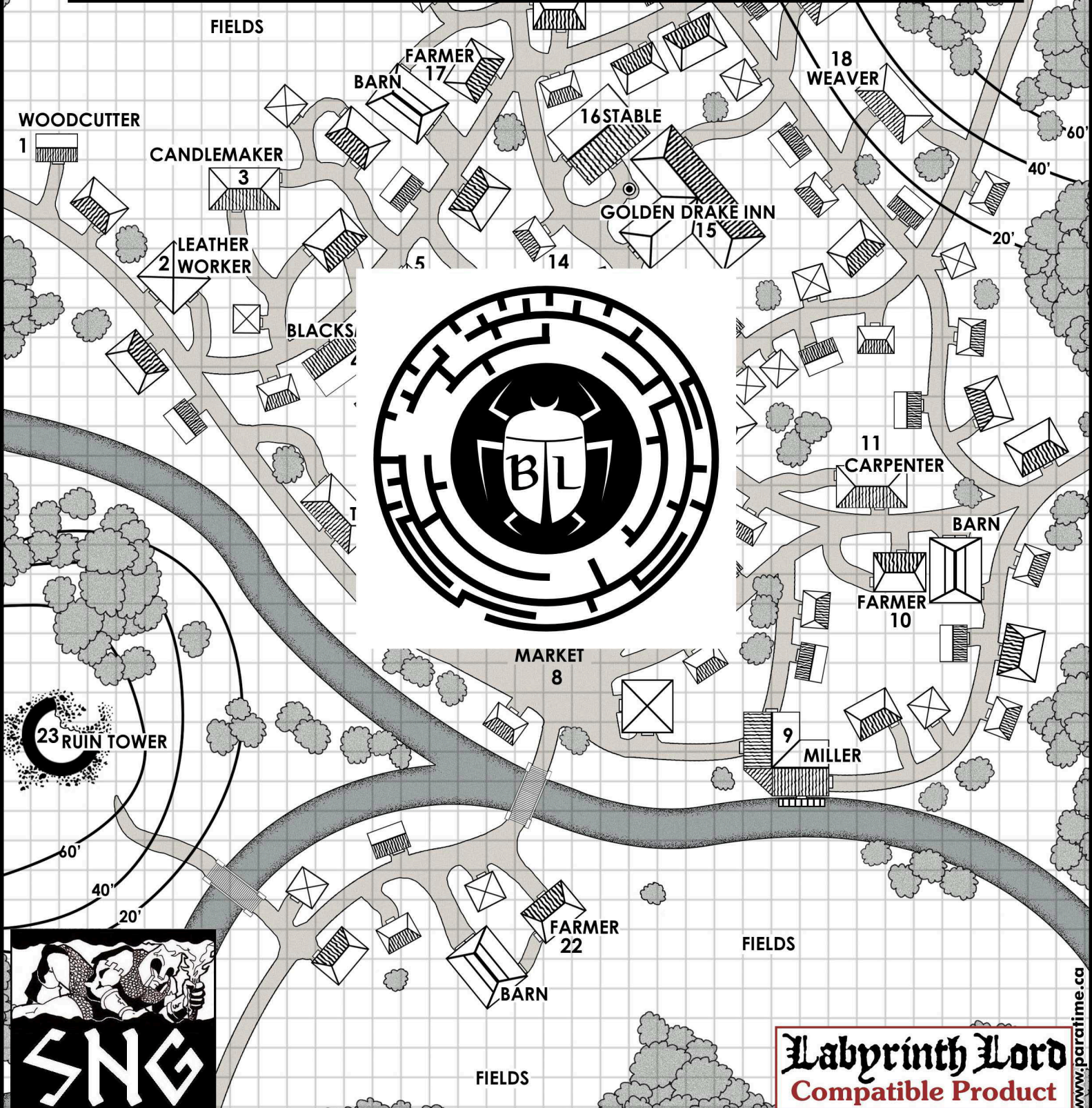


BRAVE THE LABYRINTH

ISSUE #2 • OCTOBER 2013



Labyrinth Lord
Compatible Product



BRAVE THE LABYRINTH

Issue #2 • October 2013

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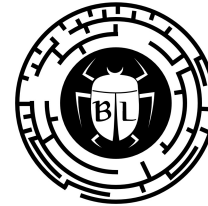


TABLE OF CONTENTS

Beetle Notes and Reader Mail	1
Greetings from the Editor	
Neem the Inscrutable	2
<i>by Gavin Norman</i>	
A mindboggling collection of illusionist spells and new magic items	
Blooroos and Their Brood	5
<i>by Paul "greyarea" Go</i>	
An eye-catching race of new monsters and their all-seeing gods	
The Village of Aldriss	8
<i>by Tim Hartin</i>	
An unstocked village map from which to venture forth and brave the labyrinth . . .	
The Voltherak	9
<i>by Peter C. Spahn</i>	
An elite company of orcs who hunt adventurers!	
Gods of the Known Lands	12
<i>by Keith Kilburn</i>	
A ready-made pantheon that can be dropped into any new campaign	
0-Level Humans	16
<i>by Peter C. Spahn</i>	
A set of new rules for creating everyday folks	
The Fortress at Hawksford	19
<i>by Dyson Logos</i>	
An unstocked fortress/town map for adventurers needing to regroup	
Six Short Articles	20
<i>by Eldrad Wolfsbane</i>	
Six short articles on gaming and being a better gamer	
New Magic Items of the Known Lands	22
<i>by Keith Kilburn</i>	
A key, swords, a few cloaks, and a throne to spice up your treasure hoards	
Carnival of the Setting Sun	24
<i>by Dyson Logos</i>	
A creepy locale with a carnivalesque theme	
Beetle Reviews	27
<i>by Joe Johnston</i>	
A review of <i>GT2 Come Hell or High Water</i>	

see pg. 29 for Submission Guidelines for *Brave the Labyrinth* - Issue #3

BEETLE NOTES AND READER MAIL



I want to thank you for taking the time to download (or purchase) the latest 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.

I am pleased to announce that *Brave the Labyrinth - Issue #1* was a huge success! As of this writing, the magazine has been downloaded/ordered almost 1,000 times.

I'd also like to give a "shout out" to those who have helped support us through payment, word of mouth, and/or publicity on their blogs and podcasts. As an added bonus, the PWYW price tag has given me just enough to print and ship books to our contributors without having to come out of my own pocket, so thanks!

Here's what some people are saying about *Brave the Labyrinth - Issue #1*:

From RPGNow:

"This magazine is 30+ pages of pure, useable content." —James S.

"I'd recommend this useful magazine resource as a source of ideas for your campaign." —Mark G.

"The magazine is something I think any Labyrinth Lord will find useful. . ." —Michael H.

"I just got this issue and it's great. I will be using the Jedder module tonight. . ." —Jason H.

From Tenkar's Tavern:

". . .an excellent 'zine for Labyrinth Lord. . ."

From the Frugal GM:

". . .this fanzine is FULL of content I am going to be using in my own game."

From Swords & Stitchery:

"The little book is slick and has some quite useful bits in it."

We still 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](mailto: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](mailto: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
[smallnichegames -AT- gmail -DOT- com](mailto:smallnichegames-AT-gmail-DOT-com)

NEEM THE INSCRUTABLE

by Gavin Norman

"Perception is reality and reality is perception. If one gazes into a looking glass and sees a reflection of oneself, who is to say that the one looking is not, in reality, the reflection?"

—*Neem the Inscrutable*

The arch-illusionist Neem the Inscrutable is a legendary figure shrouded in mystery and hearsay. As is the case with many high-level magic-users, this is no accident—Neem deliberately cultivates confusion and rumor as to his person. He is known to have several castles in inaccessible locations in the real world, and stories say that he also has abodes in other strange, semi-real dimensions.

Adventurers who have achieved the manses of Neem report his welcoming hospitality and an inquisitiveness as to happenings in the outside world. Neem himself has been known to aid those in need of his encyclopedic knowledge of magical artifacts and the history of the magic of illusion. It is also said that beneath the veneer of hospitality, a disturbing "strangeness" attends the palaces of Neem. Visitors seldom stay for long.

The true whereabouts of the wizard himself are occluded by his use of potent illusions and mirror-magic, such that even those powerful individuals who have met the arch-illusionist are unsure whether it was his real person or merely a projection or glamour. It is rumored that Neem indeed no longer dwells in the real world, having relocated his true form to an odd dimension of reflections and dreams.

Neem has created many new spells relating to the domain of mirror-magic, his personal area of specialization. A selection of spells from his library are described below.

New Spells

The following spells were created by Neem the Inscrutable.

Energy Reflection

Level: 3
Duration: 1 round per level
Range: 0

The illusionist is surrounded by a shimmering, silvery haze which acts as a powerful mirror against energy attacks. Spells such as *lightning bolt*, *color spray*, *prismatic spray*, and *magic missile*, as well as electrical attacks such as a blue dragon's breath weapon are reflected back at the source, leaving the illusionist unharmed.

Looking Glass

Level: 4
Duration: 1 round per level
Range: 10'

A finely crafted silver mirror (worth at least 1,000gp) is enchanted to act as a scrying device similar to a *crystal ball*. The activities and surroundings of any named target may be viewed in the mirror's surface for the fleeting duration of the spell.

Mirror Image, Advanced

Level: 7
Duration: Permanent
Range: 0

The most powerful enchantment of the great mirror mage, this spell creates a perfect illusory duplicate of the caster. The mirror image is like the caster in all ways, and is able to act and speak independently, essentially allowing the caster to exist in multiple locations at once. The caster is aware of everything the mirror image perceives.

