

BRAVE THE LABYRINTH

ISSUE #4 • JULY 2014



of Chalm

Labyrinth Lord Map



Villages



Water



Swamp/Marsh



Mountains



Hills

Labyrinth Lord
Compatible Product



BRAVE THE LABYRINTH

Issue #4 • July 2014

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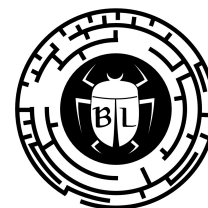


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BEETLE NOTES AND READER MAIL



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.

This issue was delayed from its April release because of work on the *Guidebook to the City of Dolmvay*, a massive OSR city sourcebook that was funded by Kickstarter. Featuring the writing of Peter C. Spahn, maps by Tim Hartin, and artwork by Luigi Castellani, the *Guidebook to the City of Dolmvay* is a free (PWYW) product so be sure to download it from RPGNow.com when you get the chance! And long live the Three Beardos!

This issue of *Brave the Labyrinth* sees the introduction of Beetlemirth, which is a throwback to the old humorous cartoons found in 80s gaming magazines. Hopefully we'll get enough submissions to make it a regular offering.

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](http://RPGNow.com). If you'd like to make a

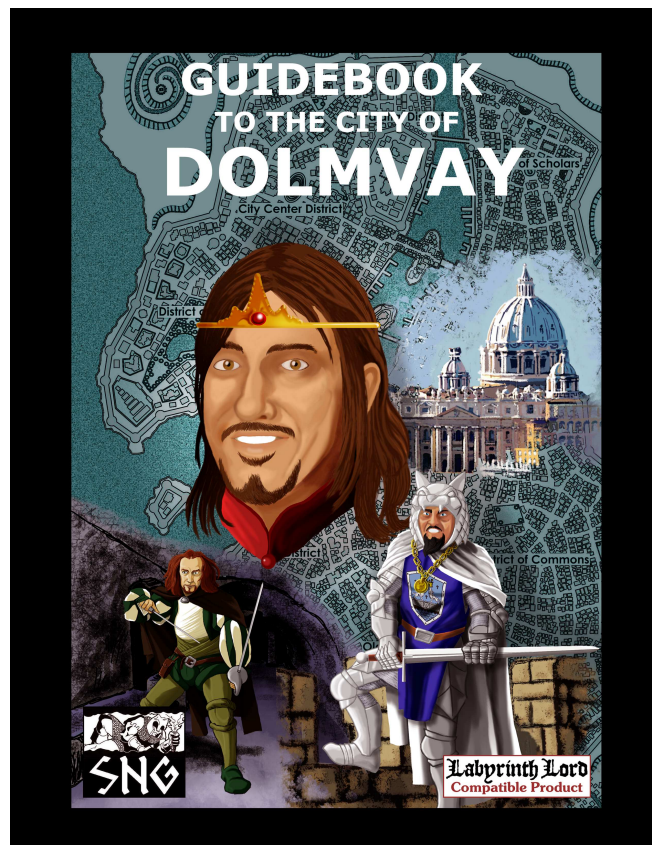
donation to keep *Brave the Labyrinth* going, please send \$1, \$5, or whatever you like via PayPal to smallnichegames-AT-gmail-DOT-com. These donations will be used primarily to offset the cost of commissioned artwork for current and future issues.

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

Peter C. Spahn

Small Niche Games

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DWARF VARIATIONS

by Gavin Norman

"Clockwork dwarf? I saw one years ago in the dungeons beneath the Spire of A Thousand Windows. Mangel leth Hingejaw was what it called itself. With hot oil for blood and winding gears for a heart, I'd call it an abomination of ancient magic before I'd call it any kind of true dwarf."

—Lewus Forkbeard of the Sapphire Clan

These variants on the standard dwarf may be used with either the dwarf class presented in the *Labyrinth Lord*™ core rulebook or the dwarf race from the *Advanced Edition Companion*™.

Clockwork Dwarf

These rare beings of obscure origin are occasionally encountered in adventuring parties or working as clocksmiths. They have all the normal faculties of a sentient being, but are made of metal (typically brass or bronze) and run on clockwork.

Clockwork dwarves cannot ingest normal food or water, and indeed react to such as if it were poison. Instead, they must consume one pint of lamp oil every other day, and often like to snack on nuts and bolts.

Additionally, clockwork dwarves have the substantial advantage over their fleshy brethren that they do not need to breathe, and can thus happily exist in airless environments. On the other hand, clockwork dwarves are damaged by water, taking 1d3 hit points damage per round they are submerged. This can be avoided by smearing three pints of oil over their whole body, with such protection lasting for 1d3 hours.

Clockwork dwarves have no affinity with stone, and lack all of the standard dwarfish stonework abilities. They do however have a

natural Armor Class of 7.

Strangely, despite their artificial origins, healing magic (including potions) works normally on clockwork dwarves. The reason for this is a mystery.

Stone Dwarf

Some dwarfish communities have retreated so deep into the mountains that they have, over many millennia, begun to meld with their stony environment, becoming beings that are half-flesh and half-stone. It is said that stone dwarf communities spend large amounts of time simply standing still.

