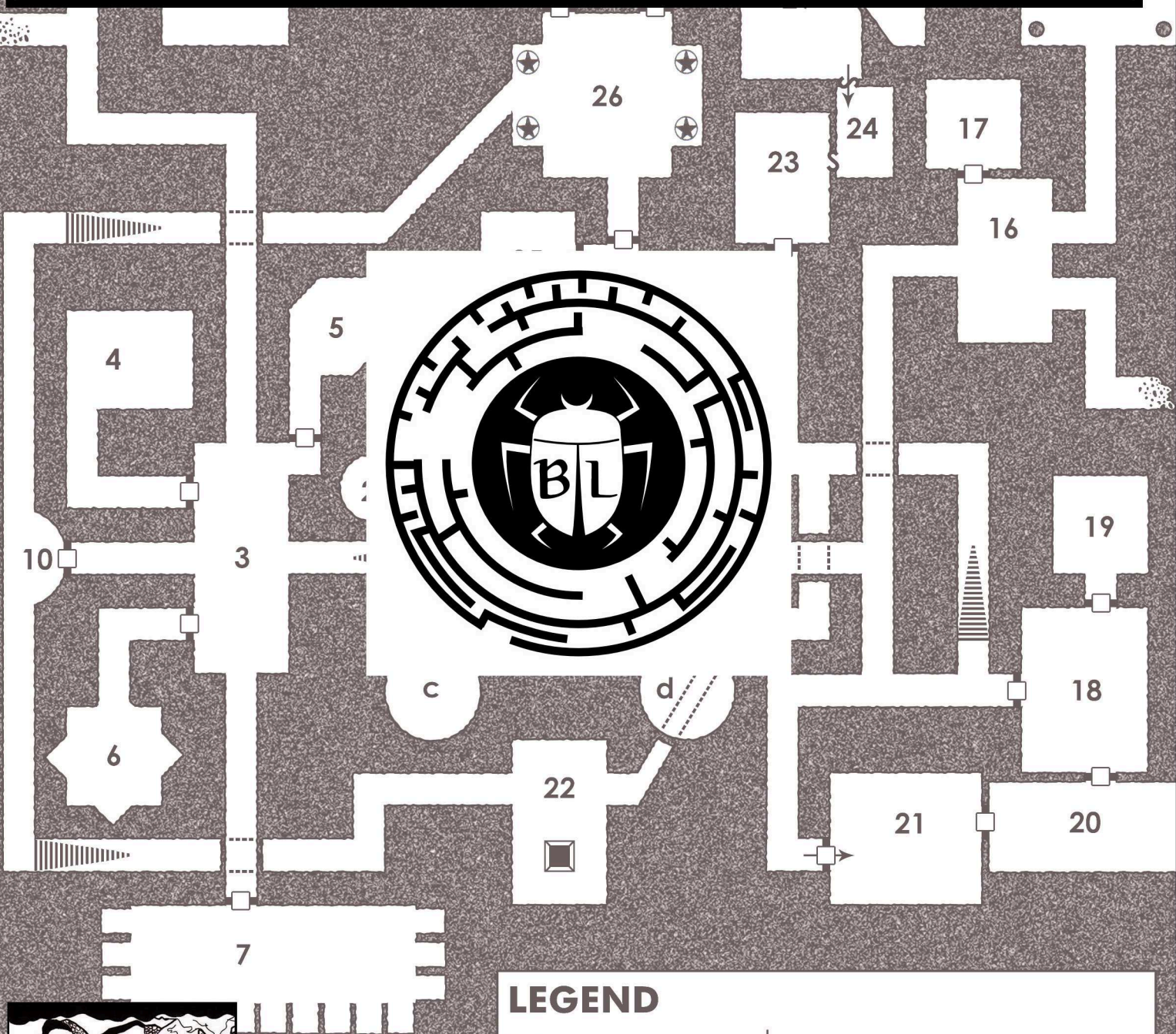


BRAVE THE LABYRINTH

ISSUE #1 • JULY 2013



LEGEND

- | | |
|---------------------------|---------------------|
| Stairs | One Way Secret Door |
| Doors | Rubble |
| One Way Door | Statues |
| Secret Door | Open Door |
| Secret Trap Door in Floor | All |



Labyrinth Lord
Compatible Product



BRAVE THE LABYRINTH

Issue #1 • July 2013

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BEETLE NOTES AND READER MAIL

I want to thank you for taking the time to download (or purchase) the inaugural issue of *Brave the Labyrinth*, a fanzine created by the fans, for the fans, and of the fans. This fanzine is our way of "giving back" something to the Labyrinth Lord community as well as saying a big "thank you" to Dan Proctor for releasing *Labyrinth Lord*™ for our enjoyment and use. I also want to thank all of our contributors, without whom this fanzine would not be possible.

In future issues, this section will be reserved for my brief game-related ramblings as well as comments, questions, and suggestions from our readers. We want to hear from you! Let us know what you liked, what you didn't like, and what you would like to see in future issues. If you have comments, please send them to smallnichegames -AT- gmail -DOT- com with **[BtL] Comments** in the subject line.

The PDF of this product is offered for free under the Pay What You Want program designed by RPGNow. If you'd like to make a donation to keep *Brave the Labyrinth* going, please send \$1, \$5, or whatever you like via PayPal to smallnichegames -AT- gmail -DOT- com. These donations will be used primarily to offset the cost of commissioned artwork for current and future issues.

Thanks for reading, and I hope to hear from you soon!

Peter C. Spahn
Small Niche Games
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SYMAC THE SUBVERTER

by Gavin Norman

"And in his wake writhed the tortured, ruined bodies of ten thousand foes, left to suffer as living testaments to the unholy power of his cursed flesh magic."

—*the Rise of the Subverter, by the scholar Givak Maen*

The notorious mage Symac the Subverter is known for his political machinations, his subtle cruelty, and his cult of magically-aided assassins.

Symac's spell library and research focuses primarily on manipulating the human body and he has developed many new spells which he guards carefully. In addition to his spells, Symac is known to possess a frightful magic wand of his own construction. A selection of his spells and a description of his wand are described below.

Symac also maintains a school of highly trained thieves and assassins who are bound by oath and geas to serve him to the death. In addition to their training in stealth and subterfuge, the members of this sect are able to use magical scrolls, which their master gifts them to aid in their dark missions. Not few are the mysterious political killings which have been attributed to the Assassins of Symac.

New Spells

The following spells were designed by the infamous Symac the Subverter.

Bonewarp

Level: 1
Duration: 1d6 rounds + 1 per level
Range: 20'

This cruel spell causes bones to warp and bend into horrid and crippling shapes. Bonewarp affects up to one target per two levels of the

caster. The target must make a saving throw vs. spells or suffer one of the following effects, chosen at random.

When the spell's duration ends, the targets' bones return to their normal configuration.

1d6 Effect

- 1 Legs crippled. Target is unable to move normally, can only crawl (movement rate 10'/3'). No Dex bonus to AC, -2 to-hit rolls.
- 2 Arms warp and become unusable.
- 3 Skull warps and contracts - saving throw vs. death or fall unconscious due to pressure on the brain.
- 4 Skull expands. Characters wearing a helmet suffer 1d6 damage
- 5 Spine extends. Target suffers -2 to-hit, +2 to AC, and has a 50% chance of falling over when moving.
- 6 Ribcage contracts, wracking the target with pain. Each round the target must make a saving throw vs. death or be stunned and unable to act.

Face Absorption

Level: 2
Duration: 3d6 hours + 1 per level
Range: Touch

Touching the face of a humanoid target, the caster's own face warps and melds into an exact

replica of the target's visage. The spell may be used on a recently deceased corpse (up to 1 day old) or a living creature. Living victims are allowed a saving throw vs. spells to resist. In either case, the face of the victim is "erased", becoming a warped and unrecognizable lump of flesh. Note that a living target is still able to breathe, see, speak, and so on.

At the end of the spell's duration, both the target's and the caster's face morph back into their normal forms over a period of 1d6 rounds.

Flesh Pocket

Level: 1
Duration: 1 hour per level
Range: Touch

Upon casting this spell, the caster must touch a small object against the skin of the target. The spell causes the target's flesh to open, and the object to be absorbed inside. An object no larger than 1 cubic foot can be thus absorbed. Once inside the target's body, the object is visible as a swelling of appropriate size, but cannot be directly identified. The absorbed object is surrounded by a protective layer which prevents sharp objects from damaging the target.

At the end of the spell's duration, or at any time the caster wishes, the object emerges from the target's flesh.