The mirror image created by this spell has all the normal faculties of the caster, except that it is unable to cast spells of greater than 1st level. The reflection has only 2d4 hit points.

The power of this illusion is such that even detection magic such as *true seeing* or *detect illusion* allow the caster a saving throw to avoid.

Each time this spell is cast, the illusionist ages 5 years.

Spell Reflection

Level: 7
Duration: 1 turn per level
Range: 0

This spell causes the caster to be surrounded by a subtle field of shifting prismatic colors. While the spell's duration lasts, the illusionist is protected against oncoming magical attacks. Up to seven levels of spells will be reflected back upon the magic-user or cleric who cast them, leaving the illusionist completely unaffected. Spell effects produced by wands, staves, etc., are affected in the same manner.

The Labyrinth Lord should secretly track the number of spell levels reflected, as the protected illusionist has no specific knowledge of how much reflective capacity remains.

In the unlikely event that two dueling casters are protected by this spell, an arcane resonance is initiated, releasing cataclysmic bolts of magical energy between the two wizards, and sending both into another plane of existence of the Labyrinth Lord's choosing.

Through the Looking Glass

Level: 6
Duration: 1 round per level
Range: 10'

This spell requires the use of a large, finely-wrought silver mirror costing at least 5,000gp. In a similar manner to the 4th level spell *looking glass*, the mirror's surface is enchanted to show a vision of a named person, place, or object. This spell also allows the caster to step through the mirror into the divined scene. While the spell is in effect, the caster can perceive a faint spatial distortion at the point at which he entered the scene. This point acts as a portal, allowing the caster to return through the mirror to his original location. The portal is imperceptible to others, except those with the ability to see the invisible. Anyone who perceives the portal may step through it.

At the end of the spell's duration, the invisible portal disappears, leaving any who have stepped through the mirror stuck at the destination location.

New Magic Items

In addition to the *mirror of life-trapping* and the *mirror of opposition* (described in the **Labyrinth Lord™** core rulebook), Neem is also known to possess a number of enchanted mirrors of his own construction.

Crystal Mirror of Timelessness

The wizard Neem's prized possession, this mirror is crafted from a pane of priceless and extremely rare reflective diamond. One who touches the mirror is transported to an alternate dimension of non-Euclidean crystal. Failure of an Int check on 1d20 indicates that the anomalousness of the dimension has overwhelmed the visitor's mental faculties, resulting in a *feblemind* effect.

Those inside the crystal dimension do not age, and have no need of sustenance. It is thus possible to dwell within for endless eternities. It is possible to leave the crystal dimension by returning to the entrance point. When someone stands near the entrance point, they can indeed be seen in the mirror's surface in the real world, and it is possible to communicate with them. Magic spells may also be cast via the mirror by

one who stands near the entrance. Otherwise, scrying magic is required to perceive the outside world beyond the area immediately visible through the mirror's pane.

When someone who has dwelt in the crystal dimension leaves it, all the years which he has existed within catch up to him, resulting in a rapid and possibly fatal aging.

Mirror of Alarm

These simple, unremarkable mirrors hold a subtle power which is activated when someone is reflected in their surface. Whenever a reflection appears in the mirror, the mirror's owner gains a fleeting mental image of the person.

Mirror of Eternal Youth

This beautifully wrought ladies' hand mirror instills a powerful glamour on the one who possesses it. Gazing into the mirror, one sees an idealized vision of oneself at the peak of beauty and youth—around 20 years of age for a human. Someone who gazes into the mirror for prolonged periods is enchanted by an illusion that causes them to also appear this way to others.

In order to maintain the effect, the owner must spend time each day gazing at his or her own reflection in the mirror. The amount of time required depends on the difference between the owner's real age and the apparent age created by the illusion—one hour per day, per five years of difference.

For example, a 50 year old evil stepmother must spend 6 hours gazing into the mirror to maintain the appearance of a 20 year old maiden.

Other versions of this mirror, which vary in size and shape, are also rumored to exist.

Neem's Mirrors of Transition

The arch-illusionist has in his possession a set of elaborate, full-length mirrors which he has enchanted with powerful dweomers. To casual observation these artifacts appear to be mundane (but very expensive) mirrors, set in a wrought gold and diamond-studded frame. However, upon speaking a secret command word, the surface of these mirrors hazes over



momentarily. In this moment it is possible to step inside the mirror.

Beyond the mirrors of Neem is a baffling, maze-like dimension of mirrors in which intruders can become lost for extended periods of time. Scattered throughout the maze are doorways which lead back out into the real world, exiting through other *mirrors of transition*.

Neem himself knows the arcane routes through the mirror-maze well, and can move from one mirror to another in the space of several minutes. Those unfamiliar with the maze may choose to exit through the portal which they originally entered through, or may attempt to navigate the maze. Doing so has a 25% chance per turn of finding a random exit.

BLOOROES AND THEIR BROOD

by Paul "greyarea" Go

"The eyes are windows to the soul. They have no eyes! They have no souls! Save us!"

—*the blind beggar Maldonado*

A collection of new monsters suitable for any horror-themed campaign.

Blooroes (Higher Order Demon)

No. Enc.: 1
Alignment: Chaotic (evil)
Movement: 120' (60')
Armor Class: -2
Hit Dice: 10
Attacks: 1 (tentacle)
Damage: 2d10
Save: F10
Morale: 9
Hoard Class: XXII
XP: 3,100

Blooroes are worshiped by eye harvesters and minor harvesters (see below). A blooroes looks like a floating, roughly 6' diameter, mound of eyes of various colors, shapes, and sizes. They have a single tentacle that they employ like a whip. They are susceptible to attacks by normal weapons.

Blooroes have the following spell-like abilities: *charm person*, *hold monster*, *sleep*, *darkness 10' radius*, *dispel magic*, and *telekinesis* (400lbs). A blooroes cannot be surprised and can see all forms of invisible things and objects hidden in shadows at a range of 120'. An eye harvester also has infravision and ultravision to a range of 120'. It is immune

to blindness either by casting *light* or *continual light* or by the *blindness* spell, and suffers no penalty for fighting in the dark. In addition, a blooroes can *gate* (35% probability of success) another blooroes.

Eye Harvester

No. Enc.: 1d2
Alignment: Chaotic (evil)
Movement: 120' (60')
Armor Class: 0
Hit Dice: 7
Attacks: 2 (claw/claw)
Damage: 1d8
Save: F7
Morale: 11
Hoard Class: XVII
XP: 790

An eye harvester is a creature that enslaves humans and demihumans to do its bidding. This is done by plucking their eyes and using their optic nerves as pathways to control their thoughts.

An eye harvester stands roughly 6' tall and is often cloaked and hooded, with very pale skin. Its long face has almost no nose, a large mouth with sharp teeth, and no eyes. An eye harvester has long claws, with multiple eyes skewered on them, that it uses to rake its enemies. An eye harvester cannot be surprised and can see all

forms of invisible things and objects hidden in shadows at a range of 120'. An eye harvester also has infravision and ultravision to a range of 120'.

An eye harvester is immune to blindness, either by casting *light* or *continual light* spells or by the *blindness* spell, and suffers no penalty for fighting in the dark. It can cast *cause blindness* three times per day as part of its claw attack—if the victim makes his save, the damage from the claw attack still holds. An eye harvester can also *charm person* one time per day. Eye harvesters are mortal enemies of eyes of terror and tentacled eyes, and attack them on sight.

An eye harvester is always accompanied by three greater blinded that have Morale 12 while in its presence. Killing an eye harvester releases all of its victims from its thrall. Slaves released are still blind (unless cured with a *cure blindness* spell) and do not remember their time of enthrallment.

Minor Harvester

No. Enc.: 1d2
Alignment: Chaotic (evil)
Movement: 120' (60')
Armor Class: 2
Hit Dice: 5
Attacks: 1 (claw)
Damage: 1d8
Save: F5
Morale: 11
Hoard Class: VII
XP: 350

A minor harvester is a creature that uses men and demihumans as its thralls. It is vaguely humanlike, often cloaked and hooded, with very pale skin. Its long face has almost no nose, a large mouth with sharp teeth, and no eyes. A minor harvester has long claws, often with an eyeball or two skewered upon them, that it uses to rake its enemies.

A minor harvester can cast *cause blindness* three times per day as part of its claw attack—if the victim makes his save, the damage from the claw attack still holds. A minor harvester is immune to blindness either



by casting *light* or *continual light* spells or by the *blindness* spell. A minor harvester usually has three blinded with it as protectors. It cannot be surprised. Minor harvesters are mortal enemies of eyes of terror and tentacled eyes, and attack them on sight.

Lesser Blinded

No. Enc.: 1d3
Alignment: Chaotic (evil)
Movement: 60' (20')
Armor Class: 8
Hit Dice: 1
Attacks: 1 (by weapon)
Damage: varies
Save: T1
Morale: 8
Hoard Class: I
XP: 13

Lesser blinded are men or demihumans who are under the influence of an eye harvester or minor harvester. They wear blindfolds (with blood, wet or dry, streaking down their cheeks) and often pose as beggars. Lesser blinded usually travel in packs of three. They serve as the vessels of *clairaudience* for their master. Lesser blinded prefer the dark and fight with no penalty for their blindness. They have the ability to *backstab* as a thief, have a 13% chance to hide in shadows, and a 23% chance to move silently. Lesser blinded have sword-canes they use for attack (dmg 1d6). Casting *cure blindness* on a lesser blinded automatically kills it. Removing their blindfolds reveals that their eyes have been removed.