Stone dwarves are as slow and determined as rock, and gain several advantages because of this. Due to their hard skin they have a natural Armor Class of 5, and are completely immune to petrification magic, being already half-stone. A stone dwarf who stands completely motionless and who is not wearing clothing or carrying other equipment has a chance of being mistaken as a statue and can surprise its opponents on a 1-5 on 1d6. They also have the ability to speak the language of earth elementals and their kin.

As a downside, healing magic of all kinds has only a 50% chance of taking effect on a stone dwarf. It should also be noted that stone dwarves can under no circumstance swim—they sink like the proverbial stone.

Backgrounds and Characteristics

The following charts may be used to inspire some ideas about a clockwork or stone dwarf character's origins and culture. A single background should be rolled—this gives some idea about the character's interests and skills outside of his or her life as an adventurer. Multiple rolls on the characteristics chart may be made (at the Labyrinth Lord's discretion) to give some additional flavor to the character.

1d8 Clockwork Dwarf Background	Stone Dwarf Background
1 Clocksmith	Silent Guardian
2 Toy	Miner
3 Guardian	Stonemason
4 Miner	Golem Crafter
5 Mechanist	Engineer
6 Living Computer	Awakened Statue
7 Drone	Smith
8 Tinker	Gorgon Milker

Clockwork Dwarf Characteristics

- 1 Constantly emits a quiet ticking.
- 2 Embeds gems and treasures into its body.
- 3 Harbors a bitter hatred of its maker, against whom it has sworn revenge.
- 4 Loves to amuse small children.
- 5 Has only a single purpose in life.
- 6 Has a secret compartment in its body, which can be used to store small items.
- 7 Weeps tears of oil.
- 8 Has a secret word of deactivation.
- 9 Can be dismantled and reassembled.
- 10 Can reproduce with others of its kind by means secret and obscure.
- 11 Recently awoke from a period of long dormancy.
- 12 Has an unfailing memory for numbers.
- 13 Crafts clockwork toys which seem to have minds of their own.
- 14 Seeks to uncover the mysteries of its origin.
- 15 Knows how to manufacture spare parts to repair itself.
- 16 Needs to be wound like a clock.
- 17 Undertakes a daily self-maintenance routine.
- 18 Secretly wishes to be flesh.
- 19 Has an extraordinary memory for trivia.
- 20 Whistles and spouts steam during battle.

Stone Dwarf Characteristics

- 1 Has only three fingers.
- 2 Finds humans physically repulsive.
- 3 Believes that its race is the rightful owner of all metals and stones.
- 4 Has no sense of taste.
- 5 Can subsist by eating gravel alone.
- 6 Views Ogremoch, Lord of the Dark, Cold Earth, as the creator of the world.
- 7 Practices the art of counting, keeping an internal, increasing count through its whole life.
- 8 Hates and fears water.
- 9 Eats enormous quantities of bland food, apparently without pleasure.
- 10 Can detect subtle vibrations in stone, warning it of approaching or nearby creatures.
- 11 Does not sleep but just goes still for precisely 8 hours.
- 12 Believes that one who eats a diet of gold will live forever.
- 13 Spends one month of each year in a state of deep slumber.
- 14 Apparently does not age.
- 15 Has no imagination.
- 16 Has several identical siblings, whom it refers to as being "carved from the same rock".
- 17 Will gladly die defending its home and people.
- 18 Secretly plots treason against its kin with the hope of becoming a great ruler.
- 19 Keeps its soul in a rock.
- 20 Has more than one father.

A Note on Natural Armor Class

Both dwarf variants have a better natural unarmored AC than the standard 9. If such a character, due to armor, has an AC better than that specified, he or she instead gains a +1 bonus to its Armor Class.

Example: A stone dwarf character (natural AC 5) with a Dexterity of 15 (+1 AC bonus) wearing plate mail would have AC 1 (a base of 3 due to armor, +1 due to DEX, and +1 due to natural armor).

CHAOS MAGIC

by Matt Evans

"Always attack the shaman first. Look for the orc with the feathers in his hair or the bone through his nose. You'll want to kill him before he sees you."

—Delvemaster Drager Broaden

Monsters that have ties to Chaos or Orcus sometimes have access to special magic known as Chaos Magic. When designing an adventure, the Labyrinth Lord should determine which monsters are shamans.

For example, in an average dungeon that has 10-15 orcs, there might be one shaman among the group. However if the adventurers are raiding a known site of unholy Chaos rituals, there may be several shamans present.

When a monster is determined to be a shaman, their Hit Dice should be raised by one, and their XP calculated to reflect the higher HD and casting ability as per the **Awarding Experience** section of the *Labyrinth Lord*™ core rulebook. A shaman monster has 1d3 spells per HD. They can have more than one of the same spell ready to cast, if the Labyrinth Lord so desires. Of course, once a spell is cast it is unusable until the shaman has a chance to memorize it.

The Chaos spells outlined herein are different in that they do not have traditional spell levels. However, they are all malleable enough that if the Labyrinth Lord feels they need more "oomph," they are easily modified on the fly to make more powerful versions of each spell.

