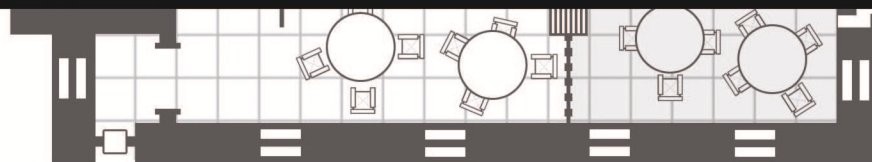


BRAVE THE LABYRINTH

ISSUE #3 • JANUARY 2014

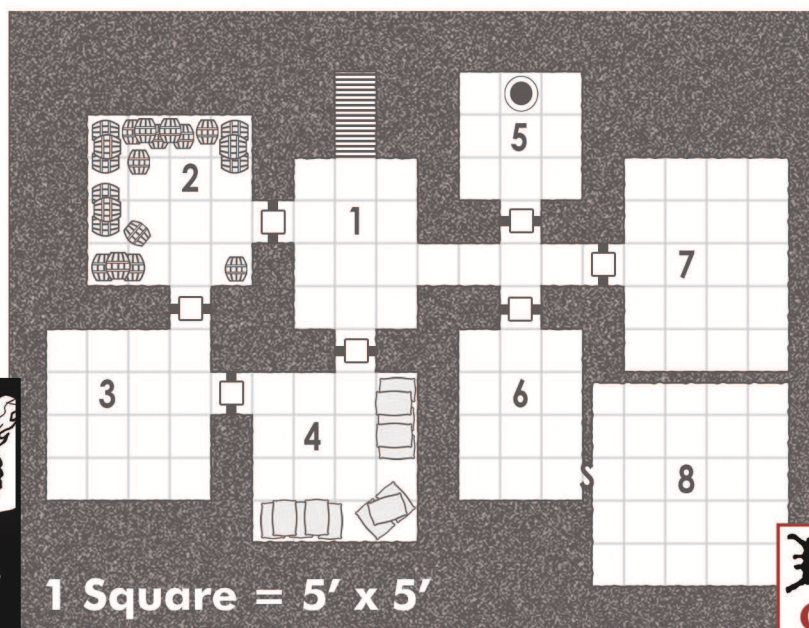


- 7. Storage Room
- 8. Public Hallway
- 9. Stairs to Upper Level
- 10. Latrines
- 11. Wood Shed



Lower Floor

- 1. Private Sleeping Room
- 2. Private Room (Cheap Rate)
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- 12. Servant Quarters



Cellar

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- 2. Locked Keg Storage
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- 4. Locked Kitchen Storeroom
- 5. Well Room
- 6. Locked Study
- 7. Odds & Ends Storeroom
- 8. Secret Library



1 Square = 5' x 5'

Labyrinth Lord
Compatible Product



BRAVE THE LABYRINTH

Issue #3 • January 2014

Credits

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Special Thanks Keith and Dawn Kilburn, Derek Thornton, Jimmy and Susan Bramble, Harold Bates, Seth Walker, Owen Barron, Justin Jones, Christopher Sigmund

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TABLE OF CONTENTS

Beetle Notes and Reader Mail	1
Greetings from the Editor	
Beetle Year in Review	2
A look back at the Labyrinth Lord™ compatible products of 2013	
Born of the Forge	5
<i>by James M. Spahn</i> A collection of dwarf-made goods	
Dagger and Wand Tavern	7
<i>by Tim Hartin</i> A place to rest after braving the labyrinth . . .	
Goblinoid Characters	9
<i>by Dyson Logos</i> Goblins as a character race/class along with some of Dyson's signature subclasses	
Vexare	13
<i>by Brandon Baker</i> A race of ratfolk to terrorize the sewers of your largest cities	
Beast Rider	15
<i>by Adam Rizevski</i> Only he can tame and ride the monsters of the world	
Grimps	18
<i>by Yves Geens</i> How many imps in a grimp?	
The Bard	21
<i>by Michael Raston</i> A new class with a silver tongue and a musical spell	
Targker Goblins	24
<i>by Peter C. Spahn</i> Beware the Red Rope Run!	
Those Troublesome Elves	29
<i>by Luigi Castellani</i> A look at elves and how they stack up against the other races and classes	
Butcher, Baker, Candlestick Maker. . . Magic Candles, That Is!	33
<i>by John "jcftao" Feldman</i> An awesome collection of magical candles to light up your game	
New Monsters of the Known Lands	36
<i>by Keith Kilburn</i> Witches, and horses, and hounds, oh my!	
Beetle Reviews	39
<i>by Joe Johnston</i> A review of <i>Dark Times in Brighton</i>	

see pg. 42 for Submission Guidelines for *Brave the Labyrinth* - Issue #4

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 #2* was a nice success! As of this writing, the magazine has been downloaded/ordered almost 500 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. Once again, 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!

Well, 2013 has come to an end and it's been a busy year for publishers of Labyrinth Lord™ products (myself included). Small Niche Games has lots of plans for the coming year, including the release of an open content Guidebook to the Duchy of Valnwall.

For Issue #4 I plan to include a new section entitled **BeetleMirth**. This is a throwback to the old line art, one- to three-panel cartoons from the 80s and 90s. I'd like to see this become a regular feature of the magazine, so please help us get the word out and send in your doodles!

I also want to take a moment to thank all of the contributors that helped make *Brave the Labyrinth* a success in 2013. Thank you Christopher Kosciuk, Dylan Hartwell, Dyson Logos, Eldrad Wolfsbane, Gavin Norman, Joe Johnston, Keith Kilburn, Neko-kun U, Paul "greyarea" Go, Luigi Castellani, Tim Hartin, and Tom King!

Happy New Year and Good Luck to Everyone in 2014!

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 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
smallnichegames -AT- gmail -DOT- com

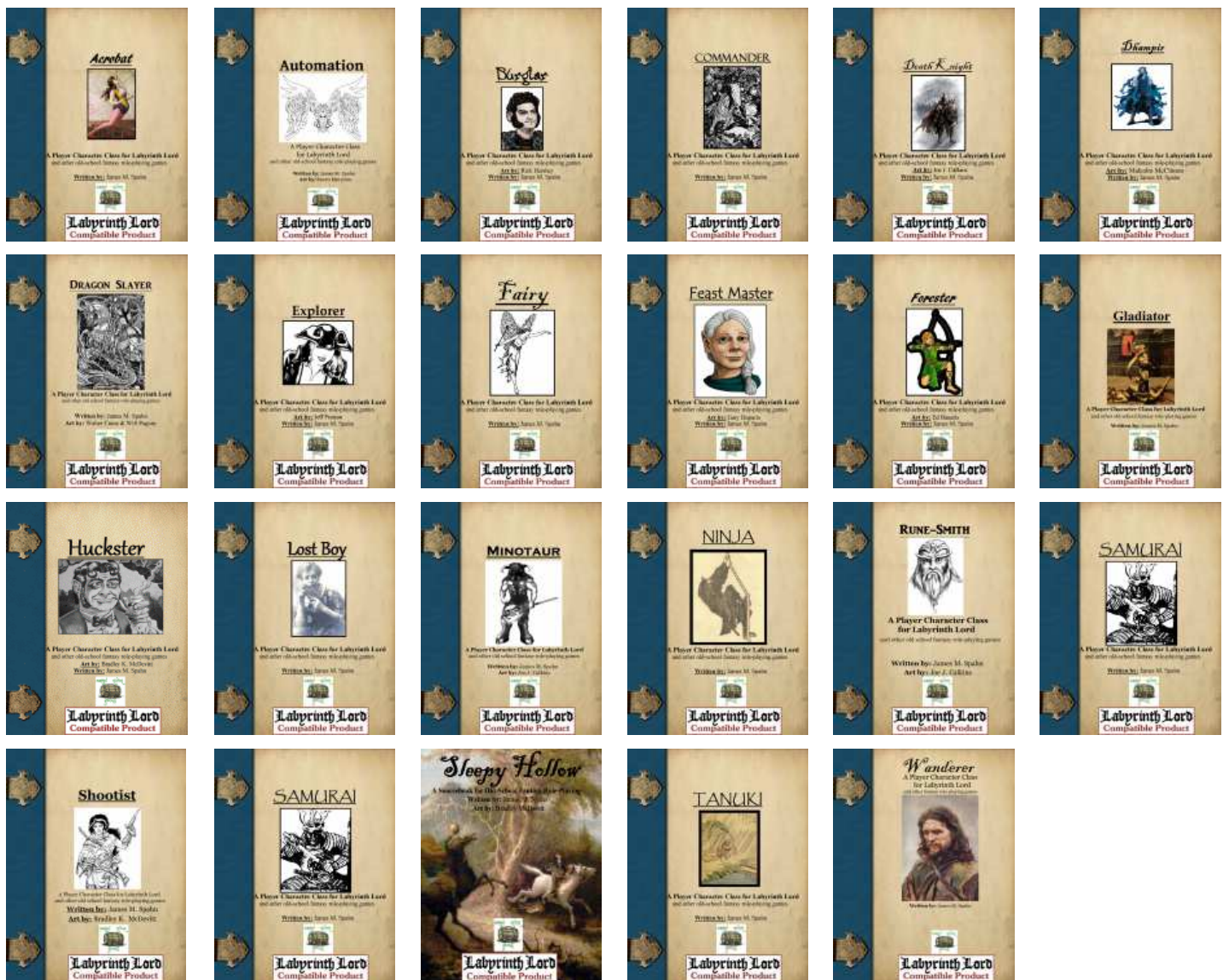
BEETLE YEAR IN REVIEW

a.k.a "The Year of the Barrel Rider" ©

The following Labyrinth Lord™ compatible products were released in 2013. I'm sure there were more, but these are the ones I found after searching the web. Some I'd heard of and some I hadn't, so it's always nice to see the game getting support beyond our little forums. All of these products can be found in PDF format on RPGNow.com. Many of these titles are also available in print. If I missed your product, I apologize. Drop me an email and I might do an addendum in a future issue.

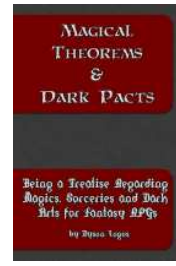
Barrel Rider Games

A host of new classes and an intriguing Sleepy Hollow sourcebook.



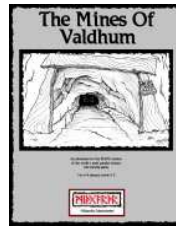
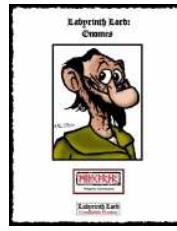
ZERObarrier

A spellcaster supplement and the latest issues of Dyson's Dodecahedron full of new classes, adventures, and awesome maps.



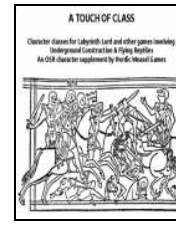
Mithgarthr Entertainment

A new character sheet, race supplement, and an adventure for characters of 5th-7th level.



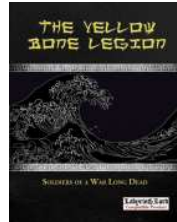
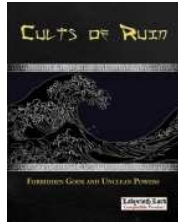
Nordic Weasel Games

A supplement of nine new *Labyrinth Lord*™ classes.



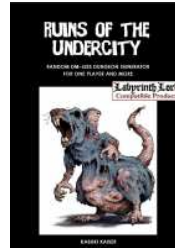
Sine Nomine Publishing

Supplemental material detailing new cults and military organizations.



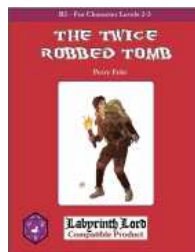
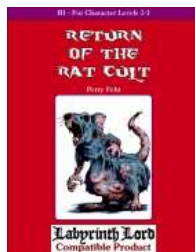
Kabuki Kaiser

An innovative solo-play adventure and mini-setting.



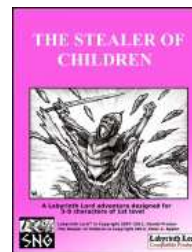
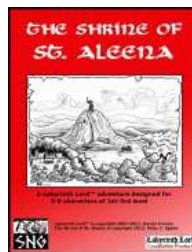
Purple Duck Games

Two new adventures for characters of 2nd-3rd level.



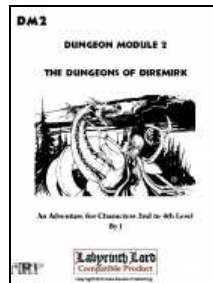
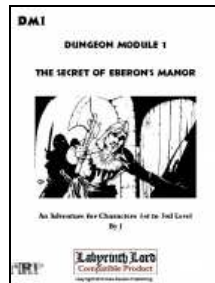
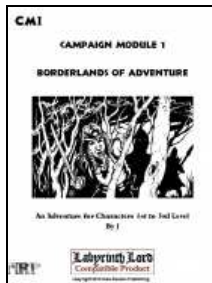
Small Niche Games

Two new adventures for 1st-3rd level characters.



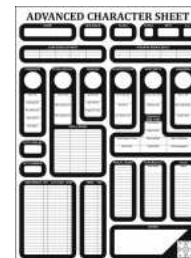
New Realms Publishing

Three new adventures for lower level characters.



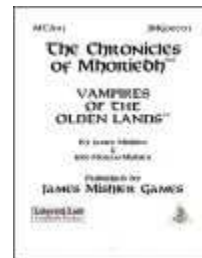
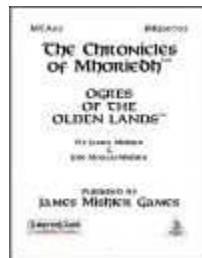
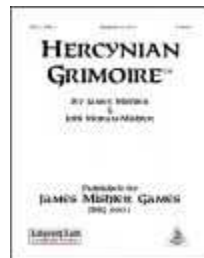
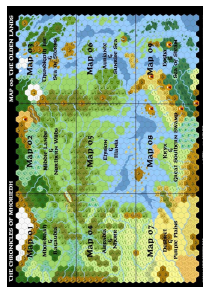
Gold Piece Publications

An alternate character sheet for the *Advanced Edition Companion*™.