Blinded

No. Enc.: 1d3
Alignment: Chaotic (evil)
Movement: 90' (30')
Armor Class: 6
Hit Dice: 2+1
Attacks: 1 (by weapon)
Damage: varies
Save: T2
Morale: 8
Hoard Class: III
XP: 47

Blinded are men or demihumans also under the influence of an eye harvester or minor harvester. They also wear blindfolds, posing as

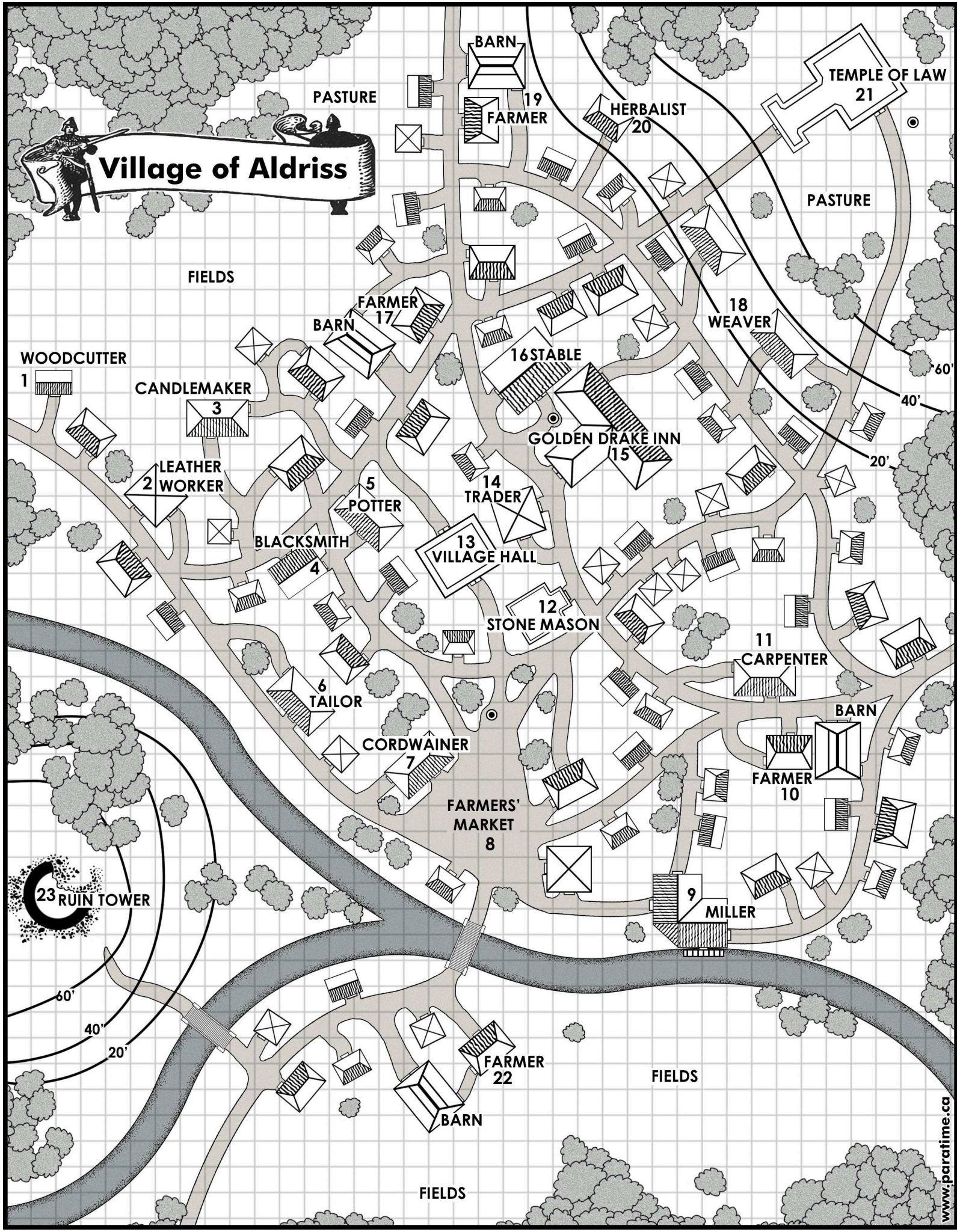
beggars and infiltrating human or demihuman society. Traveling most often in packs of three, they serve as the vessels of *clairaudience* for their master as well as his assassins. Blinded can attempt to assassinate as per the assassination skill (see the *Advanced Edition Companion*™ rulebook). They prefer the dark and fight with no penalty for their blindness. Blinded can cast *darkness 10' radius* once per day. They have a 17% chance to hide in shadows and a 27% chance to move silently. Blinded also use sword-canes for attack, but are stronger than lesser blinded and receive +1 damage to melee attacks. Casting *cure blindness* on a blinded causes it 1d6 points of damage. Removing their blindfolds reveals that their eyes have been removed.

Greater Blinded

No. Enc.: 1d3
Alignment: Chaotic (evil)
Movement: 120' (60')
Armor Class: 4
Hit Dice: 3+1
Attacks: 1 (by weapon)
Damage: varies
Save: T3
Morale: 11
Hoard Class: VI
XP: 100

Greater blinded are men or demihumans under the influence of an eye harvester. They also wear blindfolds, posing as beggars and infiltrating human or demihuman society. Traveling most often in packs of three, they serve as the vessels of *clairaudience* for their master as well as his assassins. Greater blinded can attempt to assassinate as per the assassination skill (see the *Advanced Edition Companion*™ rulebook). They prefer the dark and fight with no penalty for their blindness. Greater blinded can cast *darkness 10' radius* twice per day and *light* twice per day to attempt to blind their enemies. They have a 20% chance to hide in shadows and a 30% chance to move silently. Greater blinded use sword-canes and throwing knives for attack, but are stronger than blinded and receive +2 damage to melee attacks. Casting *cure blindness* on a greater blinded causes it 2d6 points of damage. Removing their blindfolds reveals that their eyes have been removed.

Village of Aldriss



THE VOLTHERAK

by Peter C. Spahn

"We are the knife in the Darkness. We are the voices of the Fallen. We are the footsteps of Doom. We are Vengeance!"

—*Voltherak Chant*

The following article details an orcish warrior society known as the Voltherak that can be used as adversaries for a low-level adventuring company. Although written for the *Chronicles of Amherth*[™] campaign setting, the Voltherak can be easily dropped into any medieval fantasy campaign.

Voltherak (Vengeance Killers)

The Voltherak are an elite company of orcs that was formed to combat marauding bands of adventurers. The Voltherak are disciplined mercenaries who specialize in espionage, guerilla warfare, and organizing punitive strikes. They are most often hired by chieftains and shamans whose lairs have suffered a devastating attack by player characters.

The Voltherak are loosely organized into many different bands that only come together to train in a hidden underground stronghold called Xumavolth (Vengeance Home). Voltherak bands frequently venture forth from this stronghold to hunt down and slay adventurers. These bands are welcomed by various orc tribes and can expect to be treated as honored guests.

The Voltherak standard is a stylized V superimposed over a black buzzard with wings outstretched. When a Voltherak war party successfully hunts down a party of adventurers, they decapitate their victims, carve a V into

their foreheads, and then place the heads on spikes. Each individual band also has its own standards and symbols, and these are left with the heads as a warning to other adventurers.

Shalok Voltherak (Blackleg Voltherak)

The Blacklegs are a feared Voltherak company that boasts the deaths of nine different adventuring parties. The Blacklegs wear onyx jewelry and black shin greaves and paint the Voltherak standard on their shields.

Gurgan Mankiller

Gurgan Mankiller is the Blackleg leader. He is a crafty orc warrior who was born to a small tribe known as the Hanged Dogs. A decade ago, the Hanged Dogs were slaughtered by a party of human and elven adventurers—only the younglings and a few female orcs were spared in what the adventurers felt was an act of kindness. Gurgan and the remnants of his tribe were soon enslaved by a rival tribe, but he eventually managed to escape and in time, his skill as a warrior earned the notice of the Voltherak. Gurgan hates humans and elves and receives a -2 penalty to all reaction rolls when negotiating with them.

Gurgan Mankiller: AL C; MV 120' (40'); AC 4 (chain mail + shield); HD 3+3; hp 22; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (curved longsword + Str), 1d4+1 (dagger + Str); SA +1

Str dmg, -1 to-hit in sunlight; SV F3; ML 10; XP 170; *potion of healing*, silver and onyx crown (100 gp), onyx inlaid arm and shin greaves (25 gp each), silver necklace with onyx pendant (45 gp), three emeralds (50 gp each), 5 gp, 11 sp, 23 cp.

Big Mugritt

Big Mugritt is a large, fearsome orc warrior with an extremely quick temper. Big Mugritt was captured as a youngling and sold as a slave to the Broken Finger orc tribe. He made a name for himself in the Broken Finger fighting pits and was eventually purchased and freed by Gurgan Mankiller. Mugritt is fiercely loyal to Gurgan and never checks morale as long as Gurgan is alive and fighting.

Big Mugritt: AL C; MV 120' (40'); AC 5 (chain mail); HD 2+2; hp 18; #AT 1; Dmg 1d6+3 (spear + Str), 1d10+3 (curved two-handed sword + Str), 1d4+3 (dagger + Str); SA +3 Str dmg, -1 to-hit in sunlight; SV F2; ML 11; XP 59; onyx-inlaid two-handed sword and dagger (150 gp), five onyx hoop earrings (10 gp each), silver capped teeth (5 gp), 7 gp, 24 sp, 17 cp.