For example, the spell *conjure goblinoids* for a party of low-level adventurers should have a few goblins show up, but could summon a group of ten orcs of 4 HD each if cast against a higher-level group of PCs. Some spells give examples of how they can be altered depending

on the situation. The Labyrinth Lord should feel free to expand upon this if he so desires.

Note: These spells are meant only for monsters that have some sort of ties to Chaos or Orcus. PCs CANNOT LEARN THESE!

Here are some sample spells:

Berserker

The target of this spell attacks twice in the round the spell is cast, and gains +1 to-hit and +1 to damage.

Chaotic Fog

All non-Chaotic creatures within a 50' radius become frozen in fear and are unable to move or attack (no saving throw allowed) in the first round the spell is cast. Each round thereafter, the PC may attempt to make a Wisdom check to break free of the spell. PCs under the effect of this spell roll initiative as normal and may attempt their Wisdom check when their turn comes. The spell itself lasts for 1d4 rounds per HD of the shaman.

Chaotic Protection

All Chaotic creatures in the same room as the shaman gain +1 to their Armor Class for 1d4 rounds per level of the shaman. For every three HD of the shaman, the bonus is increased by +1. (A 1HD shaman grants a +1, a 3HD shaman grants a +2, a 6HD shaman grants a +3, etc.)

Chaotic Raise

During combat, the shaman may bring back a fallen comrade. The target rises the round after the spell is cast as an undead version of its previous self (meaning a cleric may attempt to Turn it), with max hit points. The Labyrinth Lord is free to choose the type of undead, depending on the party's level.

Conjure Undead

This spell conjures up to 1d6 level-appropriate undead. They start rising out of the ground the round the spell is cast, but cannot take action until the next combat round.

Mirror Magic

This spell allows the shaman, regardless of initiative, to instantly reflect a spell back at its caster, with full effects. Once cast, the shaman's turn for that round is over.

Shocking Bolt

Similar to a lightning bolt, this spell causes a bolt of electricity to shoot forth from the

shaman's hand. It causes $2d4 + (\text{shaman's HD})$ hit points damage, with no saving throw to reduce. Unlike a traditional lightning bolt, a shocking bolt does NOT set fire to combustibles nor does it melt metal. It also cannot break through barriers—the spell dissipates if it strikes a wall, door, or something similar.

Wall Of Flame

This spell creates a 10' tall wall of flame that surrounds the shaman within a 3' radius. It lasts for an amount of rounds equal to the shaman's HD. Although the shaman can continue to cast spells at foes from within the safety of the flames, spells cast at him dissipate when they hit the flame walls. Anyone attempting a missile or melee attack on the shaman while the wall is up suffers -4 to hit. Anyone attempting to move through the wall suffers 1d6 hit points damage per HD of the shaman.

Note: This article is an excerpt from the Mithgarthr Entertainment product *The Magic of Chaos*.



THE DEMONOLOGIST

by Adam Rizevski

"Before your death the pain will start. Then in the box, your Shackled Heart."

—Lord Tarlos uth Nelfar humble servant of Azazel

Requirements: INT 12, WIS 9, CHA 15
Prime Requisite: INT and CHA
Hit Dice: 1d4
Maximum Level: 20

The Demonologist is a specialized variation of the magic-user class that offers up the still-warm hearts of his victims to receive favor from his dark master, including taking on the Infernal or Demonic aspects of his master. In some places they are called Summoners of Orcus. In others, Ritualists of Bael. They are the foremost experts on the Lower Planes, masters of summoning beings from across the world and beyond to do their murderous bidding.

Demonologists share the same restrictions on armor and weapons as a magic-user and use the same tables for attack rolls. They must be of evil alignment and must worship a Demon Lord or other evil god. The prime requisite score requirements for both INT and CHA must be met in order to get an experience bonus.

Demonologists learn and prepare spells as a magic-user. They may also learn a new spell (up to the spell level they can cast) upon gaining a new level. Spells may also be learned from scrolls and other spellbooks that contain spells from the Demonologist spell-list (see below).

A Demonologist can cast spells from magic-user scrolls so long as they are on his spell list. He can also use other items such as wands, rods, and staves, as long as the spells they replicate are on his spell list.

Demonologists are often found working as spiritual advisors behind the throne and are valued for their ability to consult with supernatural beings. Due to the dangerous beings they summon, they might also be found

in isolated towers far from civilization. When adventuring, they often have a specific goal in mind such as acquiring a demonic weapon, finding a tome of lost and forbidden magic, a quest for their patron, or simply the pursuit of personal power.

Shackle Heart

Shackle Heart is a spell-like ability that requires a finely made box, called the Shackle. The Shackle box is a bit larger in size than one's fist, bound shut by a fine iron chain or latches, and inscribed with demonic runes. The Shackle box must be made of materials worth at least 50 gp.

It takes one day of meditation and unholy prayers to prepare the box once it is constructed. If the Demonologist acquires another Demonologist's Shackle box, he may spend 25 gp to attune it to himself. He may attune as many Shackle boxes as he likes, but he can only carry one Shackled Heart at a time. Any other hearts dissolve in a steaming mass that is absorbed by the box.