An unwilling target is allowed a saving throw vs. spells to resist the absorption.

Pheromone Surge

Level: 1
Duration: 1d6 hours + 1 per level
Range: 30'

Targeted against a single creature within range, this spell causes a wave of magically produced pheromones to assail the target, provoking an overwhelming sexual attraction. The target may make a saving throw vs. poison to avoid the effects. If the save fails, the attraction lasts for the duration of the spell. Essentially, for this period, the caster becomes irresistibly attractive in the eyes of the target, who will do anything they can to get up close and intimate with the caster.

The spell is ineffective against targets who would not normally regard the caster as a potential mate. It thus has no effect on creatures of inappropriate species or sexual orientation.

Transparency

Level: 2
Duration: 1 hour per level
Range: Touch

Over the course of 1d6 rounds, the flesh, bones, and internal organs of the target become completely see-through, enabling a near invisibility. Clothing, armor, and carried equipment are not affected by this spell, so it must be removed in order to achieve the full effect. A target thus prepared is completely invisible (as per the *invisibility* spell) when stationary, and has a 90% chance of remaining undetected when moving. A person under effect of this spell surprises on a roll of 1-5 on 1d6.

Unlike *invisibility*, the effects of this spell are not contingent on the target's actions—it is fully possible to make attacks while in a transparent state. Victims of attack by a transparent creature may retaliate, but suffer a -2 penalty to-hit.

As the effects of this spell take the form of a polymorph, rather than an illusion, spells and abilities which can detect invisibility are not effective in revealing a transparent creature.

An unwilling target is allowed a saving throw vs. spells to resist this spell.

Weltmark

Level: 4
Duration: Permanent
Range: Touch

Applied to the flesh of a living creature, this spell causes an ugly cluster of bruises, welts, and scars to form in the shape of the caster's personal sigil. If a saving throw vs. spells is successful, the weltmark has no effect and fades after 1d4 days. A failed save means that the mark is permanent, and brings the target under a *charm*-like compulsion. Targets bearing the caster's mark in this manner are unable to attack or in any way bring about harm to the caster.

By speaking a special command word, the caster is also able to inflict pain on all beings within 30' feet who bear his mark. Targets must make a saving throw vs. death or be stunned for 1d4 rounds, unable to act.

New Magic Item

The following magic item was designed by Symac the Subverter.

Symac's Wand of Dissolving

Symac's wand is a semi-living branch of a tree that has been magically raised and nourished solely on the plasma of human blood. The wand's charges manifest an effect that causes living matter to dissolve. This effect functions in the same manner as the *disintegrate* spell, but can only be used against living creatures. As the wand is partly alive it needs to drink a saucer of blood each day.



DIRTY SECRETS OF THE MAGE'S GUILD

by Tom King

"A pox on all mages great and small!"

—Kavan the Gardener of Southwall
(after losing an arm to a garden gargoyle attack)

In the Silver Kingdom, Magic-Users are one of two types—the rigid and orderly Guild Mages and the individualist Tower Mages. The Guild is always seeking to capture the knowledge that Tower Mages unlock in their remote towers while the Tower Mages try to expose the corruption of the Mage Guild.

Guild Mages and Tower Mages frequently conduct magical experiments and from time to time, these experiments go horribly wrong. Although Tower Mages may be guilty of these magical mistakes, when a Guild Mage's experiment fails, it is usually in a populated area.

New Monsters

The following new monsters are the results of careless mages living in the lands of the Silver Kingdom.

Elixamoeba

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 8
Hit Dice: 2-4
Attacks: 1
Damage: 2d6 or spell
Save: F2
Morale: 12

Hoard Class: None
XP: 100/ HD.

The dreaded elixamoeba lives in the sewers and is the result of one too many potions thrown down the drain. It can grow to a diameter of up to 10 feet, and in larger cities, specimens may reach twice that size.

An elixamoeba strikes by lashing out with a caustic pseudopod, but it also has the ability to blast an area with stored magical energy. This magical discharge manifests as a spell-like effect that may be chosen at random from the list of Magic-User spells. Elixamoebas should contain 1 spell per hit die, with none being higher than 2nd level. Elixamoebas take half damage from cold- and fire-based attacks, and their fluids can be used to make a *potion of fire resistance* or a *potion of cold resistance* of great efficacy.

Fang Ferret

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 8
Hit Dice: 1
Attacks: 1
Damage: 1d4 (plus blood drain)
Save: F1
Morale: 9

Hoard Class: II, VII
XP: 35/ HD

Sages speculate that these creatures are the result of a familiar gaining access to the blood of a supernatural creature. They are found breeding in cities, farmhouses, and woods. They make a series of barks that resemble human voices and laughter, but have no real language or the intelligence for communication.

Fang ferrets attack with a vicious bite. When bitten, the victim must make a saving throw vs. paralysis or take an additional 1d4 damage the following round, or until the wound is bound. These magically tainted weasels are still fond of gathering shiny trinkets and their lairs may have coins and gems contained therein.

Garden Gargoyle

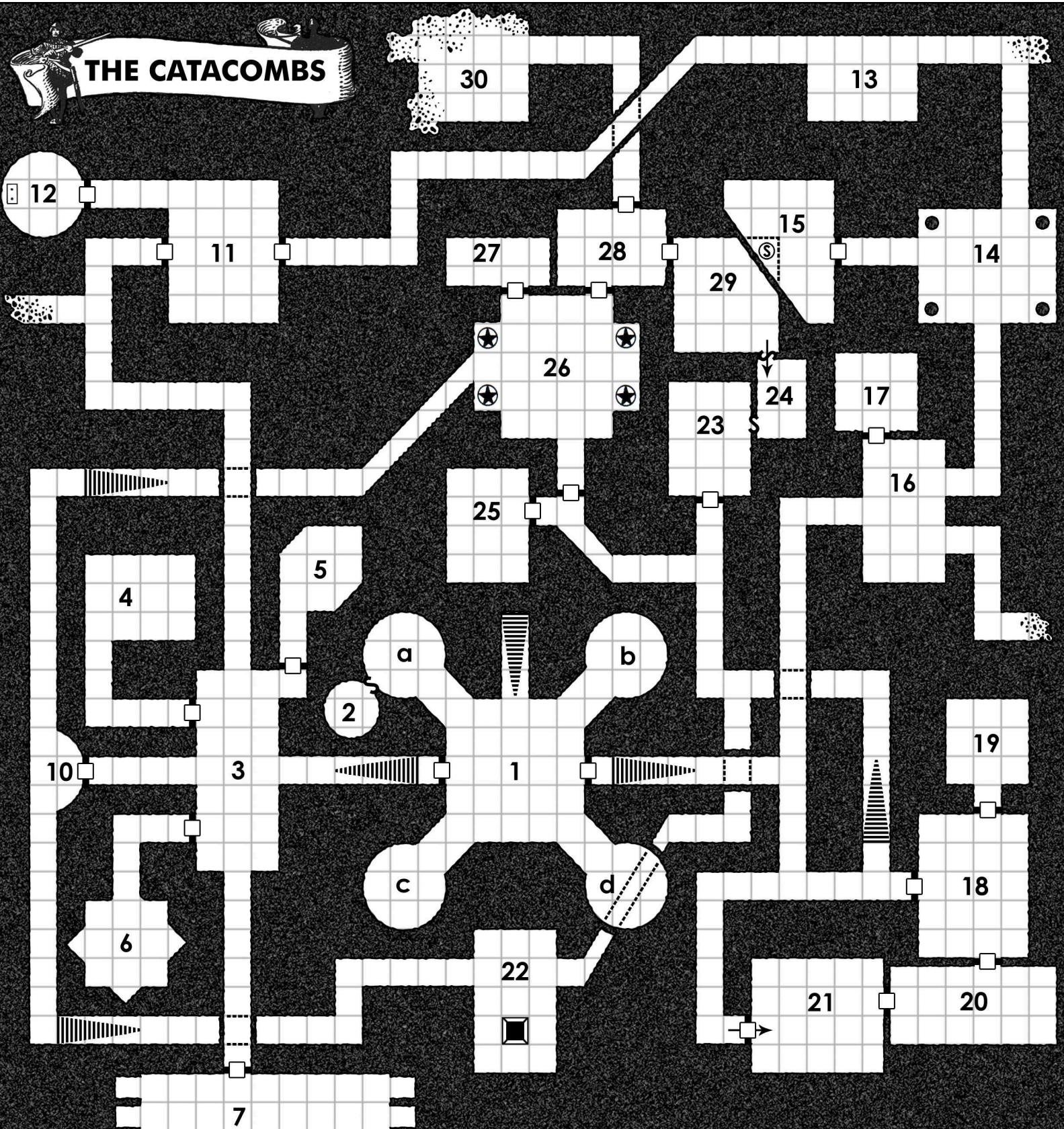
No. Enc.: 1d3 (1d6)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 4
Hit Dice: 3+2
Attacks: 2
Damage: 1d6/1d6
Save: F4
Morale: 10
Hoard Class: Incidental
XP: 75/ HD. (300xp)

These guardians were gargoyles built from stones and trees sacred to a druid grove. The druids cursed the mages who did this. One Autumn Equinox, the Garden Gargoyles broke free of mage control. They have abandoned their posts to haunt ruins and the villas of the wealthy and will seek to kill spellcasters in particular. A garden gargoyle appears to be an overgrown statue until it is too late. Druids are not immune, but the gargoyles will attack them last if they are present.