Red Kuss

The grizzled Red Kuss is Gurgan Mankiller's second in command. He is a skilled orc warrior and a veteran of many battles. Red Kuss has been a Voltherak for many years and is content with his role as Shalok lieutenant. His face was shredded in a fight with a giant wolf and his jowls hang in ragged flaps that slur his speech.

Red Kuss: AL C; MV 120' (40'); AC 4 (chain mail + shield); HD 3; hp 15; #AT 1; Dmg 1d6 (spear), 1d8 (curved longsword), 1d4 (dagger); SA -1 to-hit in sunlight; SV F3; ML 9; XP 50; jeweled dagger pommel (175 gp), two onyx dice (20 gp set), ten diamonds (750 gp each), 10 gp, 23 sp, 30 cp.

Demark (Death Arrow)

Death Arrow is an orc archer whose former tribe, the Rotting Oak, dwells in the Lonely Wood. Death Arrow honed his skills against the elves of the Lonely Wood for years before joining the Voltherak. Like Gurgan, Death Arrow hates elves and other faerie races (sprites, pixies, dryads, etc.). He has developed a taste

for elven flesh and keeps several strips of elf jerky among his rations. Death Arrow's quiver is made from elf skin, and elf scalps adorn his arms and armor. In combat, he always targets elves first.

Demark (Death Arrow): AL C; MV 120' (40'); AC 4 (chain mail + shield); HD 2; hp 10; #AT 1; Dmg 1d8+1 (*longbow*+1), 1d8 (curved longsword), 1d4 (dagger); SA +2 to-hit with longbow, -1 to-hit in sunlight; SV F2; ML 9; XP 47; *potion of haste*, nine elf fingers dipped in gold (5 gp each), 4 gp, 55 sp.

Worga the Blooddrinker

Worga is a squat female orc *bruuda* (witch-doctor) who has only recently been accepted to the Voltherak. Worga worships an orcish god of revenge known as Korbaal (Jesil) who requires his *bruuda* to perform ritual scarification upon themselves and drink the blood of their enemies. Worga is a hideous creature who is covered in self-inflicted scars and always smells of dried blood. Worga spends several hours meditating each day and frequently talks to herself. Her presence makes the others uneasy, but Gurgan understands the need for a healer and spellcaster in the group.

Worga the Blooddrinker: AL C; MV 120' (40'); AC 9; HD 1; hp 5; #AT 1; Dmg 1d6 (quarterstaff), 1d4 (dagger); SA spellcasting, -1 to-hit in sunlight; SV F1; ML 9; XP 16; *onyx skull of fear* (treat as *wand of fear* with 17 charges), silver and onyx ritual dagger (75 gp), jars of blood, pouches with spell ingredients (snake fangs, bat wings, etc.).

Magic-User Spells: 1st: *magic missile*

Cleric Spells Memorized: 1st: *cure light wounds*

Xumath (Nightshadow)

Nightshadow is a lithe, wiry female orc who specializes in poisoning and murder by stealth. Nightshadow pays homage to the orc god Korbaal and seldom speaks to anyone except Gurgan and Worga. Nightshadow is particularly cruel and occasionally coats her weapons with poison. She loves to torture helpless captives and torment the goblin slave Hebrak.

Xumath (Nightshadow): AL C; MV 120' (40'); AC 6; HD 2; hp 10; #AT 1; Dmg 1d6

(short bow), 1d8 (curved longsword), 1d4 (dagger); SA thief skills, -1 to-hit in sunlight; SV F2; ML 9; XP 56; pick locks 23%, find/remove traps 17%, pick pockets 27%, move silently 27%, climb walls 88%, hide in shadows 17%, hear noise 1-2, backstab x2; *potion of haste*, *potion of poison* x2, silver necklace with onyx skull pendant (55 gp), thieves' tools, human skin mask, 30 gp, 22 sp.

Hebbrak

Hebbrak is a goblin slave who was gifted to the Voltherak several years ago. Hebbrak performs menial tasks and chores (cooking, cleaning, breaking camp, etc.) and is occasionally rewarded with extra scraps of food and captives to torture. Hebbrak is terrified of the Blacklegs and would never willingly betray them. Hebbrak is a noncombatant who prefers to flee or surrender if possible. Hebbrak is not allowed to keep wealth. He has one secret treasure, a small golden *ring of djinni calling*, that he has no idea is magical. Hebbrak routinely swallows this ring to keep it hidden, and then recovers it from his stool. His one joy in life involves gazing at it in the long hours of the day while most everyone else in the company is asleep.

Hebbrak: AL C; MV 60' (20'); AC 6; HD 1-1; hp 3; #AT 1; Dmg 1d4 (dagger); SA infravision 90', -1 to-hit in sunlight; SV 0-level human; ML 6; XP 5; *ring of djinni calling*.

Wild Boars

The Blacklegs sometimes keep 2d4 wild boars to assist them in battle. The goblin slave Hebbrak is assigned to care for the boars and they grow to hate him for his cruelty.

Wild Boar (2d4): AL N, MV 150' (50'); AC 7; HD 3; HP 15; #AT 1; Dmg 2d4 (tusk); SV F2; ML 9; XP 50.

Encountering the Blackleg Voltherak

The Blackleg Voltherak can provide a serious challenge to any low-level party. The following hooks may be used to introduce the characters to the Blacklegs.

- a chance encounter in the wilderness

- the characters hear rumors of a band of orcs that hunts adventurers
- the characters stumble across the decapitated, pole-mounted heads of a band of fellow adventurers
- the Blacklegs are visiting an orc tribe when the PCs assault the lair
- an angry orc chieftain hires the Blacklegs to take revenge on the characters

Blackleg Combat Tactics

Like all Voltherak bands, the Blacklegs are disciplined fighters who prefer to assess a party's strengths and weaknesses before engaging in combat. When hunting a particular party, the Blacklegs rely on Death Arrow to track the PCs through the wilderness. If the characters enter a village or small town, the Blacklegs set up camp nearby and either wait for the party to leave or attempt to pick them off one at a time. If the characters enter a large town or city, Nightshadow may be sent to infiltrate the city and keep track of the party's whereabouts.

The Blacklegs prefer to attack with missile weapons and from ambush whenever possible. If forced into open conflict, Gurgan, Big Mugritt, and Red Kuss attack the characters head on, hurling spears as they charge. Death Arrow and Nightshadow hang back, attacking with their bows and providing cover for Worga. Worga casts *magic missile* if the combat lasts more than one round. If the combat lasts more than three rounds, Worga uses her *onyx skull of fear*. Worga casts *cure light wounds* on herself or her companions, as needed.

If both Gurgan and Red Kuss are slain, captured, or otherwise incapacitated, the other Blacklegs must make an immediate morale check or attempt to flee and regroup later. Big Mugritt fights to the death, however, Gurgan and the other Blacklegs may surrender in the face of overwhelming odds. Captured Blacklegs pretend to be helpful, feeding the characters misinformation in exchange for their lives while looking for a chance to escape. The Blacklegs then attempt to hunt down the characters at a later date rather than return to Xumavolth in disgrace.

GODS OF THE KNOWN LANDS

by Keith Kilburn

"And the god Bayne turned his back upon the Light and was forever cast into Darkness. And within that Darkness, he began his reign. . ."

—from the scrolls of Stefanos the Holy Sage

The following article details the Gods of the Known Lands. These gods may be adapted to fit any campaign. Realize that all of these gods have various names throughout the lands, and that while they might be called one thing somewhere, someone else is calling them something else in another place. Listed in order of their specialty and alignments, here are the Gods of the Known Lands.

Note: The magical artifacts mentioned in this article will be detailed in a future issue of *Brave the Labyrinth*.

The Gods of Law

The following gods serve the powers of Law.

Beshaba: Goddess of Fate and Trickery

Beshaba is a Lawful goddess worshipped along the coastal areas. Beshaba is depicted as the sister of Zergalt and is often said to be one of the Aunts of the Gods of the Known Lands. Beshaba appears as a beautiful white-haired woman, scantily dressed and beckoning to her worshipers.

Noted Artifacts of Beshaba

The Masque of Beshaba.

Drakica: Goddess of Poetic Justice

Drakica is a Lawful goddess worshipped in the inland regions of the Known Lands. Drakica is depicted as the wife of Zergalt and is often said to be one of the Aunts of the Gods of the Known Lands. Drakica appears as a beautiful woman whose eyes are covered by the visor of her helm, clad in field plate, and carrying a spear.

Noted Artifacts of Drakica

Helm of Leadership and the spear *Mailpiercer*.

Kela-Morg: God of Safe Travel and Repose

Kela-Morg is a Lawful god worshipped along the traveled pathways of the Known Lands. Kela-Morg is depicted as the husband of Selena and the two are often said to offer their blessing on any travel throughout the Lands. Kela-Morg appears as an average man atop a horse, often raising a mug of ale in salute.

Noted Artifacts of Kela-Morg

Kela-Morg's Boots of Travel, the Horses of Ronoako.

Kharvis: God of Battle, War, and Retribution

Kharvis is a Lawful god worshipped along the coastal areas and in the midlands. Kharvis is depicted as the husband of the goddess Nimi Zeis and is said to be an Uncle of the Gods of the Known Lands. Kharvis appears as a powerfully-built man clad in armor, sitting astride a great horse, and carrying a great sword.