To cast Shackle Heart, the Demonologist raises his Shackle box, which glows with unholy light, and stretches it out towards the victim. The target of this spell feels something like a malevolent force squeezing his heart with an iron grip, cold iron chains being wrapped around his chest, or simply intense pain and an inability to catch his breath.

The target must saving throw vs. spells or begin suffering the following effects:

- Stunned for the duration (no DEX bonus, no shield bonus, -4 penalty to AC, cannot act).
- Suffer 1 hit point of damage per round as

the heart is squeezed by the malicious will of the Demonologist. This damage increases by 1 point for every two levels of the caster, starting at 2nd level. (i.e. 2 hit points of damage per round at 2nd level, 3 hit points of damage per round at 4th level, etc.).

- If the target has less than 1 HD (i.e. 1d4 hp, 1-1 HD, or a 0-level human), A saving throw vs. death is required to avoid instant death.
- Each round, the target may make a saving throw vs. spells to end the spell. These secondary saving throws are at a cumulative -1 penalty. (i.e. -1 to the saving throw on the 2nd round, -2 to the saving throw on the 3rd round, etc.)

If the target is intelligent (generally, with an INT greater than 3) and dies as a direct result of the damage inflicted, the steaming heart of the creature appears inside the Shackle box. This "Shackled Heart" can then be used to improve other spells with the Sanguine Ritual (see below).

Shackle Heart can be used to target one humanoid or animal at a time. It has a range of 30 ft + 10 ft per level and requires complete concentration—the caster cannot move, speak (except to chant the spell), or suffer damage or else the spell ends. This ability does not need to be memorized or prepared by the Demonologist and is usable three times per day, plus once for every three levels of the Demonologist.

Background Note: This spell was inspired by the *Clutch of Orcus* spell in the *Dungeons & Dragons™* 3.5 edition supplement *Libris Mortis*. Here, it's meant to be used as a spell-like ability of the Demonologist and one of the primary methods he deals damage and improves his limited spell-list. If used as a magic-user spell, the wording would be very similar except that it would be a 2nd-level spell that deals 3 hit points of damage per round and does not require the Shackle box (the steaming heart appears in the caster's hand).

Sanguine Ritual

This ritual requires a Shackled Heart to be inside the Shackle box. The Demonologist always knows if the Shackle box is full or empty. If the box leaves his possession, any Shackled Heart inside is rendered unusable. An

unusable Heart in his possession can be destroyed inside the box with a thought, should he wish.

The Sanguine Ritual involves offering up a fresh Shackled Heart to his patron god or demon. The Shackled Heart, if accepted, is consumed within the Demonologist's box and thick black smoke issues from within. A Shackled Heart must be used within an hour (6 turns) of being acquired.

The Sanguine Ritual takes 1 turn to cast and the player and referee are encouraged to make up small rituals for the different effects. At the very least, the ritual may involve standing in the center of a small pentagram or other unholy symbol drawn with salt or sand from the caster's pouch. He then invokes his patron's name and offers up the sacrificial heart.

In general, the benefit acquired from the Sanguine Ritual affects the next spell cast within the next hour (6 turns) and/or increases the abilities of the caster for the same duration.

At 1st level, the Demonologist may acquire one benefit of his choice from the Ritual. More options are granted every three levels starting at 3rd level and he may choose an additional option from his pool at each stage. Note that "Summoned Creatures" refers to beings summoned by a *summon monster* spell, not to a *summon demon* or *gate* spell.

Level 1:

- Improved Familiar: +45% chance to summon a special familiar.
- Improved Identify: The caster does not suffer CON loss when casting *identify*.
- Corrupt Spell: The target of the next spell that allows a saving throw suffers a -1 penalty. (This also works with the Shackle Heart ability).
- Tongue of the Devil: Gain +2 to saving throw vs. poisons and may cast *charm person* once while the effect lasts.

Level 3:

- Invigorate Spell: The next spell cast that has a duration, has its duration increased by 50%.
- Invigorate Summoning: The next group of *summoned* creatures gains +2 hp,

thereby gaining a +1 to-hit. Example: A *summoned* orc would have HD 1+2.

- **Flesh of the Demon:** The caster gains AC 4 as his skin becomes scaly and red-brown. If he already has AC 4 or better due to armor, this ritual has no effect. Lasts 1 hour.

Level 6:

- **Extraplanar Summoning:** The next group of *summoned* creatures is a fiendish version of the original creature. They gain +2 to-hit, +2 damage, take 1/2 damage from cold, fire, and electricity attacks, and possess 60' infravision. They are Chaotic (evil).
- **Eyes of the Demon:** The caster gains infravision 90' (or adds 30' if he already has infravision), +1 to all saving throws for 1 hour, and a gaze attack that, if the target fails a saving throw vs. spells, makes the target freeze with terror and be unable to act until the gaze is broken for any reason (including taking actions).

Level 9: (The caster may choose to apply two effects per Shackled Heart)

- **Brutal Summoning:** The next group of Summoned creatures has +2 HD each.
- **Claws of the Demon:** Gain a claw attack that deals 1d4+2 damage and hits with a +2 magic bonus (included in the damage above).