James Mishler Games

A collection of maps and supplements for the Olden Lands campaign setting.



Fat Goblin Games

A line of supplemental material giving new options for plants, magics, and monsters.



Taskboy Games

A free adventure for characters of 4th-7th levels.



Necrotic Gnome Productions

A free roleplaying game of Lovecraftian horror using the Labyrinth Lord rules.

Labyrinths of Madness



BORN OF THE FORGE

by James M. Spahn

"They shaped and wrought and light they caught, to hide in gems on hilt of sword."

—*Song of the Misty Mountains*

Dwarves are typically regarded as a race with little proficiency when it comes to magic. Yet their mastery of forge and flame is undisputed and with these gifts they are often able to craft items of surpassing quality that grant extraordinary benefits. Though none of these items are truly magical and do not register as such, they are nonetheless exceptional and rare. The items described below are not normally found outside of dwarven strongholds or ruins. When they are discovered, they are highly prized by dwarven adventurers.

Tome of Dwarven Tactics

These ancient stone tablets are kept in the stone libraries of the grandest dwarven citadels. They are records of the tactics that dwarves have used for long years against their most hated foes. Most *Tomes of Dwarven Tactics* are written to provide benefits when confronting orcs, goblins, giants, or trolls. There are rumors of *Tomes* that offer instruction in combat against dragons, although it is believed these have been lost to the ages. Each *Tome* lists the individual monster type upon which it focuses (i.e. *Tome of Dwarven Tactics (Orcs)* or *Tome of Dwarven Tactics (Trolls)*). As long as a dwarf spends one hour each evening without distraction studying a *Tome*, they gain +2 to all to-hit and damage rolls made against that type of monster for the next 24 hours.

Because the tomes are written using ancient dwarven runes, only a dwarf may benefit from this bonus. A dwarf may not benefit from more than one *Tome of Dwarven Tactics* at a time.

Drums of War

When dwarven armies march to war, they often do so to the beat of war drums that echo through their stone halls. Some of these are

Drums of War. Crafted by powerful dwarf warrior-poets, they instill those who hear the rumbling sound with a terrible fear of their bearded foes. When a dwarf spends one round playing a *Drum of War*, all enemies within 60' of the dwarf must make a saving throw vs. spells or suffer a -2 to their Morale score for one turn.

Dwarf-Mail Armor

Dwarves are known as master metalsmiths, able to craft armor that can withstand great and terrible blows without so much as a scratch. Appearing as a suit of light, shining rings with finely crafted plates to protect vital areas, *Dwarf Mail Armor* grants Armor Class 2. It can only be worn by clerics, dwarves, halflings, and fighters. In addition, it cannot be destroyed by any mundane means. *Dwarf-Mail* is not magical in nature, although it can be enchanted. However, magical *Dwarf-Mail* is exceedingly rare. The vast majority of *Dwarf-Mail Armor* is crafted to fit dwarves, with a few rare sets made to fit those who have done a great service for the dwarves (93% Dwarf, 5% Human, 2% Halfling).

Dwarf-Iron Blade

Like their durable armor, dwarves also forge some of the deadliest weapons in the Known World. Their finest blades are crafted from ancient dwarf-iron and although they are not typically magical in nature, they do possess several unique properties. A blade or axe made from dwarf-iron never grows dull and never needs sharpening. In addition, dwarf-iron blades cannot be destroyed by any non-magical means. Whether they are smashed by trolls, tossed into a vat of acid, or cast into a pool of lava, they cannot be destroyed. However, in some of these instances they may be almost impossible to recover. Very few blades of dwarf

iron are enchanted to possess magical properties, although it is possible.

Dwarf-Stone Hammer

Appearing to the untrained eye as heavy smithing hammers, *Dwarf-Stone Hammers* are designed as much for destruction as they are for creation. When wielded in combat, they function as war hammers, but due to the dense earthen stone and specialized dwarven craftsmanship, they possess a unique quality. When an opponent using a shield is struck by a *Dwarf-Stone Hammer* and the attack is a natural "20" on a 1d20, the shield crumples and is destroyed. Even magical shields are destroyed by the mighty blow—their protection and enchantment destroyed forever.

Crystal-Light Lantern

In the depths of the earth, dwarves often mine minerals and crystals. A rare number of these crystals are carved and crafted into a useful tool for dwarves who plunge into the darkest bowels of the earth. These large purple crystals are about the size of a torch and glow with a very weak purple light. This faint glow offers almost no illumination. Instead it enhances infravision. Any creature with infravision carrying one of these and all allies

within 5' of the person carrying the crystal may extend the range of their infravision by 30'.

Dowsing Stone

These tiny red crystals are mined by dwarves and possess special properties when used in cavern exploration. When a dwarf (and only a dwarf) carries one of these stones, they glow when within 120' of any significant amount of gold, silver, or any other precious metal. They do not detect magical items or gems, only valuable metals, whether raw or crafted into coins. They are typically carried in the pocket of dwarven explorers or on thin metal chains that are worn around the neck.

Crafter's Glass

Stones and hammers are not the only tools the dwarves use to draw riches from the dark places of the world. They often craft fine glass lenses typically carried on a chain around the neck or mounted on the end of a rod of brass or wood. When a dwarf uses a *Crafter's Glass* to examine a single magical item for one hour, they can successfully identify the properties of that item. In addition, a dwarf may use the *Crafter's Glass* to determine the value of any precious gemstone after a single round of examination.

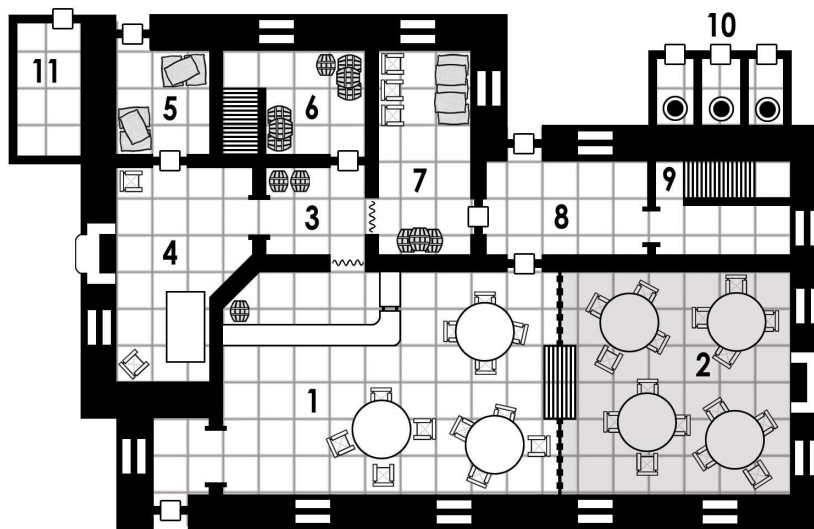


DAGGER AND WAND TAVERN

by Tim Hartin

"No spell casting on the premises / Must pay all bills promptly / No thieves!"

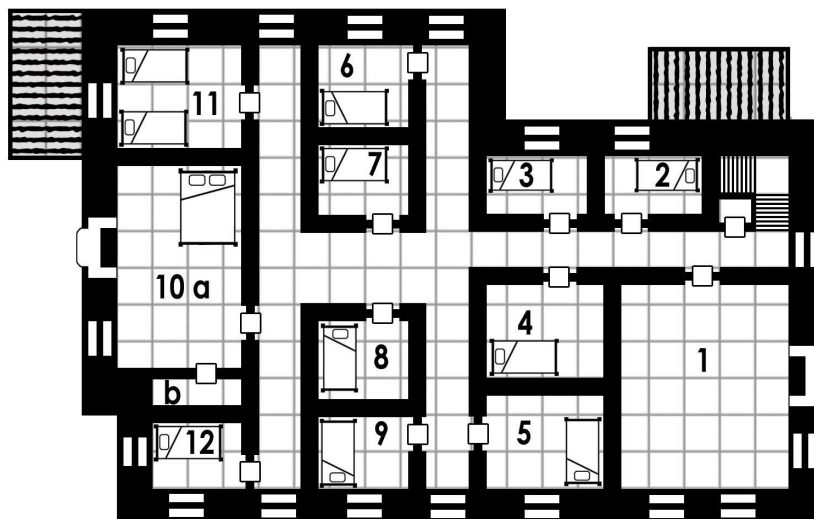
—sign hanging over the bar of the Dagger and Wand Tavern



Ground Floor

1. Main Common Room (w/bar)
2. Lower Common Room
3. Private Hall
4. Kitchen
5. Back Room/Storage
6. Keg Room (w/stairs to cellar)
7. Storage Room
8. Public Hallway
9. Stairs to Upper Level
10. Latrines
11. Wood Shed

1 Square = 5' x 5'



Upper Floor

1. Dormitory Sleeping Room
2. Private Room (Cheap Rate)
3. Private Room (Cheap Rate)
4. Private Room (Expensive Rate)
5. Private Room (Expensive Rate)
6. Private Room (Moderate Rate)
7. Private Room (Moderate Rate)
8. Private Room (Moderate Rate)
9. Private Room (Moderate Rate)
10. a) Tavern Owner's Personal Quarters
10. b) Closet/Personal Storage
11. Servant Quarters
12. Servant Quarters

Mavro Zonaras started his career as a magic-user but found his calling in life when he inherited his uncle's tavern. He realized he could make a nice fortune running his tavern with minimal risk to his health, unlike the risks and dangers he faced while adventuring. The tavern is decorated with many magic-user related knickknacks. While he caters to the magic-using clientele, he accepts any type of lodger as long as they obey the listed rules: "No spell casting on the premises / Must pay all bills promptly / No thieves!" He sometimes uses his *ESP* spell to make sure the rules are followed — especially the last one.

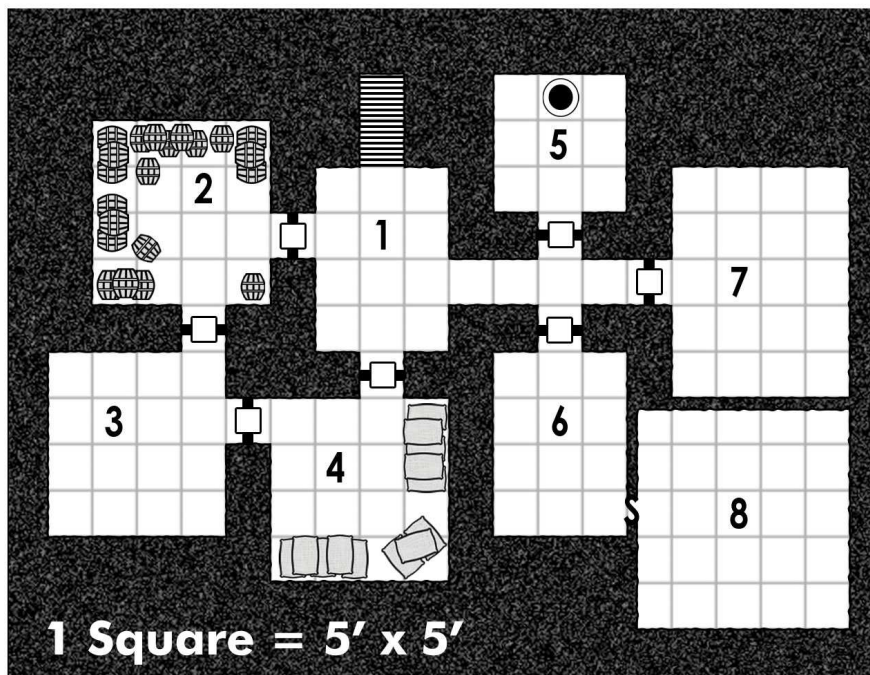
Mavro is a portly man who has a bald head, large grey eyes, and a warming smile. He sports a silver goatee on his chin. While working, he wears sturdy clothing that can take the rigors of serving his clientele, covered by an ale stained smock. When not working (which is

rare), he wears fine clothing of exquisite design, often with a dark red velvet smoking jacket. He is almost always found with a long clay pipe in his mouth (which may or may not be lit). Mavro smokes the finest tobacco he can purchase.

His spell book is usually stored in his secret library found in the cellar. His spell book contains the following spells: *detect magic*, *hold portal*, *read magic*, *sleep*, *detect invisible*, *esp*, and *knock*.

Mavro Zonaras: AL N; MV 120' (40'); AC 8 (unarmored + Dex); MU3; hp 8; #AT 1; Dmg 1d4 (silver dagger); S 10, D 13, C 11, I 14, W 14, Ch 16; SV MU3; SA Spells; ML 8; XP 65; *potion of clairvoyance*, scroll with *detect evil*, *wand of detect magic* (11 charges), 56 gp, 62sp, 77 cp.

Spells: 1st: *hold portal*, *sleep*, 2nd: *ESP*.



Cellar

1. Main Cellar
2. Locked Keg Storage
3. Locked Wine/Spirits Storage
4. Locked Kitchen Storeroom
5. Well Room
6. Locked Study
7. Odds & Ends Storeroom
8. Secret Library

GOBLINOID CHARACTERS

by Dyson Logos

"They were led by a giant goblin wreathed in fire and smoke, and whatever he touched turned to ash. Save us!"

—Tom the Huntsman describing a goblin attack on his village
to the Baron of Cambry.

Requirements: INT <13 and WIS <13

Prime Requisite: STR

Hit Dice: 1d6

Maximum Level: 8

Goblinoids

Goblins are nasty little blighters who rapidly grow up into nasty *big* blighters. Their foul disposition and love of strife are the only things that keep them in check. Otherwise, the realms would be overrun with them.