The garden gargoyle can remain hidden in areas of plant growth with a 90% chance of certainty. They may also drop down from a great height (more than 30') and this counts as a charge attack. A garden gargoyle may cast *entangle* and *warp wood*, each once per day.



THE CATACOMBS



LEGEND

	Stairs		One Way Secret Door		Statues
	Doors		Rubble		Pillars
	One Way Door		Open Pit		Lower Passage/Room
	Secret Door				
	Secret Trap Door in Floor		Altar		

THE SUNLAND SOCIETY

by Peter C. Spahn

"Welcome Tall Folk! Come, sit, and warm yourself by the fire. The Sunland Society offers you the hospitality of its camp."

—*Lathan the Friendly*

The following article details a halfling adventuring company known as the Sunland Society that can be used as a friends, rivals, or adversaries for a low-level adventuring company. Although written for the *Chronicles of Amherth*[™] setting, the Sunland Society can be dropped into any medieval fantasy campaign.

The Sunland Society

The Sunland Society is an adventuring company comprised entirely of halflings. The Sunland Society specializes in wilderness adventures and avoids dungeons whenever possible. The Society distributes most of its hard-earned fortunes among the poorer halfling communities, making them extremely popular amongst their own kind.

The members of the Sunland Society present themselves as a fun-loving bunch of halfling adventurers. In reality, they possess a secret prejudice against "Tall Folk" (humans) and are not above committing assaults, robberies, burglaries, and other crimes if the opportunity presents itself.

The Sunland Society travels the countryside on ponies (treat as donkeys) to better accommodate their small size. Their standard is a green hill in front of a yellow sunburst.

Lathan "the Friendly" Timberdell

Lathan the Friendly is viewed as the leader of the Sunland Society. He is a stout, well spoken halfling with a charming demeanor. Lathan has

devoted his life to the worship of Lady Roselyn, Defender of Home and Hearth (Weiren). He is fiercely loyal to his company and to the halfling race in general. Lathan is a latent spellcaster (see the *Chronicles of Amherth*[™] setting) who is able to cast one random 1st level Cleric spell per day.

Lathan "the Friendly" Timberdell: AL N; MV 90' (30'); AC 4 (chain mail + shield); H3; hp 18; #AT 1; Dmg 1d6+1 (ironbound cudgel + Str), 1d4+1 (dagger + Str), 1d6 (short bow w/12 arrows); S 13, D 10, C 17, I 12, W 14, Ch 15; SV H3; SA hide outdoors 90%, hide in shadows underground 1-2 in 1d6, +1 to initiative, +1 to-hit with missile attacks, -2 AC vs. greater than human-sized creatures; ML 10; XP 155; *potion of healing* (x3), silver holy symbol of Lady Roselyn, gold ring with rubies (300 gp), 32 gp, 17 sp.

Lawson Timberdell

Lawson is Lathan's younger brother and a former warder of the village of Timberdell. He is a dour, bearded halfling who can barely conceal his dislike of "Big Folk". Lawson was once captured and tortured by orc raiders and his body is crisscrossed with scars from burns and the lash. He is a fearless fighter whose loyalty to his brother is unsurpassed.

Lawson Timberdell: AL N; MV 90' (30'); AC 3 (banded mail + shield); H2; hp 14; #AT 1; Dmg 1d6+2 (short sword + Str), 1d4+2 (dagger + Str), 1d6 (short bow w/12 arrows); S 17, D 10, C 13, I 10, W 10, Ch 9; SV H2; SA

hide outdoors 90%, hide in shadows underground 1-2 in 1d6, +1 to initiative, +1 to-hit with missile attacks, -2 AC vs. greater than human-sized creatures; ML 10; XP 56; *helm of +2 protection vs. humanoids*, orc bone-handled dagger, 19 gp, 45 cp.

Kianna of Lowmarch

Kianna of Lowmarch is the daughter of a respected halfling guide and huntsman from the village of Lowmarch. Kianna and Lathan Timberdell are romantically involved, despite his brother Lawson's growing jealousy. Kianna is a skilled singer and lute player who often entertains the company as they travel.

Kianna of Lowmarch: AL N; MV 90' (30'); AC 5 (studded leather + shield + Dex); H2; hp 9; #AT 1; Dmg 1d6 (hand axe), 1d4+1 (*dagger+1*), 1d6 (short bow w/24 arrows); S 10, D 15, C 10, I 12, W 14, Ch 13; SV H2; SA hide outdoors 90%, hide in shadows underground 1-2 in 1d6, +1 to initiative, +1 to-hit with missile attacks, -2 AC vs. greater than human-sized creatures; ML 9; XP 47; bronze broach with emerald (175 gp), ornate lute (300 gp), 25 gp, 12 sp, 13 cp.

"Pigtail" Shalla

Pigtail Shalla is a cute, pigtailed halfling who grew up in some of the roughest neighborhoods in the city of Dolmvay. Shalla is an accomplished thief who learned early that her innocent appearance and childish looks could open doors that would otherwise remain closed to her. Shalla has a fondness for fine things and always wears a few pieces of expensive jewelry. She is the most mercenary member of the group and is quick to flee if things go badly.

"Pigtail" Shalla: AL N; MV 90' (30'); AC 6 (leather armor + Dex); H4; hp 10; #AT 1; Dmg 1d4 (dagger), 1d6 (short bow w/24 arrows); S 9, D 17, C 9, I 13, W 13, Ch 17; SV H4; SA hide outdoors 90%, hide in shadows underground 1-2 in 1d6, +1 to initiative, +1 to-hit with missile attacks, -2 AC vs. greater than human-sized creatures; ML 8; XP 245; *ring of teleportation (3 charges)*, 15 onyx hair beads (2 gp each), gold bracelet (25 gp), gold ring with diamonds (1,000 gp), sapphire pendant necklace (150 gp), 15 small rubies (100 gp each), 5 gp, 10 sp.

Frayton of Curlham

Frayton is the youngest son of a halfling gardener from Curlham Dale who joined the company after his mother and father were murdered by human bandits. Frayton idolizes Lawson Timberdell and strives to impress him as a warrior. Frayton is a better forager, cook, and herbalist, however, who can make any meal taste good with the addition of a few choice spices.

Frayton of Curlham: AL N; MV 90' (30'); AC 7 (leather armor + Dex); H1; hp 10; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger), 1d6 (short bow w/24 arrows); S 13, D 13, C 10, I 9, W 13, Ch 12; SV H1; SA hide outdoors 90%, hide in shadows underground 1-2 in 1d6, +1 to initiative, +1 to-hit with missile attacks, -2 AC vs. greater than human-sized creatures; ML 9; XP 19; pouches with exotic herbs and spices, 2 gp, 7 sp, 18 cp.

Garland

Garland is a large wolfhound who has bonded with Lathan Timberdell and become his animal retainer (2nd level). Lathan looks upon the dog as a blessing from Lady Roselyn. To honor her, he says a prayer each morning and places a wreath of picked flowers around the dog's neck.

Garland (war dog): AL N; MV 120 (40'); AC 5; HD 4+2; hp 27; #AT 1; Dmg 2d4+1; SA tricks (attack, rescue, track, sacrifice); SV F2; ML 10; XP 215.

The Sunland Society in Combat

The Sunland Society avoids head-on assaults if possible, preferring to attack with missile weapons from ambush. If forced into melee combat, Lathan, Lawson, and Garland attack foes head-on while Kianna, Shalla, and Frayton pepper their opponents with arrows.