Level 12:

- **Vile Spell:** The target of the caster's next spell that allows a saving throw suffers a -2 penalty. Does not stack with Corrupt Spell, but if both are chosen, Vile Spell triggers on the first spell and Corrupt Spell triggers on the second one. (This also works with the Shackle Heart ability).
- **Insight of the Devil:** On the caster's next divination spell, if the odds of success or a true answer are based on the caster's level, the odds for success are doubled.

Level 15:

- **Intuitive Summoning:** The caster may

roll twice to determine the type of creature *summoned* and choose the one he wishes.

- **Mind of the Demon:** The caster gains the benefits of the *telepathy* spell (allowing two-way mental communication with others) for 30 minutes. Can only be surprised on a 1 on 1d6 when a monster rolls for surprise.

Level 18: (The caster may choose to apply three effects per Shackled Heart)

- **Mass Calling:** The caster may roll twice to determine the types of creatures *summoned*. An equal number of both creatures appear, or twice the normal amount if he decides not to make a second roll. If combined with Intuitive Summoning, he rolls four times and chooses the two types he wants.
- **Aspect of the Demon:** The caster transforms into the type of Demon or Devil of his choosing with a maximum HD of 1/2 his level (so an 18th-level caster could turn into, at most, a Hezrou Demon). His AC, HD (and hit points, if higher than his normal max total), attack rolls, movement rates, attack types, saving throws, resistances, and intrinsic abilities (like the level-draining kiss of a succubus) all change to the Demon's.

He does not gain any of its spell-like abilities unless they are on the caster's list of known spells (including *teleport*) and he cannot *gate* in demonic allies. He cannot cast his normal spells, but he can use Shackle Heart. In fact, the only piece of equipment not absorbed into his new form is his Shackle box. This effect lasts 1 round/caster level. When it ends, the caster ages 5 years due to the drain on his soul. Using this ability uses the entire Shackled Heart—it cannot be used for two other additional effects, only this transformation.

Cabal

At 11th level, the Demonologist may build a stronghold and attract 1d6 1st-3rd level apprentices of either the Demonologist, magic-user, or cleric class. Demonologists typically

create strongholds in hidden wilderness locations at a source of evil power or underground if they wish to remain near civilization.

Abilities and Spells per Day											
Lvl	Ability	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1	Shackle Heart 1*, Sanguine Ritual 1**	1	-	-	-	-	-	-	-	-	
2	Shackle Heart 2	2	-	-	-	-	-	-	-	-	
3	Sanguine Ritual 2	2	1	-	-	-	-	-	-	-	
4	Shackle Heart 3	2	2	-	-	-	-	-	-	-	
5	-	2	2	1	-	-	-	-	-	-	
6	Shackle Heart 4, Sanguine Ritual 3	3	2	2	-	-	-	-	-	-	
7	-	3	3	2	1	-	-	-	-	-	
8	Shackle Heart 5	3	3	2	2	-	-	-	-	-	
9	Sanguine Ritual 4	3	3	2	2	1	-	-	-	-	
10	Shackle Heart 6	4	3	3	3	2	-	-	-	-	
11	Cabal	4	3	3	3	2	1	-	-	-	
12	Shackle Heart 7, Sanguine Ritual 5	4	4	3	3	3	2	-	-	-	
13	-	4	4	3	3	3	2	1	-	-	
14	Shackle Heart 8	5	4	4	4	3	3	2	-	-	
15	Sanguine Ritual 6	5	4	4	4	4	3	2	1	-	
16	Shackle Heart 9	5	5	4	4	4	4	3	2	-	
17	-	5	5	5	4	4	4	4	3	1	
18	Shackle Heart 10, Sanguine Ritual 7	6	5	5	5	4	4	4	4	2	
19	-	6	6	5	5	5	4	4	4	3	
20	Shackle Heart 11	6	6	6	5	5	5	4	4	4	

*The number refers to how much damage Shackle Heart does per round.
 ** The number refers to how many Ritual effects the Demonologist knows.

Experience Table		
Exp	Level	Hit Dice (1d4)
0	1	1
2,801	2	2
5,601	3	3
12,001	4	4
24,001	5	5
50,001	6	6
100,001	7	7
150,001	8	8
300,001	9	9
500,001	10	+1 hp only
650,001	11	+2 hp only
800,001	12	+3 hp only
950,001	13	+4 hp only
1,100,001	14	+5 hp only
1,250,001	15	+6 hp only
1,400,001	16	+7 hp only
1,550,001	17	+8 hp only
1,700,001	18	+9 hp only
1,850,001	19	+10 hp only
2,000,001	20	+11 hp only

Saving Throws					
Lvl	Breath	Poison & Death	Petrify & Paralysis	Wands	Spells
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

Demonologist Spell List

Lvl 1 Spell Name

- 1 Augury
- 2 Burning Hands
- 3 Detect Magic
- 4 Identify
- 5 Light / Darkness
- 6 Protection from Evil / Good
- 7 Read Languages
- 8 Read Magic
- 9 Summon Familiar
- 10 Summon Minor Monster

Lvl 2 Spell Name

- 1 Bane*
- 2 Darkness Globe
- 3 Detect Evil / Good
- 4 Detect Invisible
- 5 Ray of Enfeeblement
- 6 Scare
- 7 Strength
- 8 Summon Monster 1