Noted Artifacts of Kharvis

The great *Sword of Ocraniasis* (pr. Orc-rannaw-sis) the blade that supposedly flung the blood of the Old Gods into the skies, creating the stars above.

Nimi Zeis: Goddess of Death, Magic, Vanity, and Law

Nimi Zeis is a Lawful goddess worshipped by the older mages of the Known Lands. Nimi Zeis is depicted as the daughter of Thalagar and Tyama, and the wife of Kharvis. Nimi Zeis is often said to be one of the Aunts of the Gods of the Known Lands. *Thalagar's Gold Ring* and the *Staff of Order* were wedding gifts to Nimi Zeis from her father Thalagar; she in turn gave them to her most worthy worshiper Berek Halfhand who used them to fight her brother Bayne. Nimi Zeis appears as a beautiful raven-haired woman.

Noted Artifacts of Nimi Zeis

Thalagar's Gold Ring of Judgment and the *Staff of Order*.

Thalagar: God of Law, Protection, and Strength

Thalagar is a Lawful god worshipped along the coastal areas. Thalagar is depicted as the husband of Tyama, and the two of them are often said to be the Mother and Father of the other Gods of the Known Lands. Thalagar appears as a powerfully-built man clad in armor and carrying a giant war hammer.

Noted Artifacts of Thalagar

Thalagar's Ring of Protection and *Thalagar's Hammer of Judgment*.

Tyama: Goddess of Healing, Justice, and Knowledge

Tyama is a Lawful goddess worshipped through out the Known Lands by churches and knights alike ('The Order of Thornton' is one sect of her noted worshipers). Tyama is often depicted as a tall warrior woman with dark hair, wielding a longsword. Other times she appears as a blindfolded woman offering her staff.

Noted Artifacts of Tyama

The *Staff of Tyama*, the longsword *Justicar*, and the Horses of Ronoako.

Zergalt: God of Suffering

Zergalt is a Lawful god worshipped in the midland regions of the Known Lands. Zergalt is depicted as the husband of Drakica and is often said to be one of the Uncles of the Gods of the Known Lands. Zergalt is depicted as a powerfully built man wearing an executioner's hood and carrying a giant battle axe.

Noted Artifacts of Zergalt

Zergalt's axe *Illeaser*.

The Gods of Neutrality

The following gods serve the powers of Neutrality.

Fortunata: Goddess of Chance and Luck

Fortunata is a Neutral goddess worshipped anywhere that gambling takes place. Fortunata is depicted as the wife of Gulkon and mother of Suneea. She appears as a bawdy woman clad in gypsy clothes and offering a set of dice.

Noted Artifacts of Fortunata

Fortunata's Dice.

Lodhin: God of Nobility, Renewal, and the Sun

Lodhin is a Neutral god worshipped by royalty and is one of the major Gods of the Known Lands. Lodhin is depicted as the husband of the goddess Lliira and is the son of

Tyama and Thalagar. Lodhin appears as a powerfully-built, handsome man clad in armor and carrying a great spear. In some tellings of his tales, he loses an eye to gain greater wisdom.

Noted Artifacts of Lodhin

The *Spear of Lodhin*.

Gulkon: God of the Forge and Metal

Gulkon is a Neutral god worshipped anywhere there is a forge. Gulkon is depicted as the brother of Lodhin, the husband of Fortunata, and the father of Suneea. Gulkon appears as a powerfully-built man working at a forge.

Noted Artifacts of Gulkon

Gulkon's Forge.

Masque: God of Thievery and Trickery

Masque is a Neutral god worshipped by the thieves and pranksters of the Known Lands. Masque is depicted as the wayward son of Shalarta and Tempest. He appears as a fleet-footed rogue with a smile and gentle, but firm, nature.

Noted Artifacts of Masque

Masque of Many Faces.

Mendalik: God of Druids, Nature, and Forests

Mendalik is a Neutral god worshipped throughout the forests of the Known Lands. Mendalik is depicted as the brother of Mikilya and Protasious, and the son of Lodhin and Lliira. Mendalik appears as a bald man clad in robes, carrying a quarterstaff, and tending to the *Tree of Life*.

Noted Artifacts of Mendalik

The *Tree of Life* and the *Silver Scythe of Mendalik*.

Mikilya: Goddess of Weather, Archers, and Animals

Mikilya is a Neutral goddess worshipped along the coastal areas and the forests of the Known Lands. Mikilya is depicted as the daughter of Lodhin and Lliira. Mikilya appears as

a beautiful red-haired woman carrying a hammer and a bow.

Noted Artifacts of Mikilya.

Mikilya's hammer *Stormcrest*, Mikilya's bow *Trigonious*.

Protasious: (pr. PRO-ta-SUSS) God of Water and All Things In It

Protasious is a Neutral god worshipped along the coastal areas, by anyone piloting a boat, and by the Sea Elves. Protasious is depicted as the brother of Mikilya and the son of Lodhin and Lliira. Protasious appears as a powerfully-built man carrying a trident.

Noted Artifacts of Protasious

Protasious's trident *Poseidious*

The Gods of Chaos

The following gods serve the powers of Chaos.

Bayne: God of Evil, Hatred, and Tyranny

Bayne is a Chaotic god worshipped throughout the Known Lands. Bayne is depicted as the lover of Talon and is also said to be the wayward son of Thalagar and Tyama, although there is no direct proof of any such thing. Bayne mostly appears as a patch of darkness with glowing red eyes, but has also been depicted as a humanoid male clad in plate armor and carrying a massive maul.

Noted Artifacts of Bayne

Bayne's maul *Foulstrike*.

Lamren: Goddess of Animals and Retribution

Lamren is a Chaotic goddess worshipped by those seeking revenge and by the animals of the world. Lamren is depicted as being courted by Mendalik. Lamren appears as a great cat woman with tiger-like features. It is said that Lamren is the mother of all felines of the Known Lands.

Noted Artifacts of Lamren

The *Clawed Glove of Lamren*.



Lymirra: Goddess of the Dance, Festivals, and Entertainers

Lymirra is a Chaotic goddess worshipped by bards, entertainers, and innkeepers. Lymirra is depicted as the wife of Lodhin and appears as a beautiful laughing woman with fiery red hair.

Noted Artifacts of Lymirra

The *Lute of Lymirra* and the *Flute of Lymirra*.

Selena: Goddess of the Moon and Travel

Selena is a Chaotic goddess worshipped along the coastal areas and in the lands of the Free Kingdoms. Selena is depicted as the wife of Kela-Morg, and the two of them offer their blessing to all travelers throughout the Known Lands. Selena appears as a beautiful woman with dark hair.

Noted Artifacts of Selena.

Cloak of Travel.

Sha-larta: Goddess of Darkness, Death, and Evil Intent

Sha-larta is a Chaotic goddess worshipped throughout the Known Lands. Sha-larta is depicted as the sister of Lodhin and Gulkon and is married to Tempest. Sha-larta appears as a beautiful dark-skinned woman carrying two scythe-like blades.

Noted Artifacts of Sha-larta

Sha-larta's scythes *Lys* and *Lasanna*.

Suneeaea: Goddess of Charm, Love, and Lust

Suneeea is a Chaotic goddess worshipped across the Lands. Suneeea is depicted as the daughter of Gulkon and Fortunata. Beer and ale are supposedly her blessing to the Lands. Suneeea appears as a beautiful woman with pale white skin, long black hair, and deep blue eyes.

Noted Artifacts of Suneeea

Suneeea's *Medallion of Desire* and the *Tankard of Spirits*.

Talon: God of Destruction and Murder

Talon is a Chaotic goddess worshipped throughout the Known Lands. Talon is depicted as the wife of Bayne, although this cannot be confirmed. Talon appears as a slender woman clad in leather armor and carrying a longsword.

Noted Artifacts of Talon

Talon's sword *Backbiter*.

Tempest: God of War and Bloody Battle

Tempest is a chaotic God worshipped by savages, berserkers, wild men, and warriors of evil intent. Tempest is depicted as the husband of Sha-larta and father of the wayward Masque. Tempest appears as a powerfully-built man covered in blood and gore, clad in armor, and carrying a great sword.

Noted Artifacts of Tempest

The great sword of Tempest *Dragon's Claw*.

O-LEVEL HUMANS

by Peter C. Spahn

"I know not everyone is cut out to be an adventurer, but that doesn't mean the rest of us are worthless. I could learn how to swing a sword if I had to."

—Tomas the Barkeep

Adventurers are exceptional individuals who choose to undertake quests, combat evil, and brave the labyrinths of your campaign world. During the course of their travels they often interact with ordinary people who, in game terms, seldom possess extraordinary skills, powers, or abilities. These 0-level humans, as they are called, are referenced several times in the **Labyrinth Lord™** core rulebook, however, no detailed guidelines are provided for their creation and/or role in the game.

This article attempts to supply quick and easy rules for statting up 0-level NPCs.

Armor Class

A 0-level human has an Armor Class of 9. This Armor Class may be modified normally by high Dexterity and/or armor and shields.

Hit Points

A typical 0-level human has 1d4 hit points. As a rule of thumb, children have 1 hit point.

Women, teens, and sedentary men (scribes, artists, nobles, etc.) have 2-3 hit points. Male laborers (blacksmiths, woodcutters, carpenters, stonemasons, etc.) have 3-4 hit points. These hit points may also be modified by Constitution scores.

Weapons and To-Hit

A 0-level human may pick up and wield any type of weapon, however, most 0-level humans have no formal combat training. 0-level humans use **Table 1** to-hit.