The general physiology of the goblin is roughly humanoid, with shorter torsos and longer limbs than a typical human. The specifics of goblin anatomy are far more variable than just about any other humanoid race, making even the vast variety of humans on some planes of existence pale in comparison. Skin tones range across the full spectrum, but mostly in the uglier colours you could think of. Greens and reds are particularly common, but browns, blues, and even white is far from unheard of. Noses and ears in particular seem to bear excessive variation in size, placement and shape.

A 1st level goblin is a small little guy, no more than the size of a halfling, although with larger feet and less savoury dining habits. At 1st level, they are restricted to the same weapons as a halfling. However, unlike most

other humanoids, goblins keep growing as they increase in skill. Hobgoblins are roughly the same size as elves, and by 3rd level they are the same size as humans. Somewhere around 4th level most goblins stop growing in height, and instead just get meaner, though like their other physiological traits, this varies significantly from goblin to goblin.

Goblins find little love from others. Other goblins tend to dislike them and other races find them horrible, smelly, and abhorrent. As such, even the most charismatic goblin typically has issues making good first impressions.

Author's Note: Goblinoids in the Fallen Empire campaign setting are a variant on the classic Goblins of *Labyrinth Lord*™. Here, a single racial class represents goblins, hobgoblins, and bugbears. With age, experience and mighty deeds, a goblin can ascend to an even more powerful state, transforming into one of the mighty ur-goblins of legend. These goblins have been inspired by a mix of modern mythos, including the ur-viles of the *Thomas Covenant* series for the 8th level goblinoids, and a bit of faerie folklore for some of the subclasses. If you are attached to hobgoblins and bugbears as separate races from goblins, reskin this class as an alternate goblinoid completely, or potentially some other vile humanoid class that can evolve into ur-viles.

Goblinoid Level Progression

Level	Level Title	XP	HD	Special Notes
1	Goblin	0	1d6	Infravision
2	Hobgoblin	1,751	2d6	
3	Goblinoid Chief	3,501	3d6	+1 Melee Damage
4	Bugbear	7,001	4d6	+1 Surprise Chance
5	Dwarf-Eater	14,001	5d6	
6	Goblinoid Champion	28,001	6d6	Horde
7	Elf-Masher	56,001	7d6	
8	Ur-Goblin	112,001	8d6	Ur-Goblin

Goblins attack and make saving throws as a fighter.

Goblinoids can use any weapon (restricted by size as noted above) and can wear any armour, although their rapid growth prevents them from moving into plate mail until they have reached 5th level (max of chain mail from 1st-4th levels). All goblinoids have infravision to a range of 90'.

Goblinoids of 3rd level or greater have survived this far through cunning and brutality, and now deal +1 damage in melee combat (above any Strength bonuses they receive).

Goblinoids of 4th level or greater have improved their stealth skills to the point that they achieve surprise on a roll of 1-3 on a d6.

At 6th level, a goblinoid can establish a warren which will attract more goblins —some may even spontaneously crawl out of the walls once the warren is established and is properly messy and foul for goblin habitation. The warren can be a pre-existing structure, but must be underground and modified by the goblinoid character to suit goblin habitation. Once established, the warren will attract goblins of one type or another. The goblinoid champion rolls 1d8 on the table below and can choose to add or subtract his Charisma modifier (if positive) from the roll (after rolling).

1d8	Champion Modifier	Goblins
1-4	-0	1d6+2 x 20 Level 1 Goblins
5-6	-2	1d6+1 x 10 Level 2 Goblins
7-8	-4	1d4+1 x 5 Level 3 Goblins
9+	-6	1d3 x 5 Level 4 Goblins

These goblins are not exceptional and cannot increase in level. However there will also be a number of champions in the warren equal to the roll of 1d4+6 modified by the Champion Modifier from the table above. These champions have 1 Hit Die more than the standard goblins of the warren and can advance, but never to a level greater than the goblinoid champion who leads the warren.

The rare goblin that reaches 8th level undergoes a magical transformation over a

period of 1d3 months into one of the feared and famed ur-goblins. Many goblin tribes react to this transformation with fear and violence and new Reaction rolls must be made for all the champions in the goblin's horde when the transformation begins. Any champions who react negatively will work together to assassinate the ur-goblin, often with the help of many of the lesser goblins in the horde. Thus, most ur-goblins are those who didn't create a warren until after the transformation process, or are outcasts without warren or champions. There are rumours, however, of small enclaves made up entirely of ur-goblins that are said to have fought in the Great War, but no such groupings are known for certain to exist.

1d12 Ur-Power

- 1 **Fortitude:** The goblinoid becomes gristly and tough, increasing his hit points by 16 and his Armor Class is improved by 1, in addition to any benefits from armor and magic items
- 2 **Cutter:** The ur-goblin becomes pitch black in colour—even his eyes, teeth and innards. With a successful saving throw versus spells, he can tear down any wall of force, ice, fire, or similar magics such as *wizard locks*, *circles of protection*, *antipathy* spells, etc. that bar his way, destroying the barrier in the process.
- 3 **Earth-Bound:** The ur-goblin mutates into something craggy, almost rocky. He gains the ability to cast *stone shape* twice per day and *wall of stone* once per day.
- 4 **Might:** Mighty ur-goblins grow once again into towering masses of muscle. They gain an additional +2 bonus on melee to-hit rolls, and do +4 damage on melee damage rolls.
- 5 **Shadowed:** Some ur-goblins seem to almost fade away instead of mutating into something massive. These ur-goblins can cast *invisibility* on themselves at will, as long as they are in shadows when casting it.
- 6 **Wretched:** The wretched ur-goblins seem emaciated and near death, often

surrounded by a miasma of flies. They gain the stench ability of a ghast and can cast *insect swarm* once per day.

- 7 **Horrid:** The ur-goblin becomes truly hideous and bestial to behold, gaining a *gaze* attack like a medusa which paralyzes victims for 1d6+1 rounds instead of turning them to stone.
- 8 **Warden of Fire:** The ur-goblin is wreathed in small flickering flames and smoke. His melee attacks deal +2 fire damage and he can cast *pyrotechnics* at will.
- 9 **Chilled:** The ur-goblin bears an aura of otherworldly cold about him. His Armor Class is improved by 1 and he can cast *ice storm* and *wall of ice* each once per day.
- 10 **Transcendent:** Some ur-goblins seem to shed the very concept of goblinhood, emerging as if from a cocoon at the end of their metamorphosis as something fine and elven. These ur-goblins shed light as if the target of a *continual light* spell (which renews every round if somehow extinguished) and can cast *charm person* at will.

D12 Random Goblin Subclasses

When creating a goblinoid character, roll a d12 to determine your subclass. If you really don't want a subclass, petition the DM to let you take the "Focused" subclass. This subclass table was designed to work with the d12 subclass tables for the 13 character classes of Labyrinth Lord™ and the Advanced Edition Companion™ as presented in Issue #7 of Dyson's Dodecahedron. If you are not using those subclass tables, then decrease the earned XP for a goblinoid with a subclass by 10% (so a Focused character in this version would have the normal XP rewards, modified by prime requisite).

1d12

SubClass

- 1 **Cobbler:** *Detect magic* at will and ability to change into an animal 1/day as per the druidic animal shape ability (but restricted to small animals like birds, mice, rats, etc., up to the size of a typical housecat). Takes double damage from silver and cold iron weapons.
- 2 **Runner:** Ability to track like a Ranger.
- 3 **Rock-Born:** Increase Hit Die to d8.
- 4 **BloodKin:** Red or reddish skin tone; can frenzy in battle 1/day gaining +2 to-hit and damage for that battle.
- 5 **Wolf Rider:** +1 to-hit and damage when mounted; good judge of wolf-flesh (roll mount hit points twice, take the better total).
- 6 **Creepah:** Can move silently and hide in shadows as a Thief while wearing leather or lighter armor.
- 7 **Bug-Eyed:** Reduce chance of surprise by 1 (1 in 6). Probably has big ears too.
- 8 **Witch-Touched:** Gains a +3 bonus on saving throws versus magical effects.
- 9 **Shadowed:** Can hide in shadows as a thief with a +10% bonus, regardless of armor worn.
- 10 **Vicious:** Gains a 1d4 damage bite attack that can be used in addition to regular melee attacks.
- 11 **Focused:** Gains +10% bonus to earned XP.
- 12 Choose one or make up a new one.



VEXARE

by Brandon Baker

"The darkness is alive with evil. I have seen their red eyes, their scrabbling claws. They come from below, living and breeding and multiplying in the deep places where none dare tread."

—Nathen Ryles, Senior Sewerman of Dolmvay

Common

No. Enc: 2d10 (10d10)
Alignment: Chaotic
Move: 60' (20')
Swim: 30' (10')
AC: 6
HD: 1
Attacks: 1
Damage: by weapon type or
1d3 (bite)
Save: F1
Morale: 8
Hoard Class: III (XX)
XP: 13

Bodyguards

No. Enc: 1 per 3 commons
Alignment: Chaotic
Move: 80' (20')
Swim: 40' (10')
AC: 5
HD: 3
Attacks: 1
Damage: by weapon type or
1d3 (bite)
Save: F2
Morale: 9
Hoard Class: IV (XX)
XP: 65

War Leader

No. Enc: 1 per 10 commons
Alignment: Chaotic
Move: 80' (20')
Swim: 40' (10')
AC: 5
HD: 4
Attacks: 1
Damage: by weapon type+2
or 1d3+2 (bite + Str)
Save: F2
Morale: 9
Hoard Class: IV (X)
XP: 190

Warlock

No. Enc: 1 per 20 commons
Alignment: Chaotic
Move: 80' (20')
Swim: 30' (10')
AC: 6
HD: 2
Attacks: 1
Damage: by weapon type or
1d3 (bite)
Save: MU4
Morale: 8
Hoard Class: IV (X)
XP: 65

Oracles of Blaspheme

No. Enc: 1 per 50 commons
Alignment: Chaotic
Move: 60' (20')
Swim: 30' (10')
AC: 6
HD: 3
Attacks: 1
Damage: by weapon type or
1d3 (bite)
Save: C4
Morale: 8
Hoard Class: IV (X)
XP: 145

Vexare Beast

No. Enc: 1d3
Alignment: Chaotic
Move: 90' (30')
AC: 4
HD: 4+1
Attacks: 3
Damage: 1d3 (claw)/1d3
(claw)/ 1d6 (bite)
Save: F4
Morale: 9*
Hoard: Nil
XP: 190

The Vexare are a cross between a rat and a dwarf. They are basically dwarf-sized rats that walk upright like dwarves and have the same

intelligence as dwarves. They have brown to black fur. White fur is rare, but not unheard of.

Vexare have their own language. They are always found in groups and always fight in twos or threes. Vexare dwell underground and in sewers of larger cities and have infravision up to 60'. They wage a continual war against the dwarves, gnomes, and halflings which they hate—they prefer to attack a dwarf over any other opponent.

Vexare love shiny things and collect anything shiny. The only exception to this is the Vexare Beast, which are on the verge of being crazy.

If a War Leader, Warlock, or Oracle of Blaspheme is present, fear of their leader bumps all Vexare morale by 1.

Common Vexare

Common Vexare have brown or black fur. They wear leather armor and carry a shield, along with a one-handed weapon. Common Vexare have a 20% chance to hide in shadows when in their home territory.

Bodyguard Vexare

Vexare bodyguards are the elite warriors of the race. They are common Vexare who have beaten many enemies over the years and have advanced through their physical prowess. The

only way to tell a bodyguard from a common is they are more muscular and wear scale armor. They also carry a shield and a one-handed weapon. Bodyguards have a 40% chance of hiding in their element.

War Leader Vexare

Vexare War Leaders are even larger and stronger Vexare with a knack for leadership. They have a weapon bonus of +2 to-hit and damage.

Albino Vexare

An albino Vexare is a sign of a blessing from their god Erebus, a Demon Lord. Albino Vexare are either Warlocks that are able to cast Magic-User spells or Oracles of Blaspheme that are able to cast Cleric spells. A Warlock or Oracle of Blaspheme is usually armed with a staff.

Vexare Beast

Vexare Beasts are bigger and more muscular versions of the Common Vexare. They stand anywhere from 5' to 6' in height. Beasts have been bred for war and gladiatorial combat and as a result they are mostly bald with multiple scars and small patches of brown or black fur. A

Vexare Beast foams at the mouth when driven into a rage (ML 12) for combat.

Vexare Beasts are driven by 1d6+2 handlers. These are Common Vexare armed with a Vexare pole arm.

Vexare Pole Arm

A Vexare Pole Arm is wielded by the Vexare and is just a half-sized pole arm. It does 1d6 hit points damage and weighs 7 lbs. They have many sharp points and hooks to goad the Vexare Beasts into action.



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BEAST RIDER

by Adam Rizevski

"I am Sturman of Windlos Dale, Vanguard of the Winged Hawks, and I have come to pledge my aid to the elves of Al-Heirun."

—*Sturman the Hawkrider at the Battle of the Windswept Shores*

Requirements: CHA 15

Prime Requisite: STR and CHA

Hit Dice: 1d8

Max Level: 18

A Beast Rider is special breed of Ranger who has worked with domesticated and wild animals their whole lives. They are the few who dare try to tame and control the largest of beasts in the world and, perhaps, to ride them. They form a bond with their mount that is closer than mere friendship. They are masters of mounted combat, especially with elongated weapons.

Beast Riders can be of any alignment. They are found amongst all the races and lands, although their role may differ. Human and elven Beast Riders are typically nobility and bear proud flying mounts like griffons or hippogriffs. Dwarven Beast Riders live in the wild and can be found either freezing atop of a mountain or deep beneath its roots, but when duty calls, they arrive on the back of a roc or a heavily armored giant beetle, perhaps even an ankheg.

Halfling and half-orcish Beast Riders come from wild and barbarous lands where they are revered as shamans for their ability to speak with the spirits of the beasts they tame. Halflings tend to tame giant versions of their favorite animal, while half-orcs arrive on scene riding a deadly mantichore or wyvern.

The truly insane among the Beast Riders seek to tame and ride dragons, but such is a

dragon's pride that it is a very rare feat to accomplish. It is so rare that those who succeed often enter legend, one way or another.