Lathan is quick to administer potions of healing to fallen comrades. If the battle goes badly, Lathan and Lawson are not too proud to organize a fighting withdrawal. If both Lathan and Lawson are slain, Pigtail Shalla uses her *ring of teleportation* to escape and the remaining members of the Sunland Society must make an immediate morale check.

NEW MAGIC ITEMS

by Christopher Kosciuk

"Impossible! Why have you not succumbed to my spell of *sleep*? Now you must die!"

—the late Grimdol the Rose Wizard

The following new magic items may be discovered over the course of a normal adventure.

Magical Thieves' Tools

These lock picks are enchanted to give the thief a bonus to his Pick Locks attempts. The improvement to the thief's percentage chance of successfully picking locks is left to the Labyrinth Lord's discretion.

Mirror of Narcissus (cursed)

Upon looking into this mirror, any character with a Charisma of 13 or more must save vs. spell-like devices or be unable to pull himself away from his reflection. If the character is dragged away, he makes every effort to free himself and return to the mirror, even if it means fighting members of his own party. If the mirror is destroyed within sight of the one under its power, he is driven permanently insane; if it is secretly destroyed, he spends the rest of his life trying to find it again, as if under a permanent *geas*.

The cursed character may be freed from the mirror's power by (a) looking into it after being seriously disfigured (so as to cause the permanent loss of 2 points of Charisma), or (b) having *remove curse* cast upon him by a spellcaster of sufficiently high level, as determined by the cursed character's Charisma score:

Cursed PCs Cha	Min Caster Level
13-15	5
16-17	6
18	7

Potion of Wakefulness

This potion allows the drinker to stay awake throughout the night without experiencing the ill effects of sleep deprivation. The drinker, though awake, can even recover lost hit points so long as he remains relatively inactive (no combat or adventuring) for a period of 8 hours. However, the drinker **MUST** sleep within 24 hours of drinking the potion or risk permanently losing 1 point of Constitution (base 50% chance, +/- 5% per Con modifier point).

Finally, this potion grants the drinker a saving throw vs. spells if he falls within range of a *sleep* spell. The duration of this last effect is 2d12 turns, +/- 1 turn for each Con modifier.

Spyglass of Infravision (Ultravision)

This magical spyglass allows the user to see up to the range that a normal spyglass allows, but in the infrared (or ultraviolet) spectrum.

X-foot Pole

While in appearance an ordinary 10-foot pole, it magically extends and contracts to any length between 1 and 20 feet. To activate the pole, the proper command word must be spoken, which can be ascertained by means of an *identify* spell.

ANIMAL RETAINERS

by Peter C. Spahn

"Don't bother naming your horse, because it's probably going to die."

—old gamer proverb

History and legend are filled with stories of animals that possess seemingly supernatural intelligence, loyalty, and grit. Odysseus's dog Argos was known for his faithfulness and ability to track. Sigurd's horse Grani was fearless and would allow no other man to ride him. The famous hawk of Genghis Khan was tragically killed while trying to protect its master from a venomous snake.

At beginning levels, dogs, horses, hawks, and other domesticated animals can mean the difference between life and death for a new adventurer. A dog can be trained to follow its master willingly into dungeons and fight to the death by his side. A horse may carry an adventurer across the country and can provide a decided advantage against unmounted foes. A hawk can be trained to hunt game or generate an added attack during a pitched battle.

Unfortunately, *Labyrinth Lord*[™] (and most other OSR games) are not very friendly when it comes to using animals in long term play. A war dog's paltry 2+2 HD makes it more of a liability after about 5th level. A robust hawk possesses as many hit points as a 1st level magic-user, so one lucky hit by a flung dagger is enough to knock it out of the sky for good. And the iconic image of a mounted knight charging a red dragon usually ends up with a singed knight and a charred dead horse.

This article attempts to provide a system for animal retainers that emulates the heroic beasts of myth and legend. Although horses, dogs, and hawks are the main focus of the article, the

Labyrinth Lord is free to substitute other mundane animals (wolves, panthers, rats, snakes, etc.), at his discretion.

Definition

An animal retainer is a loyal animal companion that accompanies a character on adventures.

Number of Retainers

A character may possess a number of animal retainers based on his Charisma. Animal retainers are counted along with standard retainers. For example, a character with Cha 13 may have any combination of up to four retainers and animal retainers (two retainers and two animal retainers or one retainer and three animal retainers, etc.).

Animal retainers are not hired. They are initially purchased and eventually serve the party because of a bond that grows between the animal and its master. If the character does anything to sever that bond (acts cruelly, refuses to feed it, etc.) the animal must make a saving throw vs. death. If the save fails, the animal leaves the character forever. A roll of a natural 1 on the save means the animal becomes the character's hated enemy and attacks the character whenever possible.

Experience Points

Animal retainers do not gain any experience points for treasure. They earn 1/2 share of all other experience points gained on the adventure until the animal attains 5th level.

After attaining 5th level, the animal receives only 1/4 share of these experience points. This symbolizes the cost of maintaining the bond it shares with its master. If experience points are withheld from the animal, at the Labyrinth Lord's discretion the bond may weaken to the point where the animal decides to leave (see saving throw vs. death, above).

Levels

An animal retainer starts at 0-level using the statistics for a normal animal of its type. Upon gaining 1,000 experience points, the animal advances to 1st level and begins using the Fighter Level Progression. An animal can rise to a maximum of 5th level.

Hit Dice

An animal retainer gains an additional Hit Die (or hit point roll) for each new level. This increase raises the animal's hit points as well as its chance "to-hit" on the Monster Attack Table.

Armor Class

An animal retainer receives a cumulative -1 bonus to its AC upon reaching 1st level, 3rd level, and 5th level. This simulates an increase in the animal's overall toughness as well as an improvement in the animal's ability to identify and react to threats.

Damage

An animal retainer receives a cumulative +1 to damage at 1st level, 3rd level, and 5th level.

Saving Throws

An animal retainer makes saving throws as a normal animal of its type or as a Fighter of the same level, whichever is better.

Tricks

Tricks are learned skills that may be taught to an animal retainer. A typical 0-level animal starts with 1d3 tricks of the player's choice. An additional trick may be learned each level. Tricks must be approved by the Labyrinth Lord and are subject to referee interpretation. Tricks are not magical or supernatural abilities and are subject to the limitations of the animal in question.

Alert: The animal issues a specific noise or action that alerts the party to the presence of danger, reducing the chance of surprise by 1. This can be a bark, a whinny, a foot stomp, a flick of the ears, or a flap of the wings.

Attack: The animal is trained to attack on command or attack in response to a threat against its master or its master's party. The animal may be forced to make a morale check when facing unnatural creatures (such as undead, dragons, demons, etc.), at the Labyrinth Lord's discretion.

Back Attack: The animal is trained to attack from behind similar to the thief's backstab ability. This attack deals double the normal damage.



Come: An animal normally responds to a special call, whistle, or other signal given by its master. An animal with this trick can recognize this call over greater distances than normal, even when not in the character's immediate vicinity.

Blend: The animal may remain motionless and use shadows and natural camouflage to hide in shadows with a 75% chance of success.

Escape: The animal has a knack for escaping bonds, fences, and bad situations. After escaping, the animal returns to its master if at all possible. If its master is also captured, the animal follows its captors at a safe distance and attempts to make contact with its master whenever possible.

Fetch: The animal has been taught to fetch on command. If a specific item is not pointed out, the animal fetches a random object.

Guard: The animal stays in place and prevents others from approaching, attacking if necessary.

Heel: The animal has been taught to follow its master even to places it would not normally go (such as into a dungeon).

Jump: The animal is capable of jumping greater heights and distances than normal and does so on command.

Loyalty: The animal remains by his master's side even unto death and need never make a morale check as long as its master is present. If a spell such as *cause fear* is cast upon the animal, it receives a +2 to its saving throw when in its master's presence.

Perform: The animal performs a variety of simple tricks, such as sitting up, rolling over, cantering, snatching an item from someone's hand, etc.

Sacrifice: The bond between animal and master is so strong that the animal throws itself into the path of a blow that would have killed its master. The animal dies in the act, regardless of how many hit points it had left.

Scent: The animal alerts to a specific scent (such as drugs, dwarves, etc.).

Stay: The animal stays in place, waiting for its master to return. It does not challenge other

creatures that come by, although it defends itself if attacked.

Rescue: The animal has been trained to rescue its master from danger. This may manifest as physical aid (a dog dragging its master from quicksand) or the animal attempting to get help (a circling hawk that tries to lead others to where its master is trapped beneath a deadfall).