Saving Throws

A 0-level human uses **Table 2** for saving throws.

Ability Scores

The typical 0-level human possesses a default score of 10 for all ability scores. This score is most commonly referenced if the Labyrinth Lord uses optional Ability Checks.

TABLE 1

AC	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
To-Hit	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11

TABLE 2

Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-Like Devices
17	14	16	15	18

Exceptional Ability Scores

A 0-level human may have up to 0-2 exceptional ability scores. These may be naturally high ability scores (such as a scholar with high Int) or work-related (such as a blacksmith with high Str). To determine whether or not a 0-level human possesses an exceptional ability score, roll 1d6. On a roll of 1-3, the 0-level human has no exceptional ability scores. On a roll of 4-5, the 0-level human has one exceptional ability score. On a roll of 6, the 0-level human has two exceptional ability scores.

Once a 0-level human is determined to possess an exceptional ability score, roll 1d6+12 to determine the actual score.

Talents

At the Labyrinth Lord's discretion, a 0-level human may possess some extraordinary gift, skill, or power. These talents, as they are called, may be similar to class-based abilities, situational, or even supernatural in nature. There are no hard and fast rules to determining what talents a 0-level human possesses, so the Labyrinth Lord must tailor them to suit the encounter, as needed.

A few examples of talents include:

- a blacksmith who can put a keen edge on any custom-forged weapon (+1 to-hit)

- a haycutter who has been repeatedly struck by natural lightning (immune to lightning-based attacks)

- a high priest's daughter who can heal by touch (cast *cure light wounds* once/day)

- a human whose ancestor married a faerie (can *detect invisible* at will)

- a farmer whose family was slaughtered by orc raiders (+1 to-hit vs. orcs)

- a miner whose ancestors were honored friends of a dwarven king (possesses infravision 10')

- a street urchin with a 40% chance to pick pockets

- a strong-willed nanny (+1 saving throw vs. mind-affecting spells)

- a weathered sailor with extremely tough skin (natural AC 8)

- an alchemist who is immune to natural poisons

- a woodsman who is especially skilled with a longbow (to-hit with longbow as F2)

- an extremely loyal retainer (never checks morale when protecting his employer)

- the stonemason who has a 1 in 6 chance of detecting traps, false walls, and hidden construction

Morale

The typical 0-level human is a noncombatant with a morale of 7. Most 0-level humans prefer to flee if attacked, and only fight if cornered or in defense of loved ones.

Wealth

A typical 0-level commoner possesses 1d4 silver pieces while a typical 0-level nobleman possesses 1d4 gold pieces at any given time. The Labyrinth Lord is free to increase or decrease these amounts, as needed.

Statting It All Out

When statting a 0-level human, the Labyrinth Lord should make note of any notable weapons, gear, wealth, exceptional ability scores, and talents.

The stat line for a typical 0-level human can use the following format:

Willam Potter: treat as 0-level human with 3 hp and Dmg 1d4 (dagger).

The stat line for a 0-level human with exceptional ability scores can use the following format:

Jon the Blacksmith: treat as 0-level human with AC 7 (leather armor + shield), 4 hp, Dmg 1d6+1 (hammer + Str), and Str 15.

A 0-level human with a talent can use the following format:

Lialla of Brookshire: treat as 0-level human with 2 hp and Dmg 1d4 (dagger). Lialla has lived among halflings most of her life, can speak fluent halfling, and can hide in outdoor surroundings with 45% ability.

0-Level Demihumans

A Labyrinth Lord may also use these rules as a guideline for statting up 0-level NPC demihumans. The demihuman possesses any normal abilities typical of the race (chance to locate secret doors, spot construction, attack modifiers, chance to remain hidden, etc.). Any racial modifiers to ability scores should be added or subtracted to the base 10. Or, the Labyrinth Lord may instead choose to use the entries for the typical races in the **Monsters** section of the **Labyrinth Lord™** core rulebook.

0-Level Player Characters

As a change of pace, the Labyrinth Lord may wish to start player characters at 0-level. The player should write up a brief background on the character and describe why he or she has decided to become an adventurer.

Humans

0-level human PCs would be average, everyday humans who have decided to become adventurers. The character starts with 1d4 hit points, 2d6 gold pieces, and one weapon chosen by the player. The player rolls for ability scores normally instead of using the default of 10. The character possesses one talent which must be approved by the Labyrinth Lord and should reflect the character's background and/or desired profession.

For example, a 0-level thug who desires to become a Thief may have all thief skills at 10% while an aspiring cleric may have the ability to Turn Undead of 1 HD or less on a roll of 10.

Demihumans

Demihuman characters (elves, dwarves, halflings) who wish to start at 0-level are handled a bit differently. The character starts with 1d4 hit points, 2d6 gold pieces, and one weapon chosen by the player. The player rolls for ability scores normally instead of using the default of 10. The character begins with all racial abilities, however, 0-level demihumans cannot cast spells and do not possess talents.

Advancing to 1st Level

The Labyrinth Lord should provide several opportunities during each adventure for 0-level

characters to choose a particular class. This may take the form of holy sites and altars to protect (cleric), new weapons or intense combat (fighter), locating dusty scrolls or magical tomes (magic-user or elf), or walls to climb and traps to detect (thief).

Upon attaining 1,000 experience points as a 0-level human, the character must choose a class in order to continue gaining experience points. The character then begins the chosen class at 1st level. (demihuman classes are predetermined, unless the Labyrinth Lord is using the **Advanced Edition Companion™**)

Upon reaching 1st level, human and demihuman characters may reroll their hit points and keep the highest result.

Note: Due to the high mortality rate of 0-level characters, the player may wish to have more than one character on hand.





THE **FORTRESS** DL13
AT **HAWKSFORD**

SIX SHORT ARTICLES

by Eldrad Wolfsbane

"If the Labyrinth Lord and the Gaming Group sucks, GET OUT OF THERE!"

—Eldrad

A collection of six short articles and tips on gaming and being a better gamer.

Try Not to Suck When You Game at Someone Else's House

- Don't be a prick.
- Bring food. Chips, Snacks, Soda's, Ice, Disposable Utensils. Share with everyone.
- Be polite to the non-gamers in the house.
- Be polite to less experienced players. Help them become better players.
- Unless they are stupid players, try not to kill the other characters.
- Don't split the party.
- Don't text or bring video games to the table.
- Don't read at the table or do anything that is not game related.
- Don't talk about non-game stuff at the table while the game is going on.
- Don't talk out of turn.
- Don't argue with your significant other at someone else's house.
- Don't be the bad drunk, if there is drinking.
- Don't flirt with attached people.
- Before you invite someone new, ask the host if he can come.
- Now, if the Labyrinth Lord and the Gaming Group sucks, GET OUT OF THERE!

Your Name and Title

Many people have no idea how BORING and unimpressive their character names are. Why just Jack or Malfor? Why not *Jack the Master of Blades* or *Malfor the Maestro of Illusions*? Time in and time out, people name their character a boring name and this needs to STOP! In Old School Gaming you need to come up with a really good name. It just might make your dice roll better! ;-) ANY player that comes up with a STUPID name for his character needs to suffer the consequences of a STUPID name as well. When he announces himself and everyone laughs, he gets kicked out of the audience with the nobleman, gets into tavern brawls, or has people insult him, then he might get the hint.

Name Your Party

Just like character names, many people never even think of naming their party. How lame is that? Come up with an AWESOME name that strikes FEAR into your opponents! If the King asks you "*So who are you all? What do you call yourselves?*" and all you can answer is "*We is called Thu Partiee!*" then shame on you! What about a cool name for your party? How about the Brotherhood of Blade and Spell, The (Color) Dragons, The Goblins, The Warriors of Justice, The Roving Scar Brows, The Red Hand, or whatever else you can think of? Have a set of colors and/or heraldry as well.

DIE NPC! DIE!

When the goblins attacked and there were six people in the party, I would fairly roll 1d6 to see who was targeted. An NPC in the party would give low-level player characters "less" a chance of being hit.

For example, at 1st level, I will only have the NPCs get hit by stray arrow fire and such, THUS giving the players, who are the heroes of the game, a greater chance of survival.

Combat and Tactics (Because Most PCs Will Die Without Them)

The Bad Guys are heading your way! Do you wait for them? Run at them and die? Bad idea, eh? Stand your ground and hit them with missile weapons before they even get to you!



Get behind cover! Use oil and light them up with flaming arrows before they know what hit them! Let the thief sneak around and provide him noise and distraction for a backstab. Trip lines, snares, traps, heck, you can even use the monsters' traps against them! Use natural hazards and such to your advantage! Many times in a dungeon you are outnumbered and you will die in a straight out fight. If you funnel the monsters into one place, the heavily armored fighters can take them out one by one instead of fighting the entire mob. I just made any character's life expectancy increase many times over by reading this!

Racial Weapons

The following weapons are designed to add flavor to a demihuman's arsenal.

Dwarf's War Axe

The dwarf's war axe is a special heavy-headed shortened axe of the dwarves that they can use one handed. Any other race must use it two handed.

Cost: 15 gp
Dmg: 1d8
Weight: 8 lbs.

Elvish Scimitar

This is the very expensive fine fighting blade of the elves. It is one handed.

Cost: 100 gp
Dmg: 1d10
Weight: 4 lbs.

Halfling Master Sling

This sling is made from the leather hide of a blink dog. For some reason it flings stones harder than normal, causing greater damage.