The player is encouraged to come up with evocative titles for their beast rider, based on their race and/or culture such as Highborn Griffon Rider of Lantos Fields or Dread Basilisk Rider of the Stonegaze Chaos.

Beast Riders can wear leather, studded leather, and chain mail armor as well as use shields. They are trained to use axes, clubs, swords, daggers, pole arms, tridents, lances, long spears, thrown weapons (throwing dagger, spear, javelin, oil), bows (but now crossbows), and slings. Beast Riders use the same Level Progression, Attack Table, and Saving Throw Table as the Ranger class. If playing with racial level limits, demihumans are limited to 12th level, except half-orcs who can rise to 15th level.

Animal Trainer

The Beast Rider is a skilled animal trainer. In general, this gives him a +1 bonus to CHA rolls and checks to determine an animal's Reaction to him and to influence the animal's attitude.

As an animal trainer, he must choose a type of animal to specialize in. Common domesticated animals like dogs and horses do not need to be chosen in order for a Beast Rider to train them. The type of animal or monster

must be non-humanoid, although it can be intelligent. It must be a specific type or species like large cat, bear, dire wolf, giant beetle, dragon, griffon, and so on. Naturally, this should be the same type that the Beast Rider later tries to tame. The Labyrinth Lord reserves the right to approve the type of animal.

Because the Beast Rider is a savant with animals, he can train them in behaviors (tricks). Generally, to tame a wild animal requires two weeks of uninterrupted effort, and to train it in a particular behavior requires two weeks. After the first behavior, it only requires one week per behavior. The trainer makes a CHA check each week of training. If the check fails, the training requires another week. If he stops training or if the training is interrupted for more than a day, the animal can never be trained.

If the Labyrinth Lord wishes, the Maximum Spells per Level column of the **Intelligence Table II** in the *Advanced Edition Companion*™ would suffice for gauging how many behaviors an animal can learn.

Behaviors might include: Attack a target, Guard a location, Defend the rider, Fetch an item, Heel, Mount training, and so on.

Note: See the **Animal Retainers** article in *Brave the Labyrinth: Issue #2* for a detailed list of animal behaviors and their results.

Master of Reach

At 1st level, the Beast Rider is an expert with long weapons. When using a weapon like a pole arm, trident, lance, or long spear he gains +1 to-hit. This bonus increases to +2 at 6th level and +3 at 12th level.

Tracking

At 3rd level, the Beast Rider may track animals and non-humanoids as a Ranger.

Beast Master

At 6th level, the Beast Rider is able to

acquire his special mount. If he befriended one before now, it will allow him to ride it with training. If he seeks one out and befriends it, the player may roll its hit points twice and use the best total.

The maximum HD of his mount cannot exceed the Rider's level (so if he acquires a mount at 6th level, the mount cannot have more than 6 HD). At the Labyrinth Lord's sole discretion, the mount may be a juvenile or young adult of its kind if the normal entry has more HD than the Rider can acquire.

In preparation for riding the beast, a special saddle and harness must be made worth 25 gp per HD of the creature. Training it in the behavior of riding is also required. The training requires a CHA check. If the check fails, it requires another week of training. Again, if the training is interrupted, the creature cannot be ridden and a new one must be found. If the beast is very intelligent, such training may not be required.

The bond between the Rider and the mount is very close and nearly empathic in nature. Should the mount die, the Beast Rider cannot train another special mount for one year.



Combat Training

At 7th level, the Beast Rider can train his mount to be more accurate and tougher in combat. If the mount has less HD than the Rider, he may spend one week training it. The training must be uninterrupted, but it can be reattempted. At the end of the training, the mount gains 1 HD. This training cannot give a mount more HD than 1/2 the Rider's level, rounded down.

This training does not require a CHA check, as they have grown accustomed to one another.

Example: Roshgar, a 7th level Beast Rider, acquires a hippogriff (a 3+1 HD creature) as his mount at 6th level. At this time, he cannot improve its combat abilities. When Roshgar reaches 8th level, he can spend a week training his hippogriff to make it a 4+1 HD creature.

Speak with Animals

At 9th level, the Beast Rider can *speak with animals* as an extraordinary ability. This is not considered a magical effect.

Empathic Healing

At 11th level, the Beast Rider can heal animals similar to the Paladin's Lay-on-Hands ability. Once per day, he may heal 2 hp/level. This is an extraordinary ability and not considered a magical effect.

Empathic Link

At 13th level, the Beast Rider can sense whatever emotions its mount is feeling and get a general idea of what it is seeing or experiencing up to one mile away. This is an extraordinary ability and not considered a magical effect.

Improved Special Attack

At 15th level, the Beast Rider may train his mount in a special attack. The options available

to it are up to the Labyrinth Lord and are contingent on the type of mount. It cannot learn more or improve more than one type of attack. The training takes one week of uninterrupted training. The training does not require a CHA check because of familiarity, but it cannot be restarted if it is interrupted. A new special attack may be trained instead, if it qualifies.

The following are a few examples of Special Attacks:

- With mounts capable of a Charge attack (which should be most of them), a successful attack causes 2.5x damage.
- Flying mounts may gain a Dive attack. If it already has a Dive attack, it gains +2 to-hit.
- Terrestrial mounts may gain a Trample attack. If it already has a Trample attack, it gains +2 to-hit.
- Large mounts may gain a Swallow attack. If it already has a Swallow attack, it gains a +2 to-hit.
- If it has a Poison attack, it gains +2 to-hit and the saving throw required to avoid its effect is at a -2 penalty.

Coordinated Attack

At 17th level, the Beast Rider's bond with its mount has reached its peak. They both gain +1 to all saving throws when the Rider is on his mount and the mount's speed increases by 1/3 for all its movement rates. When both the mount and the Beast Rider attack in the same round, they gain a +2 AC bonus, +2 to-hit, and +2 to damage to their attacks. If the mount has no natural weapons, this effect would only apply to the Rider.

GRIMPS

by Yves Geens

"How many imps in a grimp, you ask? At least two, I say. Unless, of course, the grimp is a shrimp with a limp!"

—*Oliver the Orange Fool*

Requirements: DEX 9, CON 9
Prime Requisite: None
Hit Dice: Varies (see below)
Maximum Level: None

Imps are pint-sized, mischievous creatures with disproportionately large hands, feet, ears, or noses, making them not the prettiest demihumans to grace the world. The typical imp weighs about 10 pounds and stands one foot tall. The two most observed varieties are wood imps and cave imps. Wood imps have green and brown skin tones and live deep in the heart of old, wild forests. Cave imps have grey and black skins and prefer the cold darkness of the underground.

A single imp has 1 hit point, an Armor Class of 5 when attacked by creatures human-sized or larger, and can hide on a roll of 1-5 on 1d6 in bushes and foliage (wood-imps) or shadows (cave-imps). They are treated as 0-level humans on the Saving Throw Table.

Individual imps are too small and weak to effectively use weapons or wear armor. Attacks can be attempted with a penalty of -3 to-hit and do 1 hit point of damage.

Grimps

Generally speaking, imps are very reclusive and do not leave their closely-knit tribes. Sometimes, however, a group of imps will venture out into the world at large, usually under the leadership of one particularly daring or crazy imp. Due to their small statures, imps find themselves at a considerable disadvantage

when they encounter other humanoid races, for which they have come up with an ingenious solution (although halflings and gnomes in particular just find it silly).

Like a troupe of acrobats, the group of imps (or "grimp") will climb over and on top of each other until they reach a satisfactory height and form, usually with the leader at the top. The longer a grimp stays together, the more adept it becomes at this balancing act, the more confidently to stride through the world of their taller humanoid cousins to present a very odd sight indeed.

Grimp Telepathy

A grimp quickly develops a telepathic bond between its members, allowing the imps to communicate wordlessly for up to 60' if an individual imp scurries off by him- or herself. It takes 1d4 days for a similar bond to develop between two or more grimps should they meet. As imps have a close affinity with the smaller races, they speak impish, gnomish, goblin, kobold and halfling, as well as the common tongue.

The grimp takes full advantage of the innate magical bond between individual imps, which apart from allowing telepathy, also causes the imps to become more resilient, both physically and magically. The same magical bond, however, also creates a codependency of physical well-being.

Creating a Grimp Character

Grimp characters may roll for ability scores, choose a Class, advance in level, and become more powerful by absorbing new imps, as described below.

Grimp Ability Scores

Ability Modifiers: STR -1

Ability Min/Max: STR 3/16, DEX 6/18, CON 11/19, INT 6/18, WIS 3/16, CHA 3/13

Abilities are rolled as usual, which represent the average of the grimp's individual scores. Normal ability modifiers apply —extra hit points from a high Constitution are treated as additional imps. This number is in addition to the number of imps gained per level advancement as determined by character class (see Grimp Hit Points, below).

Example: A grimp Fighter with a Constitution score of 9 would at 1st level consist of 1d8 imps, and by 3rd level consist of 3d8 imps. A grimp Magic-User with a Constitution score of 17 would start off with 1d4+2 imps at 1st level, and be up to 3d4+6 imps at 3rd level.

Classes Available

A grimp may become a Druid, Fighter, Illusionist, Magic-User, or Thief.

Class	Level Limit
Druid	12
Fighter	Unlimited
Illusionist	Unlimited
Magic-User	9
Thief	8

Grimp Druids, Illusionists, and Magic-Users

Grimps may channel mystical powers through their bond, but can only do so when all members are physically holding on to each other. Loss of a single imp might thus also cause the temporary loss of the grimp's powers, at the Labyrinth Lord's choice.

Grimp Thief Skill Adjustments

Thief Skill	Adjustment
Pick Locks	+10%
Find and Remove Traps	-5%
Pick Pockets	+5%
Move Silently	-15%
Climb Walls	+15%
Hide in Shadows	+10%
Hear Noise	-1



Grimp Hit Points

Hit points are rolled normally by class. Each hit point represents one imp and the total represents the entire grimp. When the grimp takes damage, their magical bond causes the damage to be divided and distributed equally over all members as long as they are within a 15' radius of each other.

It can occur that an imp becomes permanently separated from the grimp or even gets killed. In such a case, the imp's 1 hit point is permanently subtracted from the grimp's total. It then becomes the Labyrinth Lord's prerogative if and how this can be remedied.

When in an appropriate area (either woods or underground), the grimp might happen upon a replacement imp willing to join, or perhaps a new imp is born if the grimp is a mixed-gender company. Another alternative is that the grimp gains an extra imp on its next level advancement. Or perhaps the loss is really permanent and a warning to the group to be more cautious in the future.

Note: Evil grimp characters might want to forcefully incorporate other imps to make themselves more powerful. To avoid power creep, the Labyrinth Lord can again decide if this is to be allowed or not. An argument can be made that the bond between imps only works if it is of a voluntary nature.

Grimp Armor Class

At the very least, two imps are needed to form a grimp. As the grimp increases in size, it loses its Armor Class bonus when attacked by larger creatures (a grimp of two would have Armor Class 6, while a grimp of four would have Armor Class 8).

Grimp Saving Throws

When in each other's presence, for each ten imps in a grimp, all members gain a bonus of +1 to their saving throws as determined by character class. This bonus effect, as well as the improved character class saving throws,

dissipate immediately from an imp if it moves more than 15' away from the rest of the grimp—at this point, its saving throws revert to those of a 0-level human.

For example, a 2nd level grimp Fighter of ten imps would have saving throw values of 14 - 11 - 13 - 12 - 15.

Grimp Weapons and Tactics

Starting at five imps, a grimp can use small or light weapons (those that deal 1d4 damage, if variable damage is used) and wear armor that reduces Armor Class to 8. To use heavier weapons or armor, an additional five imps are needed per increment of weapon damage die or Armor Class Reduction.

Example: A grimp of ten can wield a short sword and wear studded leather armor, while a grimp of thirty can swing a pole arm and wear plate mail.

A critical fumble (natural 1) during an attack roll or Strength or Dexterity check can result in the whole grimp toppling over or in part of it falling off. It generally takes 1d4+1 rounds before all the imps are back in position. Likewise, a "called shot" (optional rule) directed at imps key to the structural integrity of the grimp (i.e. those that function as the 'lower limbs' of the grimp), may have a similar effect.

Under a particularly willful leader, multiple grimps can team up to make one larger grimp, combining their character levels, hit point pool, and saving throw bonuses. Conversely, a large grimp can split up into smaller grimps. The maximum number of grimps that can join together or split off is equal to the leader's Intelligence modifier.

Example: The leader of a grimp with an Intelligence score of 18 could divide his group into three smaller grimps, or join up with and lead two other grimps.

Split grimps must stay within 60 feet of one another to function coherently. Otherwise, they fall apart and try to reunite.

THE BARD

by Michael Raston

"I don't care how good you sing, I said your kind is not welcome at my inn, and what I say goes. Jut ask my wife, if you can find her. She left with the last bard that came through these parts. Now, good day to you, sir."

—Jon the Barkeep of the Whistling Horse Tavern

Requirements: CHA 9

Prime Requisite: STR and DEX

Hit Dice: 1d4

Maximum Level: None

Bards travel the lands searching for new stories to sing. If they happen to get rich along the way, that's fine by them too. Adventuring Bards are bards who have traveled with a group of adventurers, singing their tales, until realizing: "Hey, I could do this adventuring stuff myself!"

Bards can be found in any of the usual adventurer hot spots, singing at the inn between seducing girls and swindling gold. Adventurer Bards have a magical relationship with their music, using it to control the minds and emotions of the people (and monsters) around them. A Bard's rough and tumble lifestyle allows them to wear some armor and swing a sword, but they're not great at either, preferring to talk or trick their way out of sticky situations.

On reaching 9th level, a Bard may buy or construct an Inn or Tavern in a suitably busy town or hamlet. The Inn or Tavern quickly attracts a reputation across the land for being a good source of wholesome entertainment, courtly intrigue, or dastardly villainy, depending on the Bard's alignment.