Lvl 3 Spell Name

- 1 Dispel Magic
- 2 Flame Arrow
- 3 Fireball
- 4 Infravision
- 5 Protection from Evil / Good 10' radius
- 6 Slow*
- 7 Tongues
- 8 Summon Monster 2

Lvl 4 Spell Name

- 1 Bestow / Remove Curse
- 2 Enchant Arms
- 3 Fear
- 4 Fire Shield
- 5 Summon Monster 3
- 6 Wall of Fire
- 7 Polymorph Self
- 8 Polymorph Others

Lvl 5 Spell Name

- 1 Animate Dead
- 2 Cloudkill
- 3 Contact Other Plane
- 4 Magic Jar
- 5 Summon Monster 4
- 6 Summon Shadow
- 7 Teleport
- 8 True Seeing

Lvl 6 Spell Name

- 1 Cone of Flame**
- 2 Death Spell
- 3 Dweomer of Rage
- 4 Legend Lore
- 5 Spirit Wrath
- 6 Summon Monster 5

Lvl 7 Spell Name

- 1 Limited Wish
- 2 Power Word: Stun
- 3 Simulacrum
- 4 Summon Demon
- 5 Summon Monster 6

Lvl 8 Spell Name

- 1 Mind Blank
- 2 Power Word: Blind
- 3 Summon Monster 7
- 4 Symbol
- 5 Trap the Soul

Lvl 9 Spell Name

- 1 Astral Projection
- 2 Gate
- 3 Meteor Swarm
- 4 Power Word: Kill
- 5 Summon Monster 8
- 6 Wish

* This spell cannot be cast as the reverse except to counter another spell of the same name.

** Like cone of cold, except it deals fire damage.

New Spells

Summon Monster, Minor

Level: 2 (Demonologist)

Duration: 1 round + 1 round per level

Range: 20'

This spell conjures 1d6 creatures with less than 1 HD or 1d2 1st-level (or 1 HD) creatures that arrive at the beginning of next round to an exact location within range which is specified by the caster. The monsters summoned are determined by the referee. Summoned monsters may be commanded to fight nearby foes and do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks and do so if it is within their abilities.

Summon Monster 8

Level: 9 (Demonologist)