Track: The animal is trained to track by scent, sound, or sight. This ability may be affected by terrain, the nature of the creature tracked, and the limitations of the animal attempting the track. For example, a hawk attempting to track by sight may lose the trail if its prey goes underground.

Work: The animal is trained to push, pull, or carry heavier loads than a normal animal of its type.

Quirks

Quirks are optional supernatural abilities that animal retainers may come to possess. After obtaining 5th level, an animal retainer has a cumulative 5% chance of gaining a quirk every time its *master* advances in levels. An animal may possess only one quirk. A quirk can produce a mechanical effect or depend on roleplaying. The Labyrinth Lord can either let the player choose the quirk or roll 2d8 on the table below.

2d8	Quirk
2	Can Hit +1
3	Can Hit +2
4	Clairvoyance
5	Detect Magic
6	Direction Sense
7	ESP
8	Fearless
9	Foe
10	Healing
11	Know Alignment
12	Magic Resistance
13	Revenant
14	Sense Deception
15	Vicious
16	Weapon Resistance

Can Hit +1: The animal can hit creatures requiring a +1 to-hit.

Can Hit +2: The animal can hit creatures requiring a +2 to-hit.

Clairvoyance: The animal's bond with its master is so strong that when its master concentrates, he can actually see through the animal's eyes. Concentration requires taking no other action besides walking or slow riding. If attacked while concentrating, the character is automatically surprised, loses initiative in the first round of combat, and does not gain any AC bonuses for high Dexterity. There is a 5% chance that the bearer of this quirk also possesses *clairaudience*.

Detect Magic: Once per day, the animal can alert its master as to whether a particular item is magical or not as per the *detect magic* spell.

Direction Sense: The animal has an uncanny sense of direction. It can never get lost under normal circumstances and always finds its way home, no matter the distance. The animal receives a +2 to saving throws against disorienting spells and spell-like effects such as a *confusion* spell.

ESP: The animal's bond with its master is so strong that it can hear and understand basic commands conveyed by thought alone. This limited ESP has a range of 100'.

Fearless: The animal is immune to the effects of normal and magical fear and fear-based attacks.

Foe: The animal has developed a hatred for a particular type of creature (undead, humanoids, demihumans, dragons, etc.) and gains an extra attack (or set of attacks) against that creature every third round. The foe may be chosen by the player, or the Labyrinth Lord may choose the foe based on previous roleplaying considerations (such as the animal being mauled by a dragon).

Healing: The animal's saliva, touch, breath, etc. contains supernatural healing properties, curing a number of hit points of damage equal to 1d8+level. This healing effect may be used 1d3 times per day.

Know Alignment: The animal has an innate sense for and dislike of creatures of a particular

alignment (chosen by the player or at random). The animal snorts, growls, stamps his feet, or otherwise alerts his master that an individual of the chosen alignment is present. In combat, the animal gains a +1 to-hit and +1 to damage against these creatures.

Magic Resistance: The animal has developed an innate magic resistance. Any spell cast upon the animal has an automatic 25% chance of failing.

Revenant: The animal can fight and continue to take action until reduced to -10 hit points, at which time the animal dies. If its master remains in immediate danger after the animal's death, the animal reanimates as a zombie and continues to attack its foes until destroyed.

Sense Deception: The animal has the innate ability to detect when someone is lying or being evasive to its master. The animal snorts, growls, stamps his feet, or otherwise alerts his master when a deceptive individual is present.

Vicious: The animal is particularly skilled at assessing vulnerabilities and weakness of its enemies and deals double damage upon every successful strike.

Weapon Resistance: The animal is supernaturally resistant to damage and can only be struck by +1 or better weapons.

Conclusion

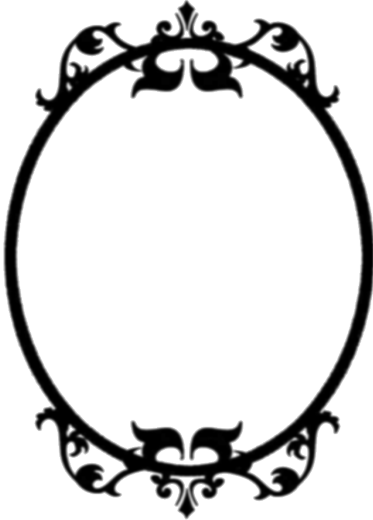
Animal retainers are boon companions that can help contribute to memorable adventures. They are particularly useful for small groups who prefer not to hire standard retainers and/or keep track of multiple NPCs. Animal retainers can also be used to provide a nice surprise to cocky players who might otherwise disregard a dog or horse or hawk based on out-of-game knowledge of the animal's stats.

Labyrinth Lord™

Player Name _____

Campaign _____

Player Character Record Sheet



Character Sketch or Symbol

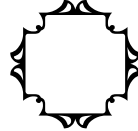
Character Name

Race/Class

Alignment



Armor Class



Hit Points



Experience Level

Current XP

Next Level XP

XP Bonus

ABILITIES

Strength

Melee Attacks / Open Doors

Dexterity

AC / Missile Attacks / Initiative

Constitution

HP / Resurrection / Shock

Intelligence

Add. Lang. / Lang. Proficiency

Wisdom

Save vs. Magical Effects

Charisma

Reaction / Retainers / Morale

SAVING THROWS

Breath Attacks —|◆

◆|— Poison/Death

Petrify/Paralyze —|◆

◆|— Magic Wands

Spells/Devices —|◆

SPECIAL ABILITIES

WEAPONS, ARMOR & MOVEMENT

Weapon Type	Damage

Armor Worn

Turn Movement

Encounter Movement

BETTER THAN STARVING

by Neko--kun U

"You gonna eat that?"

—Barlow Ironbelly

Tallow is a form of rendered beef or mutton fat, with a variety of uses, but the most common (especially in worlds that have a medieval technology level) is that of candles.

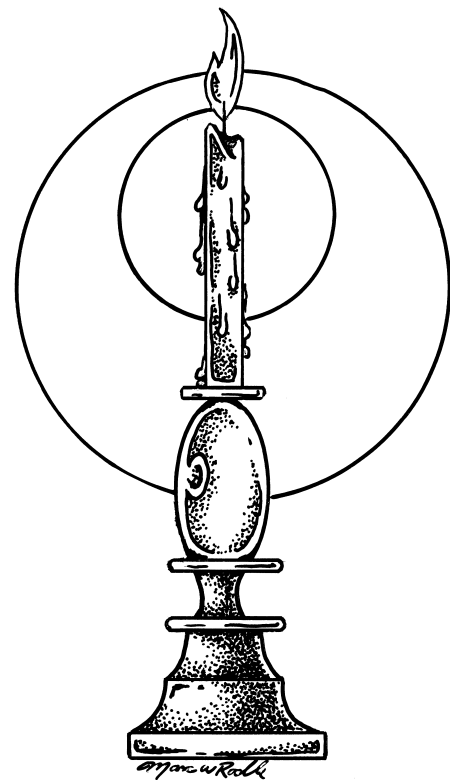
Tallow candles (listed as Candles (10) on the equipment list) can be eaten as rations, 2 per meal, 6 per day. If you eat nothing but candles for 3 days, you suffer a -2 penalty to all physical actions (see below) and move at half speed until you eat two proper meals. The same effect happens if you eat candles for 2/3 meals per day for a whole week, except in this case you need to eat real food for every meal for two days. Additionally, most retainers don't like eating candles if other food is available (penalty to morale, as decided by the LL based on the player's actions). 10 candles weigh one pound, but individually their weight is negligible.

Suggested Interpretations

The penalties for not getting proper nutrition can apply to any roll that is based on the three physical ability scores (Strength, Dexterity, Constitution) including, but not limited to: to-hit rolls, damage rolls, and rolls to Force Doors. If using the Advanced Edition Companion™, it's also suggested to apply a -10% to Thief skills, and possibly a -2 to poison saving throws. Some Labyrinth Lords may even apply it to Hit Dice rolls if the character levels up while malnourished, penalizing the character's Armor Class by removing their Dexterity Adjustment, or giving a -2 point penalty if the character has no positive adjustment to their Dexterity!

Behind the Rule

I included this house rule as an alternative to rations for cheap characters or those who rolled poorly on their starting money. It gives a "you get what you pay for" option, making it an interesting choice: Better armor and candles for food? Or eating properly?



THE SCREAMS FROM JEDDER'S HOLE

by Dyson Logos

"That unholy wailing must be stopped. I sense a great evil lurking in the dark depths of Jedder's Hole. I can lead you down along the secret paths, but if we falter, the price may be our immortal souls."