Travelers, adventurers, and pleasure seekers flock to the Inn or Tavern from far and wide and the Bard does not have to look far to find interesting people with even more interesting tales. These individuals can point the Bard and his party in the direction of adventure, as well

as provide secret knowledge that only comes from loose lips receiving the VIP treatment. The ale sales should make the Bard a pretty penny as well.

Bards use the Magic-User Attack Tables and Saving Throw Tables and the Thief Level Progression Table. They may use shields, but cannot wear armor heavier than leather. Bards cannot use weapons with a base damage higher than 1d6.

Song Knowledge: Bards have the ability to gauge the emotion and general lyrics of a song, even if they do not understand the language it is sung in. For example, they can tell the difference between an orcish war chant and an orcish love song without knowing how to speak orcish.

Hear Noise: A bard is particularly adept at listening out for peculiar noises, or deducing what may be happening on the other side of a door via sound. For this ability to work, the area around the Bard needs to be quiet. Due to years of musical practice, the bard is slightly better at this ability than the Thief. Bards are particularly adept at comprehending lyrics or general meaning of songs heard through doors and walls.

Level	Chance to Hear Noise (d6)
1-2	1-3
2-4	1-4
5+	1-5

Hide in Plain Sight: Bards have the ability to disappear in a crowd. This ability has been gained from years of running away from unappreciative crowds and furious fathers. If there is a large crowd of people in an area (more than 5 people in the majority of 10' foot squares in the room/street/plaza/etc.), the Bard can slip away unnoticed from whomever happens to be chasing him. Alternatively, the Bard may just want to blend into the crowd, denying his normal flamboyant demeanor.

Level	Chance to Hide in Plain Sight
1	13%
2	17%
3	20%
4	27%
5	30%
6	37%
7	47%
8	57%
9	67%
10	77%
11	87%
12	90%
13	97%
14+	99%

Busk: Bawdy or solemn, making the incorrect song choice from his repertoire can be dangerous for a Bard. If a Bard succeeds at busking, he has picked the right songs for the crowd and they happily tip him for his playing. Crowds tip 15% of their carried wealth to the Bard.

The size of the crowd depends on how much work the Bard has done in drumming up interest in his show, or where he has chosen to play. If the Bard fails his busking attempt, the crowd either happily ignores his poor choice of music or is incited into a murderous rage. The Labyrinth Lord must roll 2d6 on the Reaction table to determine this. Busking attempts take

approximately 30 minutes to an hour of in-game time.

Level	Chance to Successfully Busk
1	23
2	27
3	30
4	37
5	40
6	43
7	53
8	63
9	73
10	83
11	93
12	95
13	97
14+	99

Beguile: Regular folk can become enamored with a Bard, so much so that they may be willing to work for him for free (as long as their basic needs are taken care of). When attempting to hire a Retainer, if the Labyrinth Lord rolls a 2 (including modifiers) on the Retainer Reaction to Hiring Offer table, the Retainer offers to work for free. The other benefits of +1 to Retainer morale also apply. If the Bard insists on mistreating the Retainer, they may end up demanding pay (probably at the most inopportune time for the Bard).

Reaching the 5th Level: A Bard can *comprehend languages* with 80% probability. The Bard cannot communicate in the languages he comprehends. If the roll does not succeed, the Bard cannot attempt to comprehend that language again until he reaches a higher level of experience. The Labyrinth Lord may want to keep this roll result secret and not allow the Bard to know if he has succeeded or not. The Labyrinth Lord may then tell the Bard character what he THINKS he is comprehending from the person that is speaking to him.

Reaching the 6th Level: A Bard can read and cast magic from Magic-User (and Elf) scrolls with 40% accuracy. A failed rolls means the spell does not function as expected, and can create horrible effects, at the Labyrinth Lord's discretion.

Reaching the 8th Level: A Bard can read and cast magic from Magic-User (and Elf) scrolls with 80% accuracy. A failed rolls means the spell does not function as expected, and can create horrible effects, at the Labyrinth Lord's discretion.

Song Spells

Bards have the ability to cast magic spells through their songs. To do so they are required to be playing a two-handed instrument (Lute, Flute, Bagpipes, Violin, Harmonica, Panpipes, etc.) when they cast the spell and to maintain the spell. Bards do not have the same explosive nature with magic as Magic-Users and need to continue playing their instrument in order to keep their magic power at play in the world. The instant the Bard stops playing, the spell he has cast fails, even if it has time remaining where it would still be in effect.

The Bard needs his party members to give suggestions and directions to people under the effect of spells like *charm person* and *geas*, because if the Bard speaks he must cease playing his instrument. Song Spells do not last longer than their listed effectiveness, even if the Bard continues playing.

To learn new spells, a Bard needs to find another Bard who knows the Song Spell and is willing to teach it. Bards are not overly protective of their known Song Spells, but demand gold for their lessons (1,000 gp per Song Spell level).

Bards have a limited choice of magic compared to Magic-Users. The Song Spells Bards can use are listed below.

Level 1: Bless, Charm Person, Remove Fear, Sleep, Ventriloquism.

Level 2: Silence, Snake Charm.

Level 3: Haste, Hold Person.

Level 4: Charm Monster, Confusion, Detect Lie, Plant Growth.

Level 5: Feeblemind, Hold Monster.

Level 6: Geas.

Level 7: Power Word Stun.

Level 8: Irresistible Dance, Mass Charm.

Bard Spells Per Day Per Level

Level	Spell Level							
	1	2	3	4	5	6	7	8
1	1							
2	2							
3	2	1						
4	3	1						
5	3	1						
6	3	2	1					
7	4	2	1					
8	4	2	2					
9	4	2	2					
10	4	3	2	1				
11	4	3	2	1				
12	4	3	3	1				
13	4	3	3	2				
14	4	3	3	2	1			
15	5	4	3	2	2			
16	5	4	4	2	2	1		
17	5	4	4	3	2	1	1	
18	5	5	5	4	3	2	1	1
19	5	5	5	4	4	2	1	1
20	6	5	5	5	5	3	2	2

TARGKER GOBLINS

by Peter C. Spahn

"Red Rope! Red Rope! Red Rope!"

—Targker goblin chant

The Targker (Tripguts) Goblins are a large and particularly nasty tribe of goblins that live in the area of the Jagged Cross Hills. Tripguts Goblins have sloped foreheads, thick bodies, and bandy arms and legs. They are fierce fighters who breed and train wolves as guards and mounts.

Tripguts Goblins enjoy capturing and torturing their prisoners in a variety of sickening ways, including a horrifying blood sport known as the Red Rope Run (see below). The Tripguts mutilate the bodies of slain victims, often disemboweling their most powerful enemies and wearing their bloody intestines as decoration.

Blood Race

Blood Race is a short *Labyrinth Lord*™ adventure designed for 3-6 characters of 1st-3rd level (about 10 levels total). The adventure involves a run-in with a Tripguts war party led by Kalvo War Club and takes place in a cave complex known as the Kalvo Goblin Lair.

Beginning the Adventure

This adventure begins *in media res*, with the characters arriving at the Kalvo Goblin Lair just as the Kalvo Tripguts begin their grisly game of Red Rope Run. It is important that the characters arrive to witness the start of the game. Otherwise, this encounter runs the risk of being Just Another Goblin Cave™.

The following plot hooks can be used as a guide to determine why the characters have come to the Kalvo Goblin Lair.

- The characters stumble across the lair while exploring the wilderness.

- The characters follow the Tripguts Goblins back to their lair after a raid on several farmsteads.
- A friend or relative of the characters has been captured by the Tripguts Goblins.
- The characters are hired by a coalition of local farmers or militiamen to seek out and destroy the goblins in their lair.
- The characters are captured by the Tripguts Goblins. (**Note:** Make sure you know your group before you try something like this!).

Kalvo Goblin Lair

The Kalvo Tripguts have moved into an old cave complex located in the side of a steep cliff. The cliff ranges from 30' to 40' tall. It is covered with handholds and may be climbed easily by a thief character (no roll needed). Other characters must make a Strength check to climb to the top of the cliff. Failure means the character falls, suffering 1d6 hit points of damage.

Meeting the Kalvo Tripguts

The Kalvo Tripguts have just returned from a successful raid on a nearby farm. When the characters arrive at the Kalvo Goblin Lair, most of the goblins are at the Tripguts Field (**area 11.**) subjecting their male captives to a game of Red Rope Run.

1. Trail

This rocky trail leads up to the lair's main entrance. It is currently unguarded, as most of the tribe has gathered at the Tripguts Field.

2. Central Cave

This large cave is the main sleeping and eating area of the Kalvo Tripguts. It contains a firepit in the center and clumps of bedding made from straw, moldy cloth, and old animal skins. A successful secret doors check reveals a small purse hidden in a crevasse. This purse contains a single ruby worth 500 gp.

When the characters arrive, one goblin is on guard duty here. The disgruntled goblin would rather be having fun with the rest of the tribe and is paying more attention to updates from the goblins in **area 8**. than he is to guarding the lair. If the characters have not caused a loud commotion, the goblin is surprised on a roll of 1-3 on 1d6. Any sound of combat here brings the two goblins from **area 8**.

Goblin: AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 1; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword) or 1d6 (hand axe); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7; XP 5; 1d4 cp, 1d4 trophy intestines.

3. Wolf Cave

A small pack of three wolves dwells in this chamber. The cave has a strong animal smell and is littered with rank sleeping furs. A tarnished silver bowl (worth 25 gp) on the floor contains slobbery drinking water.

One wolf is currently present in this cave. The wolf is having trouble digesting a piece of maggoty flesh. It growls a warning as the characters approach the cave and attacks anyone who enters. Sounds of fighting here bring the goblin from **area 2**.

Wolf: AL N; MV 180' (60'); AC 7; HD 2+2; hp 8 (currently 6); #AT 1; Dmg 1d6 (bite); SV F1; ML 8; XP 35.

4. Wolf Handler Cave

Murkan the Wul dwells alone here in this cave. This chamber also has a strong animal smell. One of Murkan's bed furs is actually a bearskin rug with a preserved head. If cleaned up, it is worth 75 gp.

5. Stream Cave

A small, freshwater stream flows through part of this chamber. The goblins use this

chamber as a privy and the shores of the stream have been fouled by waste. The goblins also use this chamber to house captives.

When the PCs arrive, a farmer's daughter named Holley Landers and five young children are bound and gagged on the floor. If freed, Holley tearfully thanks her rescuers. Holley is terrified, but brave. She offers to lead the children to safety, but begs the characters to rescue her father and brothers. She knows the goblins took the men away and believes they are being tortured in another part of the caves.

Holley Landers: see pg. xnx for statistics.

Young Children (5): see pg. xnx for statistics.

6. Ancient Altar

An altar to an ancient water god named the Blue Lady occupies this chamber. A whitish-green patch of strangleweed lives in the pool of stagnant water surrounding the altar. The superstitious goblins avoid this chamber, except to leave offerings in the water. These offerings consist of bloody intestines, slices of meat, flasks of ale, 13 gp, 7 sp, 9 cp, a gold knotwork bracelet (worth 125 gp), and the occasional captive. A secret compartment hidden in the altar contains a map to another shrine bearing the Blue Lady's image.

Strangleweed: AL N; MV None; AC 6; HD 3; hp 19; #AT 1; Dmg special; SA constriction attack; SV F3; ML NA; XP 29.

7. War Chief's Cave

Kalvo War Club dwells here. This cave contains a pallet made of brightly colored sheets and clothing. An ornately carved wooden headboard (worth 50 gp) leans against one wall. A silver urn (worth 75 gp) on the floor once contained the ashes of a deceased loved one, but now contains a rope of drying intestines. A tapestry (worth 150 gp) hanging on one wall depicts a knight on horseback.

8. Overlook Cave

This cave opening is about 20' above ground level and provides a scenic view of the field below. Two goblins are present here. The goblins are supposed to be guarding the lair with the goblin in **area 2**., but have snuck into

this cave to watch the sport on the field below. The goblins are extremely distracted and are surprised on a roll of 1-4 on 1d6.

Goblin (2): AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 2, 2; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword) or 1d6 (hand axe); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7; XP 5; 1d4 cp, 1d4 trophy intestines.

9. Witch-Doctor's Cave

Raga-raga the Evrak dwells here. The walls are crudely painted with arcane symbols (spirals, stars, runes, etc.) and crude paintings of goblins looting and burning. A brush and a human skull full of red paint rests on a natural shelf. A pallet made of brightly colored human dresses lies on the floor. A *potion of healing* is hidden beneath this pallet.

10. Field Exit Tunnel

This tunnel slopes down and exits onto the Tripguts Field.

11. Tripguts Field

The Kalvo goblins have outfitted this open field for their favorite game —the Red Rope Run (see below).

When the characters arrive, the Kalvo Tripguts and five human captives are gathered near the exit to **area 9.**, where Raga-raga has just disemboweled the first runner, a farmer named Walrod Tarvey. As the characters watch, the bound and bleeding Tarvey screams in pain as he takes off at a slow jog. The goblins cheer and shout as they place wagers on how long it takes him to trip over his own guts. The Labyrinth Lord can either roll normally or simply decide how far Tarvey makes it across the field before falling in a bloody mess.

If the characters do nothing, the goblins disembowel their captives one by one and send them running. Once all runners have fallen, the goblins rush to the bodies to fight over the trophy intestines, leaving the rest of the remains for Murkan and his wolves.

If the characters attack, it takes the goblins a moment to react. The characters get a free attack in the first round and automatically win initiative for the second round.

Kalvo War Club: see pg. xnx for statistics.

Raga-raga the Evrak: see pg. xnx for statistics.

Murkan the Wul: see pg. xnx for statistics.

Goblin Warrior (9): AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 5, 4, 3, 3, 3, 2, 2, 2, 2; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword) or 1d6 (hand axe); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7; XP 5; 1d4 cp, 1d4 trophy intestines.

Wolf (2): AL N; MV 180' (60'); AC 7; HD 2+2; hp 11, 9; #AT 1; Dmg 1d6 (bite); SV F1; ML 8; XP 35.