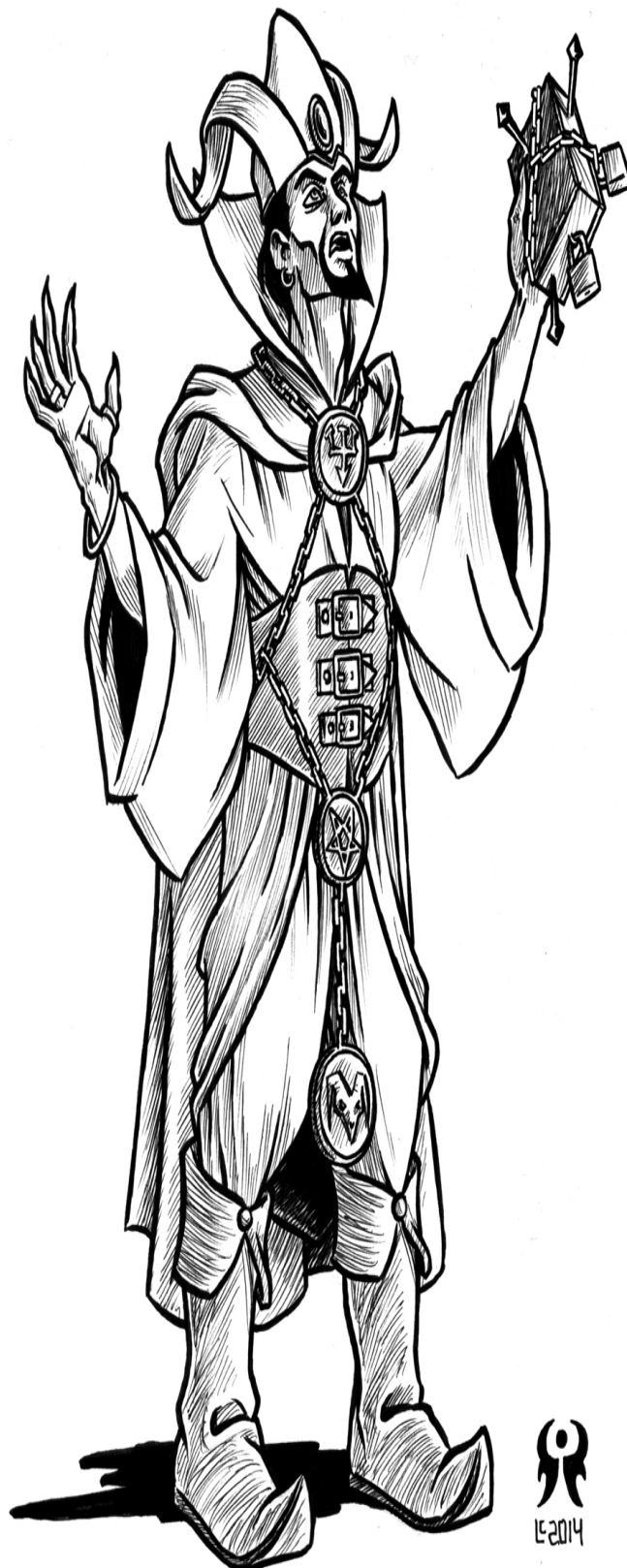
Duration: 9 rounds + 1 round per level

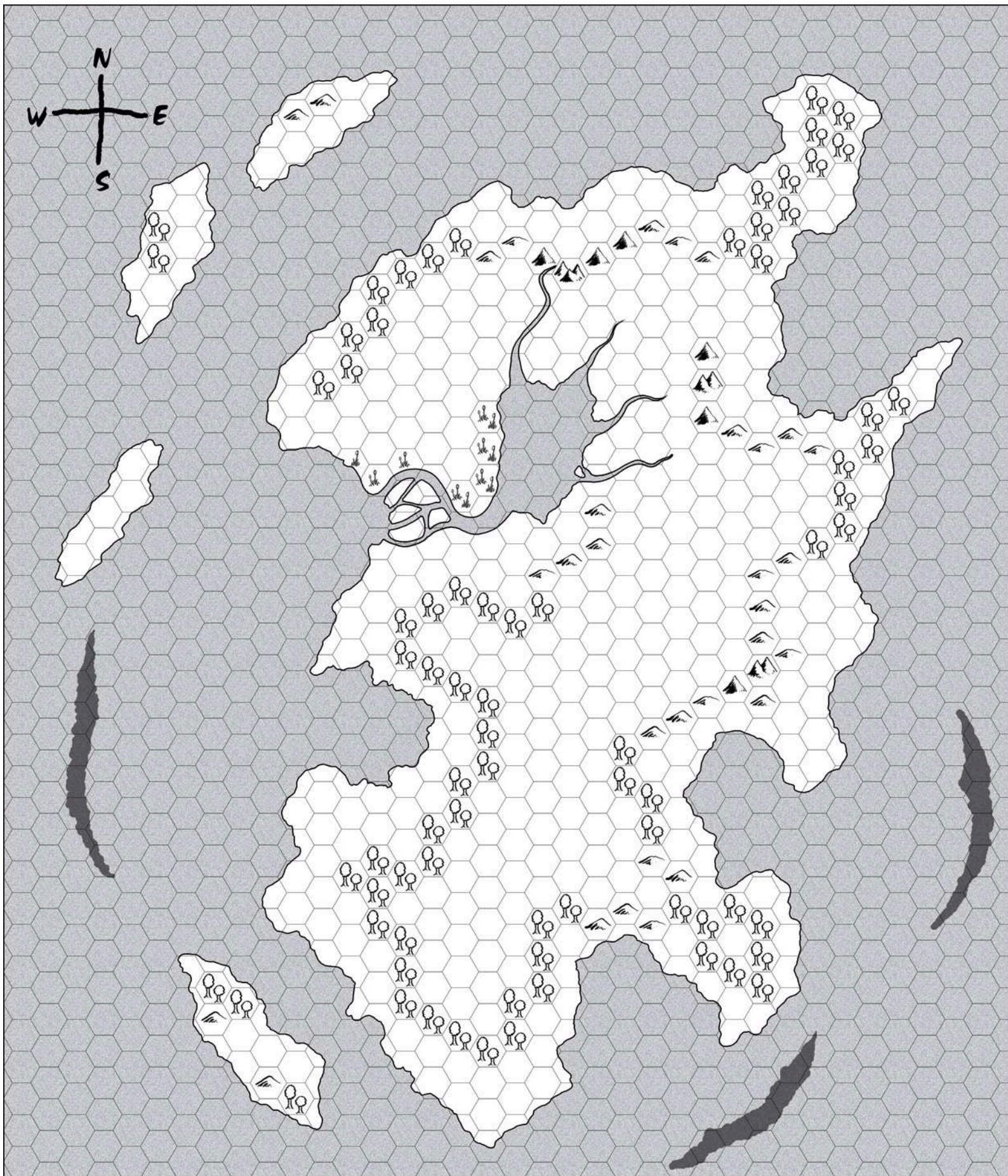
Range: 100'

This spell conjures (1d3) 8 HD creatures that arrive at the beginning of next round to an exact location within range which is specified by the caster. The monsters summoned are determined by the referee. Summoned monsters may be commanded to fight nearby foes and do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks and do so if it is within their abilities.

Background Notes on Summon Monster

The Demonologist has very few offensive and damaging spells, especially early on, and since Shackle Heart is not perfectly reliable, he must rely on summoned monsters at every stage of his career to protect him and deal damage to foes. Since the Demonologist gets Summoning spells one spell level earlier than a magic-user, it only made sense to create a high-level version and a low-level version.