Cost: 5 gp
Dmg: 1d6
Weight: 1 lb.

NEW MAGIC ITEMS OF THE KNOWN LANDS

by Keith Kilburn

"I can give you 73 reasons why you shouldn't open that door."

—*Herrad the Cat*

Although some references are made to the Gods of the Known Lands (see pg. 12), the following magical items may be inserted into any **Labyrinth Lord™** campaign.

Alexdo Malamber's Mystic Key

This mystic brass key radiates a faint magical glow to a *detect magic* spell. The key only has one primary function and that is to summon the seventy-three members of the 73rd Orc Brigade. The key may be used on any door (fitting on a roll of 1-4 on a 1d6) to activate the enchantment. The key opens a doorway to wherever the 73rd Orc Brigade resides until they are needed. The player or party cannot pass through the doorway to the residing place, because if they did no force short of a *wish* spell used by someone on the prime material plane could return them from wherever it is they go.

The orcs are standard creatures listed in the **Monsters** section of the **Labyrinth Lord™** core rulebook, with two tiny exceptions: The first is they attack with battle axes doing 1d8+1 damage due to their fierceness. The second is that their morale is an 11 as they rarely (if ever) turn from battle. The summoned orcs only stay for the length of the combat. They do not adventure with the party and can only be summoned once per day. The 73 orcs

regenerate each day. They are loyal to their summoner and will not attempt to betray or harm him in any way. His friends, however, might be a different story. . .

History

It is said that the great magic-user Alexdo Malamber created the key, but for what purpose or need no one seems to know. The key was lost during a great skirmish and from time to time turns up in a treasure hoard of some sort with the hoarding parties often having no idea what it is they have in their possession.

Celaratu's Swords of Speed

These finely crafted swords range in size and type (ranging from short to two-handed). They were designed with fighters in mind, however, it seems that any class capable of using the weapons gains the benefits from the swords in use. The user of said swords (of which there are only a dozen known to exist...) receive +2 to hit and damage. Furthermore, while in the user's possession, the sword grants the ability to move as though the possessor is under the effects of a *haste* spell. Movement and attacks (non-spell only) are doubled. The user does not get any further benefit from actually having more than one of Celaratu's swords.

History

Celaratu the Powerful is believed to have once been an apprentice to the famed mage Alexdo Malamber. It was said that his long time mentor taught the young mage the enchantment rites to create the finest swords for King Lofate Khatu-lo. The matter took an ugly turn when the king refused to pay for the swords. This caused Celaratu to come looking for the swords and in the end the young mage was betrayed by the very king he had hoped to serve one day. Whatever became of King Lofate Khatu-Lo and his kingdom is not known. The swords (much like the story that surrounds them) seem to have been scattered to the four winds, and from time to time turn up in treasure piles guarded by some creature, dragon, or army.

Cloak of Ever Darkness

At first glance, this cloak appears to be an ordinary black cloak. If examined closely, the hooded cloak alternately appears to have either elvish or halfling stitching, with faint runes embroidered into the hemline of the cloak. The cloak is actually quite powerful and sought after by many who hear of it. Once worn, the interior of the cloak functions like a *bag of holding* allowing the user to 'reach' into the cloak and retrieve items from storage. (Treat the weight allowance and ability to store items the same as a *bag of holding*). Furthermore, should the need become great enough, the user can pull themselves into the cloak to hide. The downside of course, is that once you're inside the cloak you can't open the cloak to get back out. This has to be done from the outside, and presents an excellent chance to surprise attack anyone who comes over to peek under the cloak.

History

Rumor has it that this series of cloaks were designed and constructed by Alexdo Malamber for his elvish friend Malfac-Aust-Ver, but no one can substantiate the story.

Cloak of Twilight (Cursed)

This ordinary looking cloak is dark in color, somewhere between a deep brown and obsidian black. The length changes between wearers, as it grows or shrinks always to the perfect size

and shape for whoever picks it up. The cloak seems beneficial at first, allowing the user to hide in shadows as a 9th level Thief. If the user is in fact a Thief, then the character receives a +20% to hide in shadows. Seemingly, it is a wonderful item, but after two weeks of use the true nature of the cloak begins to reveal itself as the character refuses to take it off and nothing short of a *remove curse* spell can separate the cloak from wearer. After another week, the character only ventures out at night, and after a full month, the wearer is transformed into a living shadow, leaving the cloak behind for the next unsuspecting victim.

History

No one knows who fabricated the various *cloaks of twilight* that turn up in treasure hoards from time to time. The only thing that is known is that they are deadly and rumored to be the favored toy of a goddess of darkness named Sha-Larta.

Throne of Khatu-lo

This powerful item once allowed anyone who sat upon it to *mass charm* the collective population of the legendary Kingdom of Karkhamco and bend them to their will. Those of the bloodline of Khatu-lo were the only people to ever sit upon the throne. The spell-like power of the throne operated as the magic-user spell *charm person* to anyone who saw the seated noble on the throne. The throne is cursed to cause madness, shifting the user's alignment to Chaotic and permanently reducing the user's Charisma by one point per month on the throne, until it reaches '3'.

History

Khatu-lo's bloodline was a cruel and vindictive one, and for ages they ruled with an iron fist, until a chance encounter with the wizard Alexdo Malamber over the death of his student Celaratu. Malamber cursed the throne to cause madness, and the Khatu-lo bloodline slid into insanity, destroying the Karkhamco countryside and laying waste to its families and armies until Karkhamco faded away. The throne is a sought after item by nobles looking for an interesting conversation piece to impress fellow nobility, having little idea of what they have gotten themselves into.

CARNIVAL OF THE SETTING SUN

by Dylan Hartwell

"Welcome to my House of Fun! A-hyuk, hyuk, hyuk!"

—Stehlen, Master of the Bizarre

This is one level of an upcoming **Labyrinth Lord™** adventure module called *Tombstones of Terror* written and illustrated by Dylan Hartwell. This level is designed for 2-4 characters of 3rd-5th levels. The expected release date is October 2013.

History of Stehlen's Underworld

People say Stehlen brought pleasure to many spectators, bringing color to people's lives, but in reality he stole their youth. Now he's dead, but he has cheated death and now lives in a magical underworld.

Appearance of the Underworld

The walls of Stehlen's underworld resemble thick cloth and are painted in alternating lines of purple and yellow. They are impervious to physical, magical, and fire attacks. However, living beings and anything they possess can

pass through them easily. The floor is dirt and straw.

Gaining Entrance

To gain entrance into Stehlen's underworld lair, the characters must use his tombstone. At least one of the characters must be of Lawful alignment and shed tears for the portal to open. The tombstone is called "Gray Pathos" and features an old man holding his face in grief. Once a character sheds tears, the tombstone magically moves back, opening a stone staircase leading down into **Room 1**.

Stehlen's Underworld

1. A door with no handle and a small rectangular slot. Sign reads "Stehlen's Amazing Carnival". *1 Copper Admission*". If a copper coin is pushed into the slot, the door swings open revealing a turnstile made of blades. For each copper coin inserted, the same number of people can pass through the turnstile. If a character attempts to enter without having paid, they are butchered by the whirling blades, taking 4d6 damage.

2. A locked cage in the center of the room holds a tiger with six legs.

Tiger: AL N, MV 150' (50'); AC 6; HD 6; HP 27; #AT 4; Dmg 1d6 (claw), 1d6 (claw), 1d6 (claw), 2d6 (bite); SA surprise in woodlands 1-4 on 1d6; SV F4; ML 10; XP 570.

3. Handheld puppet stage. Crank box music begins and puppets appear on the stage. They don't speak, but make strange mewling and crying sounds, acting out stories about poor townsfolk and giant werewolves. No one is behind the stage.

4. A hammer strength test. Players must roll beneath Strength to win. Winning players gain 100 XP. Losing players lose 1d4 hit points from pulling a muscle in their back.

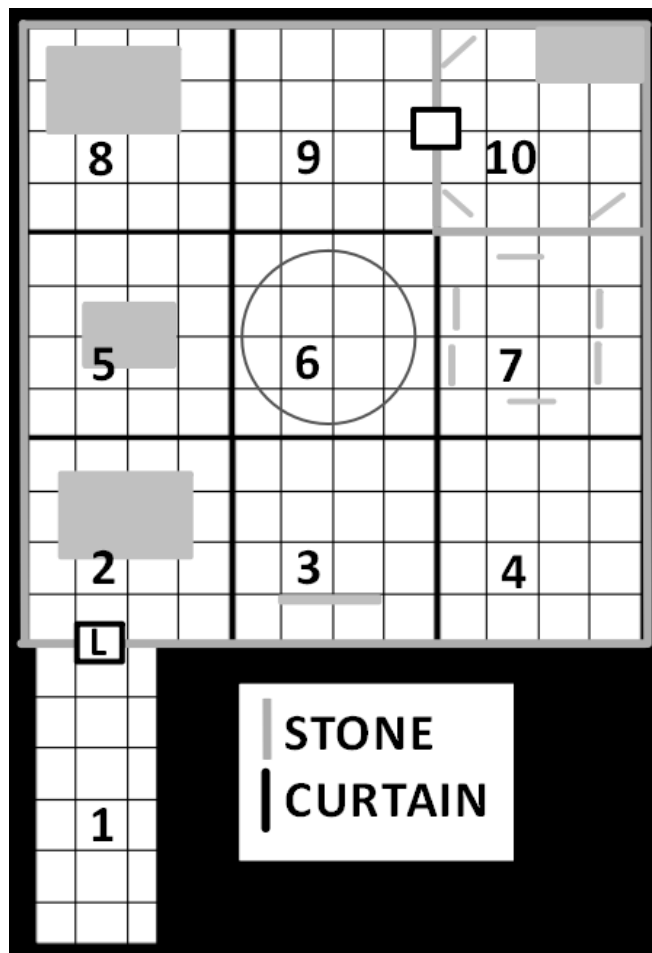
5. A silent beautiful woman dances on a stage while holding a massive three-headed hissing snake. Anyone attempt to touch the girl or snake must make a saving throw vs. poison or die from poison bite. If the snake is killed, the woman shrivels into old age and dies. A small leather purse with 13 cp and 2 sp is next to the stage. The snake attacks anyone taking the purse. For every copper piece put in the purse, the woman sheds a piece of clothing.