Red Rope Run

The Red Rope Run is a sickening torture game played by the Tripguts Goblins. Captives are bound with their hands behind their backs and then taken to an open field. This field is marked by a line of colored stakes set 40' apart. The goblins then slit open the belly of one of the captives and force him to run across the field. The goal is to see how far the captive can make it before tripping on his own guts and dying.

The gut wound is extremely painful and the runner suffers 1d4 hit points of damage each round (saving throw vs. wands for half damage). On a damage roll of "4", the captive trips over his own guts and falls down, suffering an additional 1d4 hit points of damage. The runner must then make a Constitution check in order to stand up again.

Although the goblins sometimes promise freedom to runners who make it to the end of the field, there is no way to win this "game". If the runner falls and does not get up, refuses to run any further, or actually reaches the woodline, the Tripguts release their pack of hungry wolves to chase down and devour the captive.

Concluding the Adventure

If all goes well, the characters rescue the captive farmers, slay or drive off the Kalvo Tripguts, and possibly save the life of a very grateful farmer (if the characters have access to healing magic). The characters can expect to be welcomed in every local farmstead and Holley

Landers may even turn into a love interest for one of the characters.

If the characters do not kill or drive off the Kalvo Tripguts, the goblins move into the area permanently, sending for reinforcements as well as females and young in order to start a new enclave. Characters who return to the bluff later find it much more heavily defended.

NPCs and Factions of Note

The following NPCs and factions may be encountered during this adventure.

Kalvo Tripguts

The Kalvo Tripguts are a Tripguts goblin war party led by Kalvo War Club. The Kalvo Tripguts have taken over a small cave complex, and are using it as a base from which to launch deadly raids into the surrounding countryside. The Kalvo standard is a gray spiked club wrapped in red intestines on a black background. This standard is painted onto the shield of every Kalvo Tripguts warrior.

Kalvo War Club

Kalvo is a large, hairy goblin who claims to be part bugbear. He is a veteran of many raids and is feared by his followers. Kalvo loves the sound of music, and Tripguts captives can briefly extend their lives by singing for him. Kalvo wears a necklace made from a rope of intestines taken from a powerful orc chieftain.

Kalvo War Club: AL C; MV 60' (20'); AC 5 (scraps of armor + shield); HD 2; hp 13; #AT 1; Dmg 1d6-1 (small spear), 1d6 (war club); SA 90' infravision, -1 to-hit in full daylight; SV F1; ML 8; XP 38; three garnets (25 gp each), 17 gp, 3 sp.

Raga-raga the Evrak

Raga-raga is a goblin evrak (witch-doctor) who worships a goblin death god named Wahul. Raga-raga has a preference for lace and finery and often wears human women's dresses and clothes. His favorite outfit is a filthy white corset and a flowing red skirt. Raga-raga wears the intestines of a human magic-user wrapped

around both of his forearms. He is an expert at disemboweling foes with his ritual knife.

Raga-raga the Evrak: AL C; MV 60' (20'); AC 8 (scraps of armor); HD 1; hp 6; #AT 1; Dmg 1d4 (ritual knife); SA 90' infravision, -1 to-hit in full daylight; SV MU1; ML 8; XP 19; *potion of healing*.

Cleric Spells: 1st: *cure light wounds*

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

Murkan the Wul

Murkan is a goblin wul (wolf handler). Murkan is Kalvo's most trusted lieutenant and the other goblins respect him even more than they fear Kalvo. Murkan is completely loyal to Kalvo and the two have saved each other's lives several times. A coiled rope of intestines taken from an adventuring cleric hangs from Murkan's belt. Murkan has developed a taste for raw flesh and commonly eats with his wolves.

Murkan the Wul: AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 2; hp 10; #AT 1; Dmg 1d6-1 (small spear) or 1d6 (hand axe); SA 90' infravision, -1 to-hit in full daylight; SV F1; ML 8; XP 38; silver earring (12 gp), 7 gp.

Kalvo Tripguts Warrior

Kalvo warriors are cruel and greedy goblins who have enjoyed success under the leadership of Kalvo War Club.

Kalvo Tripguts Warrior (12): AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 5, 4, 3, 3, 3, 2, 2, 2, 2, 2, 1; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword) or 1d6 (hand axe); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7; XP 5; 1d4 cp, 1d4 trophy intestines.

Wolves

These wolves have been trained to be vicious. As long as Murkan the Wul is alive, the wolves have a Morale of 11.

Wolf (3): AL N; MV 180' (60'); AC 7; HD 2+2; hp 11, 9, 8; #AT 1; Dmg 1d6 (bite); SV F1; ML 8; XP 35.

Captive Farmers

These farmers were captured during the most recent Tripguts raid.

Wallod Tarvey

Tarvey is a fat farmer who would rather drink beer than work in his fields. Tarvey was visting with Dennos when the goblins raided the farm. If Tarvey is saved, he turns over a new leaf and becomes an upstanding citizen.

Wallod Tarvey: treat as 0-level human with 3 hp.

Dennos Landers

Dennos is a widower who owns a small farm to the south. Dennos is a loving father who would do anything for his children.

Dennos Landers: treat as 0-level human with 4 hp.

Dennal and Talos Landers

Dennal (age 13) and Talos (age 12) Landers are sons of Dennos Landers. Dennal is the larger, but more reserved of the two while the wiry Talos is more adventurous.

Dennal and Talos Landers: treat as 0-level human with 2 hp.

Holley Landers

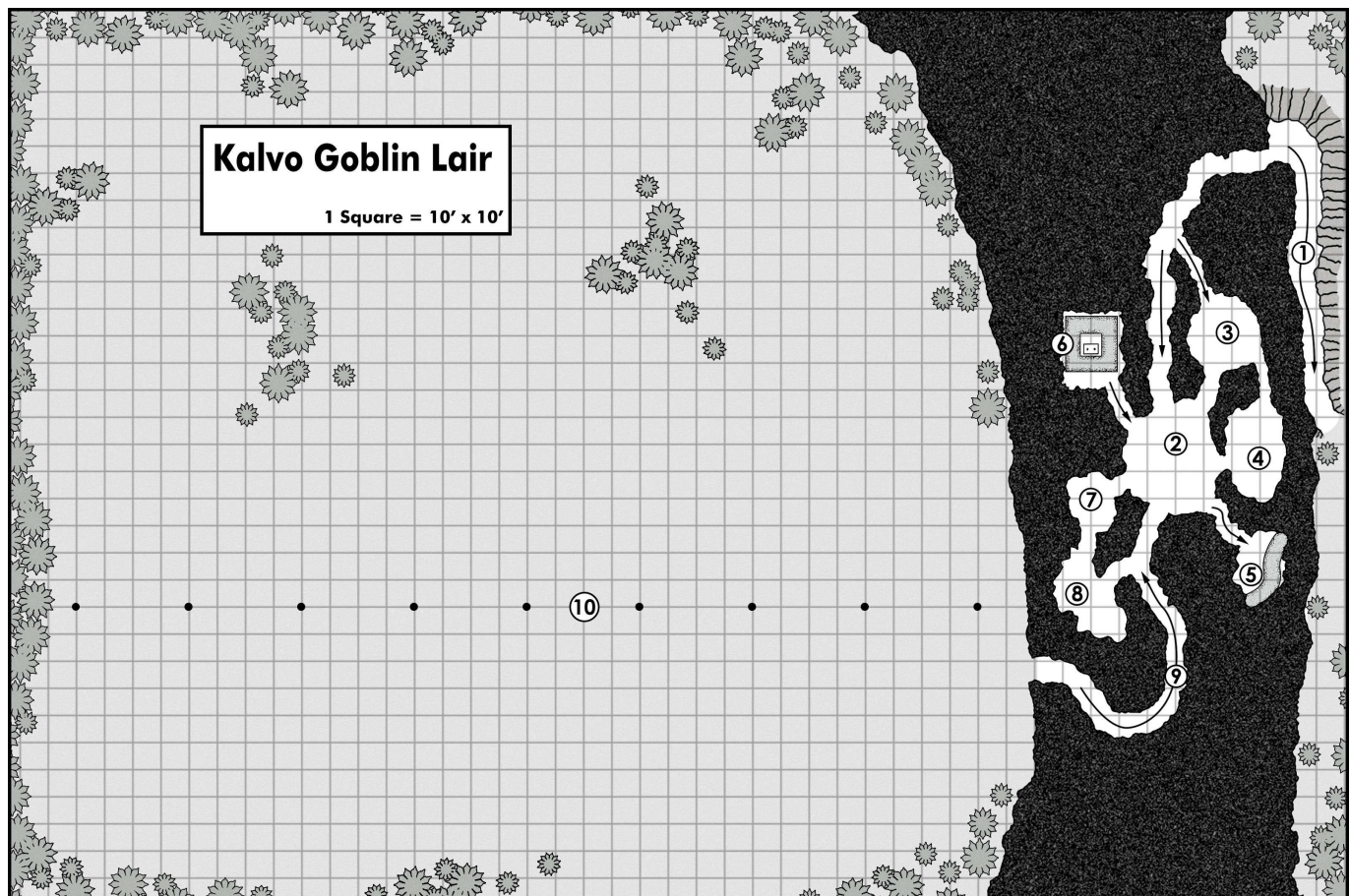
Holley is a brave young girl (age 15) who has cared for her brothers and sisters after her mother's death. Holley is terrified for her family and the other captives.

Holley Landers: treat as 0-level human with Cha 14.

Young Children

These young children are Holley's sisters (age 7 and 4), one boy (age 5) and two other girls (ages 8 and 4) who were captured from a neighboring farm after their parents were killed by goblins. The children are terrified and Holley Landers is doing everything she can to comfort them.

Young Children (5): treat as 0-level humans



THOSE TROUBLESOME ELVES

by Luigi Castellani

"No more elf PCs. I don't want to hear the whining again when you bumble your rolls trying to do all that crap Legolas does (in the Lord of the Rings movies). Even Legolas couldn't do all that stuff."

—Peter C. Spahn circa 2003

Of all demihumans, elves are the most controversial in Old School gaming. Every now and then a thread pops up on one of the OSR-centric forums trying to "fix them" because of how "broken" they are. These posts forget that in the myths and literature that are reference materials for our hobby, elves are indeed shown as being superhuman (think of Anderson, Moorcock, and Tolkien in literature as well as the Sidhe of Irish myth).

This article analyzes the Elf class and offers some advice on how to deal with those Troublesome Elves.

Comparing Hit Points and Attack Values

Let's start with a comparison between character classes in *Labyrinth Lord*[™]. We will assume that all characters have the best non-magical armor and weapons available for their class. The Fighter, Dwarf, Halfling, Elf, and Cleric all wear plate and shield (AC 2). Magic-User has no armor and no shield (AC 9). Thief wears leather armor (AC 8). We will assume that all characters have absolutely average ability scores and hit points.

The following table lists a comparison of all seven basic classes up to 40,000 XP (about 5th level for an Elf). The hit points represent the average for each class. The Attack Value (AV) represents the character's to-hit Armor Class 0.

CLASS COMPARISON TABLES

0 XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	3.5	4.5	3.5	2.5	2.5	4.5	3.5
AV:	19	19	19	19	19	19	19
1.25K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	3.5	4.5	3.5	5	2.5	4.5	3.5
AV:	19	19	19	19	19	19	19

1.5K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	3.5	4.5	7	5	2.5	4.5	3.5
AV:	19	19	19	19	19	19	19
2K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	3.5	9	7	5	2.5	4.5	7
AV:	19	19	19	19	19	19	19
2.1K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	3.5	9	7	5	2.5	9	7
AV:	19	19	19	19	19	19	19
2.5K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	3.5	9	7	7.5	5	9	7
AV:	19	19	19	19	19	19	19
3K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	3.5	9	10.5	7.5	5	9	7
AV:	19	19	19	19	19	19	19
4K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	7	13.5	10.5	7.5	5	9	10.5
AV:	19	18	19	19	19	19	18
4.3K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	7	13.5	10.5	7.5	5	13.5	10.5
AV:	19	18	19	19	19	18	18
5K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	7	13.5	10.5	10	7.5	13.5	10.5
AV:	19	18	19	18	19	18	18
6K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	7	13.5	14	10	7.5	13.5	10.5
AV:	19	18	18	18	19	18	18
8.1K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	10.5	18	14	10	7.5	13.5	14
AV:	18	17	18	18	19	18	17
8.75K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	10.5	18	14	10	7.5	18	14
AV:	18	17	18	18	19	17	17
10K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	10.5	18	14	12.5	10	18	14
AV:	18	17	18	18	18	17	17
12K XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	10.5	18	17.5	12.5	10	18	14
AV:	18	17	18	18	18	17	17

16k XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	14	22.5	17.5	12.5	10	18	17.5
AV:	17	16	18	18	18	17	16

17.5k XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	14	22.5	17.5	12.5	10	22.5	17.5
AV:	17	16	18	18	18	16	16

20k XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	14	22.5	17.5	15	12.5	22.5	17.5
AV:	17	16	18	17	18	16	16

25k XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	14	22.5	21	15	12.5	22.5	17.5
AV:	17	16	17	17	18	16	

32k XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	17.5	27	21	15	12.5	22.5	21
AV:	17	15	17	17	18	16	15

35k XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	17.5	27	21	15	12.5	27	21
AV:	17	15	17	17	18	15	15

40k XP	Elf	Ftr	Cl	Th	MU	Dw	H
HP:	17.5	27	21	17.5	15	27	21
AV:	16	15	17	17	18	15	15

Breakdown

With average rolls, at the same XP total, a Fighter, Dwarf, or Halfling is a better warrior than the Elf. Because of its hit points, the Cleric class is the contender with the Elf for next best warrior even if it has less damage potential than the Elf.

In terms of hit points and attack value, the Elf is practically tied with the Thief (who is hindered only by its poor armor).

The Magic-User is not that far behind the Elf as you might think in hit points, and after 1st level is always capable of casting more spells than the Elf at the same XP tally.