—*Brother Helmad the Bold*

The Screams from Jedder's Hole is a Labyrinth Lord adventure designed for character levels 4-5.

Adventure Background

There is a hole in the floor of the Temple of Justice. On the hottest days of summer you can feel the cool dampness almost seem to crawl out of it into the main room of the temple. The hole is quite deep, at least a hundred feet, and the space below is significantly wider than the size of the hole.

Once, in a crueller age, prisoners were lowered into the hole by the order of King Jedder. Originally a prison, under the rule of Jedder it became a death sentence—no guards were posted inside the hole and no one was ever released from it. The only way in and out was by a rope that lowered new prisoners down.

The practice of using the hole as a prison ended over a century ago, and now the hole seems to work more as a method of keeping the Temple of Justice cool as well as a reminder of the extremes to which the law has gone in the past.

Until now. The screaming has begun.

Getting Involved

The classic method to get the party involved in this adventure is to have one of the clergy of the temple approach them regarding the problems coming from the ancient prison and execution site and offering them a reward for clearing it out.

More interesting would be to have for the screaming to begin at a ceremony that the group is attending at the Temple of Justice. But don't just conveniently have it happen the first time they are at the temple. Introduce the temple and the hole a few sessions before the adventure. Have the party meet someone at the temple, have them attend other functions there. . .perhaps the local lordling always rewards his servants and adventurers with small public displays of awesomeness, always at the Temple of Justice.

When the party arrives this time, the ceremony they are here for is sidetracked as the wailing begins. Here's some sample ceremonies to get things rolling:

—A nobleman's wedding that the party was invited to (perhaps they rescued the bride in a previous adventure?).

- A celebration of the party's last great deed.
- The trial of a villain the adventurers took part in the defeat and/or capture of.
- A knighting or coronation ceremony.
- The advancement ceremony for the party's paladin or Lawful cleric.

A few minutes into the ceremony the wailing begins—obviously coming from deep within the hole, but loud enough for all to hear it clearly. Anyone in attendance under level 3 / 3 HD must make a saving throw vs. spells. Those who fail quake in fear, although those who fail the save by 10 or more are drawn to the edge of the hole, looking down in shock and horror until eventually they begin to throw themselves into the depths. It will take 2d10 minutes of looking into the hole before someone throws themselves in, so there won't be any jumps for the first two minutes of the wailing screams. But then, the first people begin to plummet to their deaths, and the numbers increase rapidly unless someone can put things to order.

Characters of 3rd level or higher must still make the saving throw, but a failed save only causes feelings of uneasiness and perhaps mild paranoia and distress, resulting in a -1 penalty on all saving throws for the next 24 hours.

There are two ways into the hole. The obvious one is the hole itself, although ropes must be secured first and this descent may be fraught with dangers as the depths are dark and unknown. Brother Helmad the Bold (Cleric Lvl 3) knows of the other way, however, an ancient sealed secret door that was used to enter the hole in the era before the rule of King Jedder. The secret door is concealed in the room that is now the office of the Archivist General (who is currently staring down into the hole, with a very freaked-out look in his eye).

Behind the Scenes

The few survivors in Jedder's Hole when it finally stopped seeing use have long since devolved into fierce morlocks that compete with the cave locusts and carnivorous beetles that share their domain. With the death of the last of the bloodline of the morlock kings (descended from an elven enchanter imprisoned here ages past), a great evil has been released into the

hole. This evil has raised many undead from the bodies in the hole, and now seeks to draw in more to feed it until it is strong enough to escape.

In Jedder's Hole

Jedder's Hole is unlit, with only a tiny bit of sunlight filtering into **area 1**. from the hole above. Beyond that is utter darkness, damp and foul. The entire complex is deep beneath the city, with the main level of the floor (in **area 1**. and most contiguous areas) being 135 feet below the main chamber of the temple of justice and over 140 feet below street level. Besides the secret door leading into the hole, all doors on the map are made of iron and are thoroughly rusted.

The initial entrance into the hole is a long spiraling staircase cut into the wall of the hole proper and leading into **area 1**. The very top of these stairs is covered in the bones of the dead, many appearing to have died trying to pry open the door from their side of the stairs.

The entire time the party is in the hole, the sound of the wailing will be clearly audible and grating. Because the bloodline of the morlocks is the same as that of the beast, the beast's screams do not affect them.

Wandering Monsters in the Hole

Roll every turn, 1 in 6 chance. Also, roll whenever loud combat occurs or the subterranean locusts begin chirping. If a wandering monster is indicated, roll 1d6 on the table below.

1. **1d3 Wights*** (AC: 5, Mv: 90 (30), HD: 3, hp: 13, 20, 15, Att: 1, Dmg: Energy Drain, Sv: F3, M: 12)

2-3. **1d4 Carnivorous Beetles** (AC:3, Mv: 150 (50), HD: 3+1, Att: 1, Dmg: 2d6, Sv: F1, M: 9)

4. **1d6 Ghouls*** (AC: 6, Mv: 90 (30), HD: 2, hp: 11, 4, 15, 3, 7, Att: 2 claws / 1 bite, Dmg: 1d3 (x3) + paralysis, Sv: F2, M: 9)

5. **1d12 Morlock Funeral Party**** (AC: 8, Mv: 120 (40), HD: 1, Att: 1, Dmg: 1d6, Sv: F1, M: 5)

6. **1d12 Cave Locusts** (AC:4, Mv: 60 (20), Fly: 180 (60), HD:2, Att: Bite, Slam or Spit, Dmg: 1d2/1d4/special, Sv: F2, M: 5)

* *Once the beast in **area 11.** is destroyed, there will be no more wandering monster encounters involving wights and ghouls. If these results are rolled, ignore them.*

** *If the morlocks in **area 7.** are slain, this encounter can only occur two more times. After that ignore this result when rolled.*

1. The Hole

The bottom of the hole is covered in the debris of ages of refuse thrown down here amidst human and demihuman bones (and probably a few members of the congregation by now, with potentially more falling down the hole as the characters progress). Unless the party prevented the suicide leaps they are greeted by the sounds of ghouls tearing apart the fresh corpses, barely audible over the sound of the continued screaming and wailing. Unless the party is particularly stealthy as they descend the stairs (no light, very quiet), the **five ghouls** (AC: 6, Mv: 90 (30), HD: 2, hp: 11, 4, 15, 3, 7, Att: 2 claws / 1 bite, Dmg: 1d3 (x3) + paralysis, Sv: F2, M: 9) become aware of them before they reach the level of **area 2.** and run up the stairs to engage them. The ghouls also seek to get past the party and hopefully get to the surface.

2. Admin Antechamber

The three entries to this area were obviously once secured by locked doors, of which only bent and twisted hinges remain. The walls have niches cut into the stone where torches were once held. Giant bug feces and a few well-gnawed-on human bones lie scattered on the floor.

3. Security Barracks

The main room contains a horde of fungus-eating **subterranean locusts** (AC:4, Mv: 60 (20), Fly: 180 (60), HD:2, hp:13, 3, 8, 4, 10, 14, 13, 13, 15, 10, 5, 12, 10, 12, 9, 9, 7, 8, 8, 11, Att: Bite, Slam, or Spit, Dmg: 1d2/1d4/special, Sv: F2, M: 5). 20 of these skittish creatures are eating fungus on the walls and floor of this room. They occasionally raid down to the pool in **area 9.**, but spend almost

all their time in the administrative complex area.

On the south wall of this room is a rusted iron door leading to a smaller room. Water trickles into this room through a crack in the wall, feeding the mushrooms that grow in both rooms.

4. Library

All that remains to indicate this was once a library are a pair of wrought-iron bookshelves too heavy to be easily looted. Over time, all the books in this room were burned for light and heat. Five prisoners who tried to prevent the desecration and destruction of the last literature they had access to were killed here and then cooked over the burning books. They haunt the room to this day as **shadows** (AC: 7, Mv: 90 (30), HD: 2+2, hp: 14, 8, 6, 13, 12, Att: 1, Dmg: 1d4 + 1 Strength Drain, Sv: F2, M: 12). All that remains of the treasures they once guarded is ash and dust. They ignore non-sentient and undead invaders in their domain, focusing exclusively on the morlocks and now the characters.