Pit Viper: AL N; MV 90' (30'); AC 6; HD 2; hp 7; #AT 1; Dmg 1d4 (bite + special); SA poison; SV F1, ML 7; XP 38.

6. Once all characters step into the empty room, the floor spins increasingly fast for 3 rounds before slowing to a stop. All characters are now dizzy for 6 rounds (-2 to all attack rolls, no spell casting) and have lost any sense of direction.

7. 6 mirrors distort the viewer in amusing ways. Each time someone looks they must make a saving throw vs. petrify or paralyze or permanently lose one hit point. Characters are not aware of the loss until at least 6 hit points are lost in such a way.

8. Empty cage with an open door holds a leather purse only slightly visible underneath



dirty straw. Wet dog odor fills the room. Any character that fully enters the cage must make a saving throw vs. spells or else immediately transforms into an aggressive werewolf and can only be cured of lycanthropy through normal means. The purse is empty.

Werewolf: AL C; MV 180' (60'), AC 5; HD 4; hp 18; #AT 1; Dmg 2d4 (bite + special); SA immune to normal weapons, vulnerable to silver; SV F4; ML 8; XP 190.

9. 2 barrel beasts chained to the floor guard a door set in a stone wall.

Barrel Beasts (2): AL N; MV 150' (50'); AC 5; HD 8; hp 33, 44; #AT 2; Dmg 2d6 (fist), 1d8 (bite); SV F4; ML 6; XP 560.

10. Stehlen dressed as a clown stands on a small stage. Several tall mirrors stand around the room. Stehlen immediately attacks. If his hit points drop below 10, he immediately jumps

through the closest mirror. Each round, the portal-mirror destination changes, roll 1d10 to determine the room it leads to. Stehlen continues to attack the characters using hit-and-run tactics before jumping into another mirror.

Stehlen regains 1d6 hit points each round for each mirror intact. Stehlen loses 1d6 hit points for every mirror destroyed. If players begin to destroy the mirrors, he immediately casts *glass like steel* on one.

Stehlen: AL C; MV 120' (40'); AC 9; HD 10; hp 43; #AT 1; Dmg (by spell), SA spellcasting; SV MU10; ML 9; XP 1,700.

Spells: 1st: *magic missile*; 6th: *project image*; 7th: *magic sword*; 8th: *glass like steel*; 9th: *crushing hand*, *time stop*.

New Monster

The following new monster may be found in Stehlen's Underworld.

Barrel Beast

Alignment: Neutral
Move: 150' (50')
AC: 5
HD: 8
HP: 44
Attacks: 2 (fist-2d6, bite-1d8)
Save: F4
Morale: 6
Hoard Class:
XP: 560

Standing over 10 feet tall, barrel beasts are hairy carnivorous humanoids capable of tremendous feats of strength. They are easily roused to anger.



BEETLE REVIEWS: GT2 COME HELL OR HIGH WATER

by Joe Johnston

"We have vowed to stay with Kharnos Dzin to return it to its former splendor."

—*Duersun of the Anduum Clan*

We are living in a golden age of Do It Yourself (DIY) publishing of roleplaying game materials. High quality, free tools on the Internet allow small teams of RPG enthusiasts to publish their ideas to a worldwide audience. If you are under forty, you might take that last sentence for granted.

One such DIY publishing company is Knightvision Games. They have published a trilogy of modules called the Gate series in which the players try to find and rescue a famous adventurer. This review is of the second module in the series, which is called *GT2 Come Hell or High Water* and is written by Jim Baney and John Feldman. It is designed for **Labyrinth Lord™** characters levels 1st-2nd and can fairly be described as a classic dungeon crawl.

In some sense, it is not fair to review the middle module in a series. Such a work has the dual burden of supporting the narrative started in the first module while setting up the action for the finale. Worse still, the middle module must try to stand on its own for use outside the series for which it was designed. Many of the old TSR series did not do this well (here I am thinking of both *A1-4 Against the Slave Lords* series and the *UK Saltmarsh* cycle). However, Knightvision Games does offer this work as a standalone product and the text provides the

Labyrinth Lord with guidance for adapting the adventure to be used as part of an unrelated campaign.

If you do not wish to read any spoilers about this module, please stop reading now.

GT2 Come Hell or High Water

The framework of GT2's plot is briefly this: Your party is transported into a dwarven mine (Kharnos Dzin) that contains great evil. Undead cultists in the mine are seeking this evil. Dwarves mutated by this artifact are defending it. The players are, ideally, supposed to keep the artifact out of the hands of the cultists and escape the mine.

The subject of how to hook players into an adventure is a venerable one that induces as lively a debate today as it did forty years ago in Lake Geneva, WI. The best modules align the characters' self-interests in gold and glory with machinations in the game world. Some modules merely provide mercenary characters the opportunity to take as much booty as they can, while others place narrative debts upon the party that make the adventure seem worthwhile

(i.e. rescue the princess, kill the demon lord that ate your family, etc.).

Whether GT2 is played as a series or not, the characters' primary goal is to escape. They are transported into a room with no egress to the surface. If playing the series, then I suspect the players are interested in finding clues to the location or whereabouts of the missing person presumably introduced in GT1. However, if the party has come through a magic portal to find themselves trapped in a dwarven mine, it is not clear that any motive beyond escaping will be possible. And, if escape is the only thing the players are interested in, the conclusion of this module may require some reworking.

Another challenge to adapting this module to your own adventure is that GT2 is firmly placed in the campaign setting of Ebonyr, which is another product sold by Knightvision Games. At the current point in Ebonyr's fictional history, the area containing the dwarven mine is affected by a world event called the Great Cataclysm, which appears to be the impact of a comet on the planet. Without access to the campaign world, it is difficult to understand the full effects of this event. However, it is sufficient to know that part of this comet is the artifact in the mine that the cultists are seeking and that the mutant zombie dwarves are inadvertently protecting.

These two factions—the undead Cultists of Heimios and the mutant zombie dwarves of the mine—both present challenges to the characters' motivation. Both factions are inimical to the player characters.

There are some non-dead dwarves in the mine who would like the players to destroy the cultists (if your Reaction scores work out), but the undead dwarves appear to be as hostile to their living brethren as they are to the players. It does not seem like the players have a good choice for an ally. An entirely Chaotic party could actually be more interested in helping the cultists!

Art and Layout

Producing a professional looking module is hard work and requires a multitude of talents. Even at the expense of the manuscript, a module's artwork is likely to be the first thing a

customer notices about the work. Knightvision Games has a stable of very talented illustrators whose work is a true asset to the module. Unfortunately, the cartography is, in places, a bit sloppy. The addition of a key to the map iconography would have been welcome, as would a side-elevation view of the whole mine/city complex.

Extras

There are a goodly number of new monsters described in GT2 as well as a few new magic items, some of which might be overly powerful for 1st level characters. GT2 helpfully includes a roster of sample characters, a feature that is always welcome. However, several of these PCs are 3rd level, which seems counter to the recommended levels introduced at the module's start.

All fantasy settings have anachronisms to some degree, and GT2 borrows significantly from the steampunk genre (e.g. two types of automata and a water pumping station). This may cause problems in your own setting.

Conclusion

GT2 Come Hell or High Water provides the bones of an adventure that should prove challenging and atmospheric for players. The module breaks up the hack'n'slash routine typical of dungeon crawls with a couple of clever tricks and traps that should keep players engaged with the adventure. The Labyrinth Lord should expect to do some work adapting the module to non-series play.



SUBMISSION GUIDELINES FOR ISSUE #3

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 third issue. The submission period for Issue #3 ends on November 31st. Any material submitted after this date will be considered for Issue #4.

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 included in adventures. The first stat is a template; the second stat is an example of it in use. Listings for New Monsters should follow the format given in the **Labyrinth Lord™** core rulebook.

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 + Dex); 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.

Open Game Content (OGC)

Brave the Labyrinth will comply with the terms of the Open Game License. All stat blocks

for any submission will be considered OGC. The individual author of each submission may designate which other items are OGC (if any) and which are Product Identity.

Compensation

Brave the Labyrinth depends heavily on fan contributions. The PDF of Issue #3 will be offered as a free download. The author of accepted content receives a free print copy of the issue, to be delivered within one month of the issue's publication.

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! :-)

Publishers

RPG publishers are encouraged to submit. Publishers whose content is accepted to *Brave the Labyrinth* may send one 1/2 page ad per

issue to be placed in the back of the magazine. As the free fanzine will most likely be downloaded by hundreds, if not thousands of gamers, this is a great way to get some free publicity for your campaign setting, new products, and/or your company.

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 #3

Issue #3 is currently scheduled for publication in the first week of January 2014. We look forward to seeing your submissions!

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



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