We also have to keep in mind that the Elf when put into the party's front-line would have a very hard time casting spells —if he is casting, he is not fighting. It is self-evident that a spell-casting elf is not able to wield shields or melee weapons.

An Elf in the back lines casting spells is not able to fight physically. So in some ways, an Elf very much chooses what he is from round to round —Fighter or Magic-User. He can't "be both" at the same time.

In the end, removing any weapon or armor proficiency (as some Labyrinth Lords do) from the Elf to "fix" him, only breaks the class for good.

Niche Protection

Another common gripe about elves is not so much about their fighting ability (or the mix of fighting and magic), but that they steal the scene of Magic-Users, especially at 1st level and in one-shot games where the typical level of difference in spellcasting ability is hardly enough to make Magic-Users shine.

This is a rather more valid point, and one that can be addressed in different ways.

The first and most easy thing to do (if you have access to the *Advanced Edition Companion*™, but only play with *basic Labyrinth Lord*™ classes) is to allow Elves to cast spells from the Druid and/or Illusionist spell list, leaving Magic-User spells the sole province of the Magic-User class. Elves would be able to use magic items available to Druids and/or Illusionists, but not those usable by Magic-users and Clerics only.

It would be up to the Labyrinth Lord to choose if Elves need spell books (like Illusionists and Magic-Users) or are able to cast all spells from their list (like Druids).

But what if you do not have (or do not want to use) the *Advanced Edition Companion*™?

Taking a cue from the *Labyrinth Lord*™ core rulebook, we can say that magic comes naturally to an Elf—that he does not need to study magic any more than he needs to study breathing.

We now have two options:

1. We can consider the Elf's spells as more or less fixed "innate" abilities. (Innate Abilities)
2. We can imagine the Elf as a walking, talking wild magic source. (Wild Talents)

Whatever is decided, by using elf spells as Innate Abilities or Wild Talents, the Elf character can keep all of his powers. He will be both fighter and magician, but only human Magic-Users can truly be masters of magic.

Let us look at these options further.

Elf Spells as Innate Abilities

The Elf knows exactly one spell for each spell slot. The spell an Elf knows at 1st level is randomized, and so is each additional spell the Elf gets.

Whenever an Elf gets a new spell slot of a spell level he already has access to, he has the option of getting an additional copy of a spell he already can cast (meaning he can cast the same spell more than once per day).

At 3rd, 5th, 7th, and 10th level, the Elf can change one (and only one) of the spells he knows to another spell of his choice of the same spell level.

Elf Spells as Wild Talents

Each day, randomize all the spells the Elf wakes up with. Labyrinth Lords beware, this option makes for rather unpredictable gameplay and requires quite a lot of bookkeeping.

Spell Books and Gaining New Spells

With these variants, Elves do not use spell books—they do not need to memorize spells, but wake up each day with their full array of spells ready. Elves cannot learn (nor invent) new spells by research or copying from scrolls and spell books. An Elf will be able to use a scroll only if he has access to the *read magic* spell to decipher the magical script.

Conclusion

To conclude this short essay on elves, it is important to remind the reader that nothing stops the Labyrinth Lord from mixing and matching options and maybe more: A third "full shuffle" variant (probably fit only for Monty Haul gaming) would be to allow elves to cast spells that are randomly determined each day from all spell casting lists (Cleric, Druid, Illusionist, Magic-User). An Elf would not need a spell book and would be able to use any magic item regardless of class restrictions. Scrolls of any kind would be accessible to an Elf, but only after the use of a *read magic* spell.

BUTCHER, BAKER, CANDLESTICK MAKER. . . MAGIC CANDLES, THAT IS!

by John 'jcftao' Feldman

"Here. This salve will take care of those stings. I don't know where that swarm came from, but you'd best be on your way before it returns."

—*Bertrand the Insular*

Magic candles are useful for the Labyrinth Lord. They can provide some useful magical ability to the PCs, but can be short lived. As a Labyrinth Lord, I've gained a reputation for being a tightwad when it comes to parceling out magic items. Handing out too much magic cheapens the whole idea of it. "Bah! Another enchanted sword, got three already..." So, a good compromise between a dearth of magic and a glut would be introducing useful, but temporary items such as magical candles.

Here are two dozen enchanted candles for your consideration. Unless otherwise noted, the standard duration of each candle is 12 hours, which may be used in one hour increments. All of these magic candles are usable by any class.

Beeswax Taper

This candle, when lit, gives off a scent of flowers and summons a swarm of bees to do the bidding of the user. Treat this as an *insect swarm* spell, but with a duration of 10 rounds. 10% of these candles are cursed causing the swarm to attack the user instead. Usable once.

The beeswax taper was created by Bertrand the Insular as a remedy to unwelcome visitors.

Blood Votive

If the blood of a specific person or animal is smeared upon the candle and the candle is lit, it grows brighter as the user nears the target. The effective range is 1d6 x 10 miles. Standard duration.

Bonding Candle

The wax from this magic candle fastens securely any object that can open and close such as chests, doors, windows, etc. The bond is equivalent to STR 18 for ability checks to break the seal. A simpler way to break the bond is the application of heat near the wax seal to melt it. Standard duration.

Grimly the Suspicious did not take kindly to having his possessions combed through while lodging at the magical guild. It seems that his roommate had a predilection for stealing the mage's sweets.

Candle of Burdens

This candle weighs quite a bit more than you would expect. It has the mass of a similar amount of lead. When lit and the wax is dripped onto any item, the wax takes on the properties of an object with great mass. Each application of wax drippings will weigh 1d6 x 100 lbs. The wax may be scraped off to remove the burden. This candle may be extinguished and re-lit, but provides a total of 12 applications in this manner.

Ventos Stormrager created the candle of burdens in an effort to hold his papers, books, and furniture in place during his magical research into summoning gale force winds.

Candle of Night Terrors

When lit, the screams of lost souls are heard. The candle cannot be extinguished by normal means, but burns out on its own. Anyone within earshot must make a saving throw vs. spells or....? (Labyrinth Lord's discretion. Failed saves could result in temporary loss of Wisdom, penalties to attack rolls, etc.) Usable once.

Candle of Secrets

When two or more people hold the candle while it is burning, they are able to converse with each other in complete privacy. Anyone listening to their conversation hears only an unintelligible rambling. Users must all be touching the candle. Standard duration.

Candle of the Scribe

When this candle is lit and held over any non-magical parchment, the drawing or words on the parchment are transferred permanently to whatever is immediately below it. This could mean the wooden table, a blank parchment, or even someone's back. Standard duration.

This candle was created by the wizard Zeeroks the Original.

Cursed Candle of Inaction

When this candle is lit, anyone within a 15' radius that looks at the candle must make a saving throw vs. spells or stand immobile, staring at the flame until it goes out. Standard duration.

Cursed Candle of Scuttledrig

This rough, black, waxy candle is made from the carapaces of exotic beetles. When lit, the candle summons a swarm of crawling, biting beetles that attack the person who lit the candle. Treat this as the spell *insect plague* with a 10 round duration. Usable once.

Footpad's Taper

This slender candle is favored by thieves. When lit, it acts as a *silence* spell, but with only a 5' radius. Standard duration.

Firefly Candle

The user may hold the lit candle up towards any other light source (unlit) and blow. The candle flame flies towards the light source, lighting it upon arrival. The candle stays lit, allowing it to be used in this manner for the candle's duration. This works only upon normal light sources such as other candles, torches, lamps, and lanterns. It cannot ignite the wood in a fireplace or set a thatched roof afire. To extinguish the candle, the user points it towards the ground and blows it out. This candle burns for 12 hours or may be used in quarter hour increments.

Felnor the Greater modified this magical candle and imbued it with certain safeguards to prevent unintended fires. He did so after observing his apprentice accidentally setting the wizard's roof ablaze. It is rumored that a few of the original candles may remain.

Restful Candle

Sleeping in the light of this candle allows those sleepers to gain a full night's rest in just one hour. This restores all spellcasters as if they had 8 hours of sleep. Standard duration.

Scent Candles

When lit, these candles give off the strong scent of garlic, dragon, etc. Garlic repels vampires, dragon scent upsets horses, etc. Some candles give the scent of elf which is good for baiting trolls. Standard duration.

Scentless Candle

When lit, the candle masks the scent of anyone standing within a 15' radius. Standard duration.

This candle was created by a wizard who disliked the scent of the creatures he summoned.

Seer's Candle

Sleeping in the illumination of this candle causes those sleepers to have vivid dreams with a 25% chance of having a vision. Treat this vision as a prophecy which may foretell some future event. There is a 5% chance that the sleeper instead has a vivid nightmare. This results in a -2 to all attack, damage, and ability check rolls during the next 24 hours. Usable once.

Sentinel's Candle

While this candle is lit, anyone within a 10' radius is unable to sleep. This is good for PCs taking a turn at watch or it could also be used maliciously to prevent a spellcaster from getting a good night's rest. Standard duration.

Shadow Candle

When this candle is lit, the shadow of the user springs forth off the wall, acting as a man-at-arms, intervening between the user and any danger (AC 9, HP 10, no attack). Duration—the shadow vanishes when it has taken 10 points of damage or when the candle is extinguished. Otherwise, this magic candle has a standard duration.

Rumor has it that Lord Eirrab created this magic candle to protect his children from real and imagined night terrors.

Spirit Candle

When lit, it summons the spirit of the nearest deceased person. That spirit answers one question, whispering in the summoner's ear. Usable once.

Taper of Safekeeping

This slender green candle when lit causes all doors, windows, cupboards, drawers, and chests within the illumination of the candle to remain firmly shut as if a *wizard lock* spell had been cast upon each. Standard duration.

Thieves' Bane Candle

This candle burns twice as bright when someone or something passes within 15' of it. Standard duration.

Grimly the Suspicious worked long into the night in his study. He created this candle to detect thieves and invisible intruders.

Unhallowed Candle

When lit, it creates the illusion of shadows closing in and whispers can be heard in the darkness. Standard duration.

This candle was created by the witch Isolde to intimidate the superstitious farmers of Autumn Vale.

Unity Candles

These candles are always found in pairs. When either one is lit, the other magically lights. When either candle is snuffed out, the other also goes out. Standard duration.

White Ash Taper

Passing a melee or ranged weapon through the flame of this candle causes it to burn with magical fire, inflicting an additional 1d6 hit points of damage upon a successful hit with the weapon. Weapons burn until the candle is extinguished. Standard duration.

The arcane archers of the White Ash Woods had their troll problems cured with generous applications of this magical flame.

Will-O-Wisp Candle

When lit, the candle floats within a 5' radius of the caster. If the caster moves, it follows. Standard duration.

If you would like additional magic candles and other resources for your game, please check out my website at www.damnelpress.com



NEW MONSTERS OF THE KNOWN LANDS

by Keith Kilburn

"I have never seen such a fine horse. It *must* be for sale. I say again, name your price and I shall pay it."

—Lord Stefan val Brethane after seeing a Roanoko horse for the first time

Vještica

No. Enc.: 2-4
Alignment: Chaotic
Movement: 120' (40')
Fly: 240' (80')
Armor Class: 7
Hit Dice: 4
Attacks: 1
Damage: 1d6+2
Save: MU4
Morale: 8
Hoard Class:
XP: 500

Vještica are a magical race of creatures who resemble human men and women. They are practitioners of the dark magical arts who attempt to use their abilities to beguile, enslave or otherwise harm innocent folk. It is rumored that they eat innocent children who fall prey to their traps, that milk curdles in their presence, crops falter, and animals come up lame or throw a shoe. All of these things tend to come from the aftermath of a *curse* spell or some sort of sacrificial rite aimed at some deity or another. Due to the curses that these practitioners bear they are often times hideous to behold.

Vještica can cast spells as though they were magic-users of 10th level and actually have a

number of spell-like abilities at their disposal. The first is their ability to *fly* once per day. This ability needs a material component to work —a broom, carpet, or some other such item.

The second is the ability to, once per day, utter a curse on their enemies or those nearby. The last is the ability to escape death once a day by transforming into a cloud of ravens. Should they be caught later within their secret lair, they are too weak to perform this escape again.

The Vještica tend to encamp near rural societies, small villages, or little hamlets. They live in ramshackle dwellings, caves, or otherwise hidden or secluded lairs, and sometimes they interact with humans, using their abilities to befriend the local populace. The Vještica pose as wise figures or healers of some type, lulling others into this belief until it is too late to stop whatever evil plan they are about to unfurl.

Vještica are omnivores, living on a variety of foods rumored to include human flesh. Their only enemies are clerics or magic-users who stand against them. The lifespan of a Vještica has never really been recorded, but is known to surpass a normal human life span due to whatever deal they've made with whatever dark deities they worship.

Sila-Kein

No. Enc.: 1d6
Alignment: Lawful
Movement: 120' (40')
Armor Class: 7
Hit Dice: 4
Attacks: 3
Damage: 1d6(claw)/1d6 (claw)/1d3 (bite)
Save: F4
Morale: 9
Hoard Class:
XP: 500

The Sila-Kein (Elvish for 'mutt dog') are a breed of semi-intelligent canines who populate the elvish lands near the North Woods. The elves in the area believe that they may have come from human hounds breeding with elvish dogs to create the dark-hued mixed-breed canines. The coloring on Sila-Kein is more earth-tone in nature and/or black with spots of white mixed in on the chest and feet. The feet of the Sila-Kein are 'webbed' like a Labrador-retriever for easier movement in and around water, and seem slightly larger than is considered normal for their size. The Sila-Kein are actually smaller than normal dogs, ranging in weight from 40-60 pounds, with short, fine hair despite their common ancestors being larger and having more in common with the 'chow chow' breed of human dogs than any other type of canine.

These dogs are wiry and quick, able to outpace humans and elves alike on foot and can nearly outrace a horse given a forested terrain to travel through.