5. Superintendent's Office

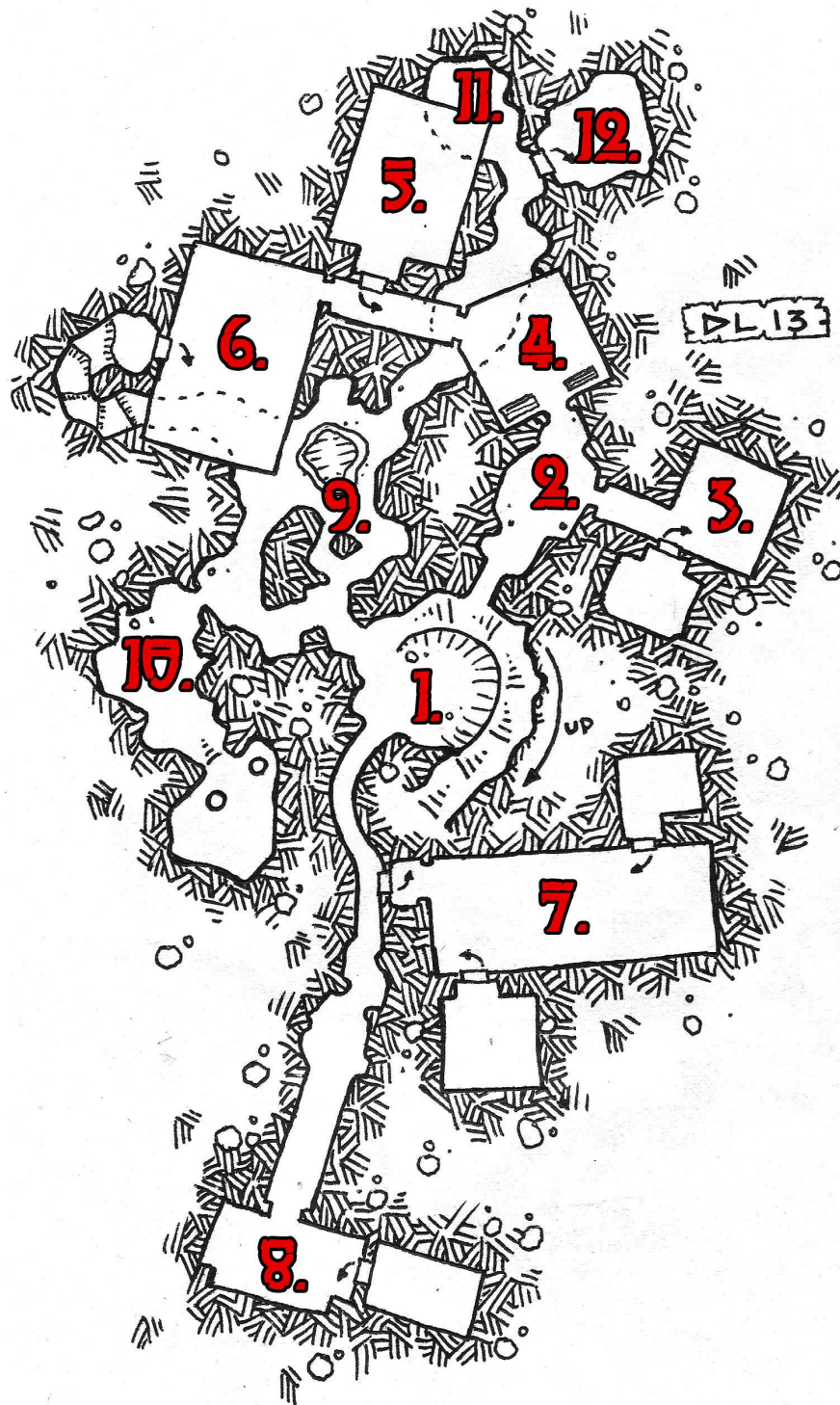
The door to this room is jammed in a partially-open position. The floor, like all others in the hole, has a plethora of old bones scattered about it, along with insect droppings and exoskeletons. A thin layer of fuzzy fungus has begun to grow over the dead insects.

6. Operations

This room has been picked clean by the locusts as they gradually move through the operations level eating fungus. The door at the back of the room is rusted shut and opening it is at -2 on the open door check (and each attempt, successful or not, requires a wandering monster check from the loud creaking of the long-seized hinges).

7. Mess Hall

The old mess hall has become the lair of the morlock tribe that has lived in these warrens silently for the last century. Between these three rooms there are a total of **34 morlocks** (AC: 8, Mv: 120 (40), HD: 1, Att: 1, Dmg: 1d6, Sv: F1, M: 5) as well as the new **morlock king** (AC:8, Mv: 120 (40), HD: 3, hp: 12, Att: 1,



Dmg: 1d6+1, Sv: F3, M: 6). The morlocks are quite timid, and do not attempt to engage the adventurers, particularly if they are using visible light sources. However, they follow the adventurers if they proceed down the corridor towards **area 8**.

8. Final Lockup

Once used for solitary confinement, the lockup has been converted into a crypt for the line of morlock kings. The only king missing here is the last king of the line, who is still in **area 12**, where he died. **Six morlock myrmidons** (AC: 7, Mv: 120 (40), HD: 2, Att: 1, Dmg: 1d6+1, Sv: F2, M: 8) stand guard in the main room and defend the brazier in the middle of the room as well as crypt in the next. The brass pedestal-mounted brazier contains the last wood and charcoal in Jedder's Hole as well as a small compartment in the base containing flint and steel for lighting it. The charcoal is only lit during funerary rites and other major occurrences for the morlocks.

9. The Pool

The pool ripples quietly in the darkness, however, the pool is completely devoid of life. The rippling is caused by a constant in and outflow to the pool from an underground spring, keeping the water fresh and cold.

10. The Cut

Crushed and torn apart across the floor of this room are the corpses of a half-dozen carnivorous beetles. Eating their way through the corpses are a pair of **morlock ghouls** (AC: 6, Mv: 90 (30), HD: 2, hp: 14, 7, Att: 2 claws / 1 bite, Dmg: 1d3 (x3) + paralysis, Sv: F2, M: 9 - special: see the note below about the amulet that is buried in one ghoul's intestines) while **two morlock wights** (AC: 5, Mv: 90 (30), HD: 3, hp: 13, 15, Att: 1, Dmg: Energy Drain, Sv: F3, M: 12) stand nearby.

At the top of the stairs is a cavern that is the home of the **morlock warlock** (AC: 8, Mv: 120 (40), HD: 4, hp: 1, Att: 1, Dmg: 1d4, Sv: M1, M: 6 - Special: sleep spell 1/day). Once a 4th level magic user, he has been drained to 1st level by the **two wights** (AC: 5, Mv: 90 (30), HD: 3, hp: 8, 18, Att: 1, Dmg: Energy Drain, Sv: F3, M: 12) in the room who are currently ignoring him as he crawls along the floor,

reduced to a single hit point. Instead they are searching through the room, looking for the warlock's amulet for their new master. The warlock hid the amulet in the corpse of one of his assistants who then reanimated as a ghoul. The warlock's *amulet of blood* is a spell adder II (allowing the owner to prepare two additional spell levels of spells each day) and the wearer may cast *protection from evil* lasting four times the normal duration once per day, but at the cost of suffering 2d6 damage as the amulet draws life force directly from the caster.

11. The Nest

When the last morlock king died last night, the demonic entity that his ancestors had bound to their flesh was finally released. It has grown out of the corpse until all that remains of the morlock king is a hideous torn-up parody of a human being through which the mighty tentacular growths of an extradimensional evil is manifesting. This **beast** (AC: 8, Mv: 30 (10), HD: 8, hp: 38, Att: 3 tentacles, Dmg: 1d10x3, Sv: F8, M: 10) has consumed the entire funeral party that was carrying the morlock king's corpse through the hole one last time before entombing him in the crypt. The beast is now seeking new sources of food and its haunting scream can be heard by all within 400 feet, drawing them to be consumed.

The beast can cast *darkness 10' radius*, *charm person*, *dispel magic*, and *detect invisibility* at will. Although it moves very slowly, its tentacles can reach targets up twenty five feet away. When slain, the beast practically explodes, showering ichor and its remnants throughout the room and exposing the skull of the morlock king, now the beast's heart. The skull has been transmuted into a sixteen-pound crystal skull that serves both as a *crystal ball with ESP* and a *pearl of wisdom*.

12. The Pit

The iron door to this room from **area 11** is sealed with an iron bar from the side of **area 11**. Within are three emaciated **morlock thieves** (AC: 8, Mv: 120 (40), HD: 2, hp: 4, 7, 6, Att: 1, Dmg: 1d6, Sv: T2, M: 5) who had been banished here by the tribe. They have already destroyed a pair of ghouls that were animated within the room when the beast first manifested.