The Sila-Kein have senses that are slightly better than standard canine senses. They have a very primitive version of elven infravision sight that allows them to see fifteen feet in darkness. The dogs can attack with a claw attack and bites, they tend to be aggressive when attacked or scared, but are friendly to human and elves who approach with kindness.

The Sila-Kein are more at home in forests and open plains near elven cities or strongholds—they are not so much an established breed of dogs, but rather something that happens as a result of the mingling of elven dogs and canines that tend to associate with humans. They tend to mate for life and roam the elven lands, freely

going wherever they decide to go. A Sila-Kein that submits once and is treated kindly will act as a companion for life. These dogs make exceptionally loyal pets and protect their companions even unto death.

Sila-Kein are omnivores, living on a variety of foods. Their only enemies are Orcs, Goblins, and Hobgoblins. The lifespan of Sila-Kein has never really been recorded, but is known to surpass 25 years.

Horses of Ronoako

No. Enc.: 1d8
Alignment: Lawful
Movement: 210' (70')
Armor Class: 6
Hit Dice: 4+4
Attacks: 3
Damage: 1d8+2 (hoof)/1d8+2 (hoof)/1d3 (bite)
Save: MU4
Morale: 9
Hoard Class:
XP: 500

A Ronoako horse looks like a cross between a horse and a unicorn, but is a breed unto itself. They are most commonly copper or bronze in color with light yellow spotting along their backs and sides. Powerful steeds with gleaming coats of hair, a Ronoako horse's eyes are usually deep sea blue or fiery pink. Long strands of hair hang down from their manes and forelocks. Males are distinguished by the white beards beneath their chin; females by their more elegant and slimmer musculature.

The hooves of a Ronoako horse are cloven and yellow-ivory in color. Ronoako horses speak their own language and choose their own riders. It is believed they were the chosen mounts of a sacred order of knights named the Order of Thornton and the chosen creature of the Goddess Tyama, who is said to have created these beautiful creatures to honor the god Kela-Morg.

These horses are tough, hard to kill, and aggressive in battle. They have most of the same characteristics of a light war horse with a few exceptions. They can attack 3 times in a round, its third attack being a bite which causes 1d3 points of damage. The Ronoako horse's

thick, shaggy coat and tough hide gives it a natural Armor Class of 6. Its long legs are powerful and can carry horse and rider swiftly over long distances. Its back is also very strong and can carry as much as a war horse. The Ronoako horse is even-tempered and steady in battle. It panics very rarely (5% chance) by such things as fire and loud noises.

The Ronoako has remarkable endurance. It can survive by grazing alone and does not require feeding and handling by its rider, so separate supplies of grain are not needed. It can be ridden for long distances without tiring or faltering.

Only breeders who know the Ronoako horse's qualities and who seek strength and stamina in their own horses' bloodlines are likely to consider an attempt to capture such a noble and rare creature. Local villagers and townsfolk who see the magnificent horses think of the sighting as a blessing.

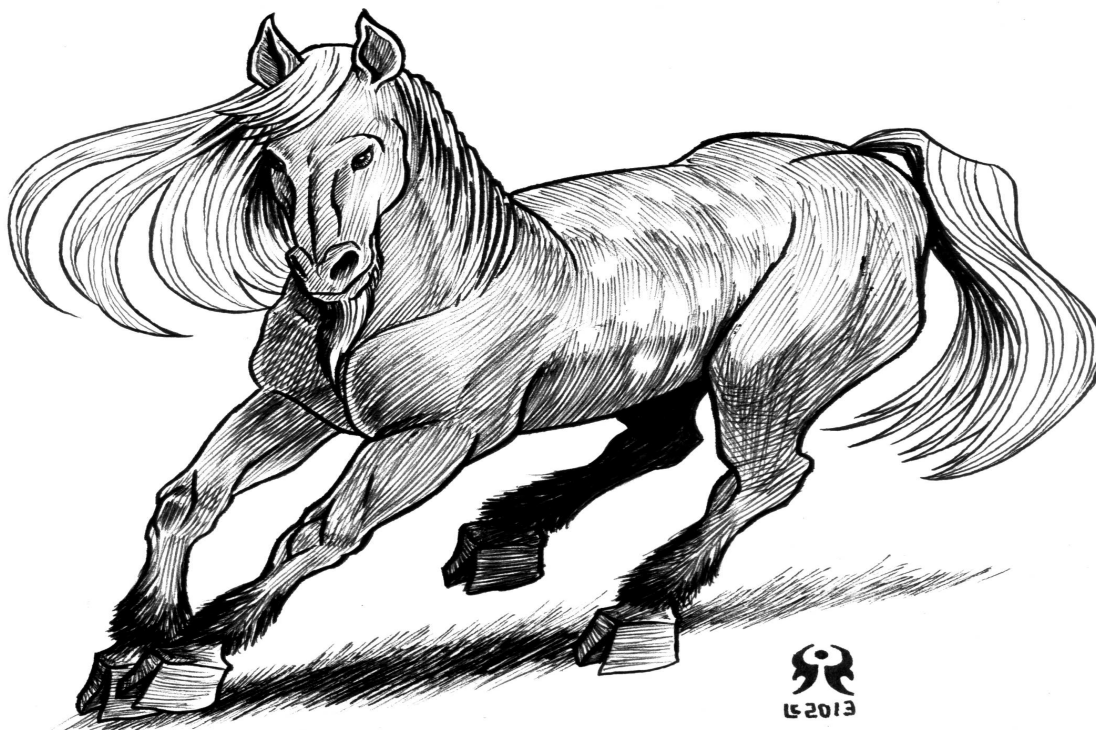
Ronoako horses can sense an enemy from 240 yards away. Likewise, Ronoako horses move very silently, and surprise on a roll of 1-3 on 1d6. The horses can kick with their front hooves and bite each round. In addition, Ronoako horses can never be *charmed* or *held* by magic. They are immune to *death* spells and

make all saving throws vs. spells as if they were wizards of 11th level. Ronoako horses are also immune to poison.

Ronoako horses dwell only in open plains, away from human habitation. These fierce but good creatures shun contact with all but elves, pixies, sprites and the like. They mate for life and roam the lands freely, going wherever they decide to go. Lone Ronoako horses occasionally allow themselves to be tamed and ridden by a human or elf of pure heart and Lawful alignment. A Ronoako horse that submits once and is treated kindly will act as a steed for life. These horses make exceptionally loyal mounts and will protect their riders even unto death.

Ronoako horses are herbivores, living on tender leaves and grasses. Their only enemies are griffins and those creatures that destroy forests and plains, in particular red dragons and orcs.

The lifespan of Ronoako horses has never been recorded, but is known to surpass 100 years. They are believed to maintain their youth until death is only weeks away. The secret of this longevity is their strong magical nature. Ronoako horse hooves are highly sought after, since possession of them is a sovereign remedy against all known poisons.



BEETLE REVIEWS: DARK TIMES IN BRIGHTON

by Joe Johnston

"I'm so glad a band of big, strong adventurers have finally come to Brighton."

—Red Rona

Crafting a low-level adventures is a tricky thing for a Labyrinth Lord. The players will be using fragile characters who are just a few bad dice rolls away from death, even when they have full hit point totals. The Labyrinth Lord is similarly challenged in that he or she must establish a setting that is sufficiently compelling to pull the players into the adventure.

Bill Logan at DWD Studios has produced a solid low-level adventure, called DwDDF-01: *Dark Times in Brighton*, that rises to this challenge. This adventure module presents a setting in the form of the town of Brighton with enough details to be interesting, enough unsaid to allow a Labyrinth Lord his own additions, and a sample dungeon that will connect the players to Brighton for future adventures.

Plot Summary

The scenario will be familiar enough to most readers: dark forces out of the Brighton's past have returned to revenge themselves on the town's founder, the elderly Richan Thatcher. A plague is steadily killing the people of Brighton. The town's guards are out of their depth. Your heroes will take up the banner of Brighton, find the source of the plague and end the terror.

Right at the start, Logan informs the reader of a few assumptions that may present problems for some Labyrinth Lords. The first point is philosophical: the adventure is designed for lawful heroes who want to do the Right Thing for Brighton. This bias may be unpalatably saccharine for those who prefer a dark, grim world of anti-hero adventuring. Of course, the beauty of *Labyrinth Lord*[™] is that how your players react to any scenario is negotiated at the play table with the individual Labyrinth Lord.

The second assumption that may rankle some readers is that Logan has an explicit Expected Outcome section. It is a design goal of the module that, should the players succeed in their heroic actions, they will be venerated by Brighton. This may strike some readers as a "railroading," which is an adventure where the players have little influence on the sequence of events in the story. One could level this same charge at a number of classic TSR modules, like C1: *Test of the Warlords*, in which the PCs are more or less guaranteed to end up with their own feudal dominions. Experienced Labyrinth Lords can easily "derail" that sort of deterministic adventure and roll the happy ending of the railroad into a darker place for the next adventure.

To Logan's credit, that is exactly what DWDF-01 does in the form of the Crimson Brotherhood, a ruthless group of mercenaries competing with the PCs to solve the Brighton crisis. Should the characters end the threat against Thatcher's town, they will likely incur the ire of these chaotic ne'er-do-wells. Such is the mixed price of success for the players.

DWDF-01 can be grouped into three sections: adventuring in Brighton, finding the lair of enemy, and confronting the evil. The amount of play time each section generates is up to each group playing the adventure. If a group enjoys role playing, then Brighton has a number of optional side-quests that will help flesh out the town and its people to the players. Otherwise, Brighton is merely a quick stop before heading out to complete the mission.

Likewise, finding the source of the plague can be very straightforward. Thatcher can more or less tell the group where to find the source of the plague. The module does provide some opportunities for extending this section into a small wilderness adventure which can be further embellished by a Labyrinth Lord seeking to add elements of his or her own devising.

The meat of DWDF-01 is the exploration and clearing of the Old Goblin Halls in the Daakenkraags mountain range. In the world of Brighton, the defeat of the original goblin kingdom there by Thatcher and his men paved the way for the establishment of the town of Brighton to the south. The goblin halls are a traditional dungeon hack that is much smaller in scope than say, *B2: The Keep on the Borderlands*. However, each room is well thought-out, as are the random encounters. One room features the endearing Labyrinth Lord monster, the carcass scavenger.

The final confrontation with the mind behind the plague can prove extremely challenging to a party unfamiliar with combat tactics, such as using cover, engaging archers in melee and throwing burning oil to scatter mobs of opponents. Overall, clearing out the halls should prove an exciting climax to the crisis in Brighton.

Meta-Features of the Work

DWDF-01 includes several maps, including a wilderness overview of the area, an aerial view of Brighton, and interior maps of the local inn and the Old Goblin Halls. These maps are scattered through the text, rather than collected at the back for easy printing and removal. There is a new monster, the Lizardhawk, which should spice up any low-level adventure. There is ample artwork throughout the text that is simple, but effective, in the style of Larry Elmore.

Included in the back of the adventure is fairly extensive listing of NPCs that may be encountered in Brighton. Many of them have quirks that can spark future adventures, but the standout character is Red Rona, leader of the local Thieves' Guild. As a femme fatale, she can pull double duty as both a benefit and a hindrance to the plans of the players. Whether she a sexist trope or clever plot device is solely in the hands of the Labyrinth Lord.

Analysis

As a game system, *Labyrinth Lord*[™] can be played like basic *Dungeon and Dragons*[™] or like *Advanced Dungeons and Dragons*[™]. DWDF-01 clearly wants to be more like an AD&D game in which heroes have the race and a class attribute, but still seeks to be compatible with the basic D&D flavor of *Labyrinth Lord*[™]. The module will be most successful when played with the *Advanced Edition Companion*[™] rulebook although a determined Labyrinth Lord may elide the differences with some work.

Like a DVD, the text includes boxed sections called "Author's Notes," in which Logan writes directly to us. As these do not directly help a Labyrinth Lord run the adventure, these can be skipped.

The statistics blocks for monsters follows a layout that differs from the *Labyrinth Lord*[™] rulebook. This innovation saves space, but might trip up a reader the first time through.

Like the well-known TSR module, T1: *The Village of Hommlet*, the DWDF-01 module

clearly grew out of an existing campaign played by a regular group of players. The comparisons do not end there. Hommlet is a well-detailed town with colorful NPCs and few adventuring retail options for the players, much like Brighton. The ruined moat house is the single, small dungeon area that the players may clear, like the Old Goblin Halls near Brighton. Although the Old Goblin Halls represent fewer encounters than Hommlet's moat house, I suspect that players familiar with both will find clearing the Halls more satisfying.

There are a few production issues that plagued my copy of DWDF-01 that may be addressed by the time you read this. There are a few (but only a few) typos scattered throughout the text. I have paid more for other products that contained far more. Also, the subheadings in the PDF appear scrambled on my Apple machines (and iPad). On Linux, the PDF rendered correctly.

Conclusion and Recommendations

Labyrinth Lords looking for a short 3-5 session side adventure may use DWDF-01 to great effect. The setting is self-contained and need not have lingering effects on your campaign world, should you not wish any.

The NPCs are described as having professions like rangers, so using the *Advanced Edition Companion*™ may prove somewhat easier than using the *Labyrinth Lord*™ core rulebook.

As every party needs at least one NPC nemesis, the Crimson Brotherhood is a great candidate for this role. Steal them from this module, if you ignore everything else. And if you also need a plot device to work both for and against the party, Red Rona and her band of thieving escorts will spice up any campaign.



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SUBMISSION GUIDELINES FOR ISSUE #4

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.

Rights

Any content submitted to *Brave the Labyrinth* is assumed to be an original creation submitted by the sole author. *Brave the Labyrinth* accepts reprints for consideration, but prefers previously unpublished content. Small Niche Games retains the right to publish accepted content for any issue of *Brave the Labyrinth*, including Best Of's and Anthologies. The author retains all copyright to his or her own work, but is asked not to publish submitted content (if applicable) until one month after that issue of *Brave the Labyrinth* is released.

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 #4

Issue #4 is currently scheduled for publication in the first week of April 2014. We look forward to seeing your submissions!

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



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