BEETLE REVIEWS: THE BURIAL MOUND OF ESUR THE RED

by Peter C. Spahn

"Is this really a tribe of gnolls living on top of a knoll?"

—Alrik the Vine Wizard of Westport

A review of the one-page dungeon *Burial Mound of Esur the Red* by Dyson Logos. This is a two-part review that is SPOILER HEAVY so be warned. The first part contains first impressions on a read-through and the second part is an actual play review from my ongoing *Chronicles of Amherth™* campaign.

Reader Review

The *Burial Mound of Esur the Red* is a very short, one-page adventure created entirely by Dyson Logos that is available as a FREE download. The layout is clear, single-column with an excellent map of the burial mound embedded in the upper left corner of the page.

The back story to the adventure involves a renowned hero named Esur the Red who died long ago and was buried in the barbaric lands of the north. The adventurers are tasked with recovering an ancient artifact known as the Ring of Esur the Red which was said to be able to control water.

The structure of the adventure is very loose and focuses primarily on the nine-room interior of the burial mound. Unless you're doing a "start at the top stair of the dungeon" type of campaign, the Labyrinth Lord is going to have

to do some extra work to get the characters to the actual mound. This is not necessarily a bad thing, as more likely than not, even a more structured setup is going to have to be altered to suit your own campaign.

The lands around the burial mound are described as being uninhabited by civilized folk. A band of gnolls has made a defensible camp atop the mound and their actions and reactions to contact with the party are fully described. This is a nice touch that breathes some life into what could have otherwise been a static "open all doors" type of adventure.

Inside the mound, the characters run into a combination of traps, red herrings, and undead until they (hopefully) locate the Ring of Esur the Red.

Actual Play

I ran this adventure for my group, an adventuring company known as the Stars of Corus, when they were about 3rd-5th level so I had to beef up a few of the encounters to make them more challenging. I started by tripling the number of gnolls lurking about outside the mound and doubling the number of undead inside.

The characters stumbled upon the mound while exploring the wilderness and at first assumed it was a gnoll burial mound. They attempted to sneak into the mound, but were attacked by the gnoll skeleton(s) in the entry. This caused a commotion which roused the gnoll tribe and actually forced the characters to enter the mound to make a stand. They were surprised when the gnolls refused to follow them inside.

They started exploring the tomb, killing undead, and eventually found the magical Sword of Esur the Red.

Note: I changed the ring to a sword, mainly because I run a low magic campaign and it was time for the fighter to gain a magic weapon.

The party soon learned that the sight of the sword terrified the gnolls and allowed them to escape the mound without a fight. They have yet to determine why the gnolls were scared of it or what powers it possesses. To be honest, I don't know either. It was getting late, they were fairly beat up, and I added the fear effect in so we could wrap it all up before we ended the game.

Conclusion

This is a tough adventure for 2nd level characters that almost certainly requires the Turning ability of a cleric. Twelve skeletons with two-handed swords can wreak an awful lot of havoc on a 2nd level party and the level-draining ability of the wights can get really nasty really quick. Still, this is an excellent "drop in" type of adventure that should make for an excellent night's play.

Download the *Burial Mound of Esur the Red* for FREE here:

<http://rpgcharacters.files.wordpress.com/2009/07/onepagedungeon-burial-mound.pdf>



Submission Guidelines for Issue #2

Brave the Labyrinth is a quarterly fanzine published by Small Niche Games for the *Labyrinth Lord*[™] roleplaying game community. It consists of fan-created material designed to cover all types of *Labyrinth Lord*[™] and *Advanced Edition Companion*[™] gaming.

Submission Deadline

Brave the Labyrinth is now accepting submissions for its second issue. The submission period for Issue #2 ends on August 31st. Any material submitted after this date will be considered for Issue #3.

Submission Guidelines

The following are the submission guidelines for the *Brave the Labyrinth* fanzine. Please read these guidelines carefully. If you have any questions, email smallnichegames -AT- gmail -DOT- com.

What We Want

-New Classes: At least one new class or race/class complete with special abilities (if any), saving throw table, weapon/armor restriction, and detailed description of how and where they fit into the typical fantasy campaign world.

-New Races: At least one new playable character race, complete with special abilities (if any), saving throw table, weapon/armor restriction, and detailed description of how and where they fit into the typical fantasy campaign world. This submission should be compatible with the *Advanced Edition Companion*[™].

-New Weapons and Equipment: At least five new weapons or pieces of equipment not found in any of the *Labyrinth Lord*[™] core rulebooks. If exotic weapons (katanas, falchions, boomerangs) are submitted, we ask the author to stick a specific theme (Far Eastern, Middle Eastern, etc.).

-New Magic Items: At least five new magic items not found in any of the *Labyrinth Lord*[™] core rulebooks. Added background information on who and why the items were created is always a plus.

-New Spells: At least five new spells not found in any of the *Labyrinth Lord*[™] core rulebooks. Added background information on who and why the spells were created is always a plus.

-New Monsters: At least three new monsters not found in any of the *Labyrinth Lord*[™] core rulebooks. The monsters should be fully statted out and described using the same format found in the core rulebooks.

-Optional Rules: Submit a house rule or two used in your game or a game that you've played. Tell us what the rule is, what rule it replaces, and the issues you had with the original rule that forced you to make the change.

-Short Fiction: *Brave the Labyrinth* will occasionally publish fan-created short stories. These stories should be compatible with the medieval fantasy nature of *Labyrinth Lord*[™] and comply with all *Brave the Labyrinth* submission guidelines.

-Artwork and Maps: Any fantasy medieval artwork and any medieval-style maps (castles, dungeons, taverns, cave systems, etc.). Whether you're a professional artist or just like to doodle, show us what you can do.

-Cartoons: 1-3 panel cartoons showcasing something amusing about the game we love. No serials at this time.

-Locales: A shop, home, cave, ruin, or any other location that can be easily dropped into any settings. Submissions should contain a simple map, statted NPCs/monsters, and at least three adventure hooks.

-Adventures: An adventure can be a dungeon, series or wilderness encounters, a trek through a city, or anything else the author desires. We're looking for 5 - 10 page adventures that can be easily dropped into any setting.

-Anything Else: Did we miss something? If so, send us an email with your idea and if it's *Labyrinth Lord*™ related, we'll consider it!

What We Don't Want

Brave the Labyrinth is a PG-13 publication so graphic depictions of sex and/or violence will not be accepted. Content that is felt to glorify or promote hatred against a specific (real world) gender, (real world) race, or (real world) culture will not be accepted. Pretty much anything else is open for submission, though.

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Stat Blocks

The following stat blocks should be used for all monster and NPC entries. The first stat is a

template; the second stat is an example of it in use.

Monster

Monster Name: AL ; MV (); AC ; HD ; hp ; #AT ; Dmg ; SA ; SV ; ML ; XP .

Giant Spider: AL N; MV 60' (20')/web 120' (40'); AC 6; HD 3; hp 16; #AT 1; Dmg 2d6 (mandible) + special; SA poison; SV F2; ML 8; XP 80.

NPC

NPC: AL ; MV (); AC ; Class/Level ; hp ; #AT ; Dmg ; S , D , C , I , W , Ch ; SV ; SA ; ML ; XP ; magic items (if any), equipment (if any), wealth (if any).

Drumas Long: AL N; MV 120' (40'); AC 7 or 6 (unarmored or leather armor); T5; hp 16; #AT 1; Dmg 1d6+1 (short sword + Str), 1d4+1 (dagger + Str); S 13, D 17, C 13, I 15, W 13, Ch 12; SV T5; SA backstab, thief skills; ML 8; XP 800; pick locks 35%, find/remove traps 33%, pick pockets 40%, move silently 40%, climb walls 91%, hide in shadows 30%, hear noise 1-3; potion of poison, potion of healing, thieves' tools, 27 gp, 34 sp, 13 cp.

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Compensation

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Amateurs

If you've never been published before, chances are you've been gaming for years, and you can't roleplay for that long without coming up with some cool ideas. So take some time, jot some of those ideas down, and send them in.

Who knows? You might get a call from a big-time publisher. You gotta start somewhere! :-)

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How to Submit

Submit content to smallnichegames -AT- gmail -DOT- com in the body of the email (preferred) or as a rich text document. Place [BtL Submission] followed by the title of your submission in the subject line of the email.

Issue #2

Issue #2 is currently scheduled for publication in the first week of October 2013. We look forward to seeing your submissions!

Pete Spahn
Small Niche Games
smallnichegames -AT- gmail -DOT- com



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