The Islands of Chalm

Player Character Map

1 Hex = 1 Mile



Water



Light Forest



Hills



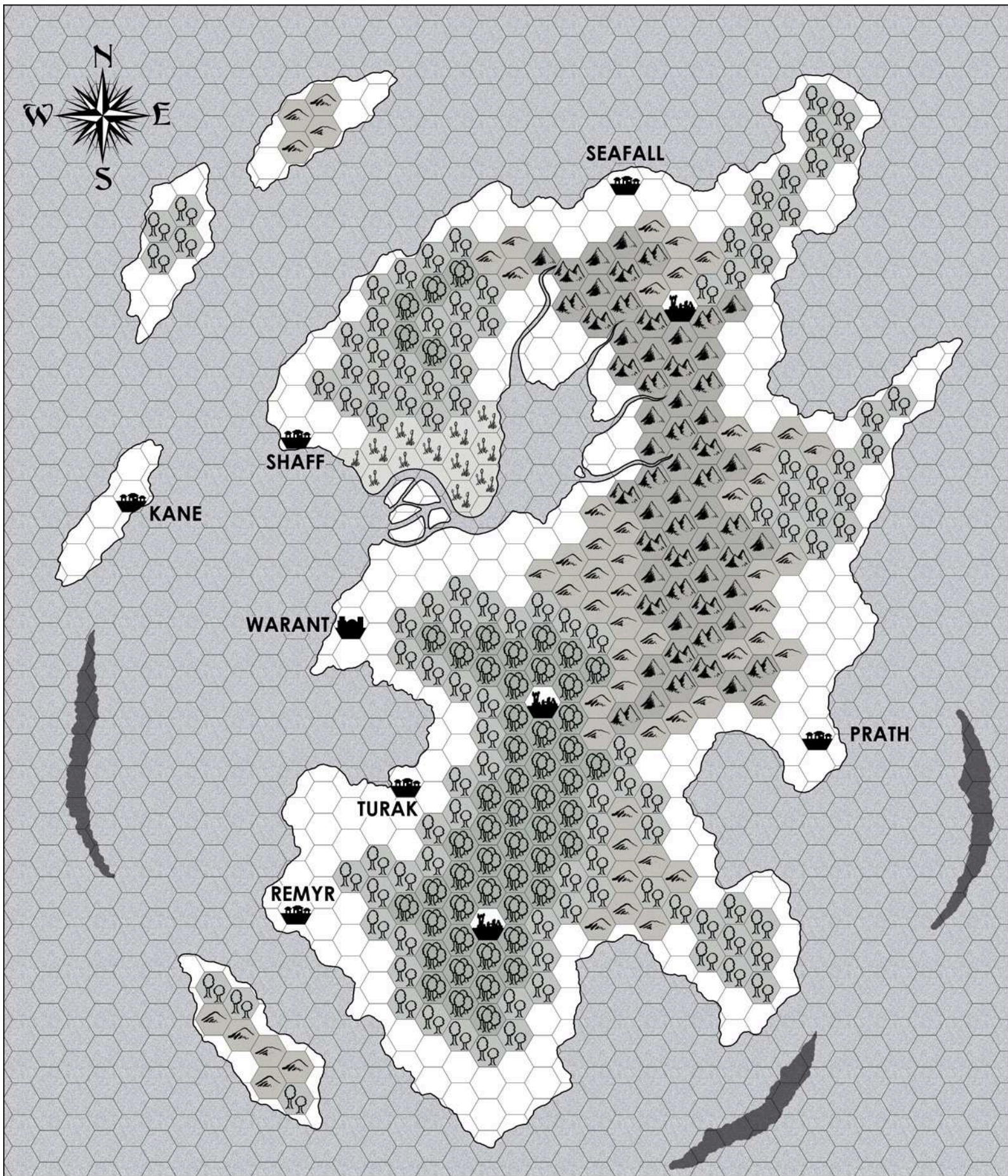
Mountains



Swamp/Marsh



Reef



The Islands of Chalm

1 Hex = 1 Mile

Labyrinth Lord Map



Ruins



Town



Villages



Water



Swamp/Marsh



Mountains



Hills



Light Forest



Heavy Forest



Reef

THE RESTLESS DEAD

by James M. Spahn

"By the power of the Prince of Light, I condemn you back to the darkness whence you came!"

—the late Peldane the White

Don't Open the Door. . .

The stench of blood hung heavy in the air. Manny Meadfoot's hand trembled as he pulled the tiny set of lock picks from the mechanism. The halfling turned to his companions, wiping the sweat from his brow and no longer concealing the fear on his face.

"That's the first time I've ever had to lock us *into* a room, Peldane," he said. "What were those things?"

The holy warrior looked down at his companion with a reassuring smile as he offered a silent prayer to his god. "Mindless undead, little one. Nothing more. We need not worry. I only need a moment to call upon the power of the Prince of Light for guidance."

The tiny rogue rolled his eyes as Peldane knelt in prayer. Manny turned his attention to his last remaining companion. Berbin was the smartest wizard he'd ever seen and always seemed to have an answer. The mage's eyes were dark and troubled. He kept looking up from his tome of spells at the now locked door and back again, flipping the pages frantically. The room itself was in a small tower that had fallen to ruin and they had now sealed themselves inside.

"Berbin, what about Celthas? I've never seen mindless undead do that! It was like a pack of rabid wargs moving in for the kill. We had to leave, right? Right?"

"Quiet, Manny! I need to prepare this spell if we're going to es—"

There came a loud pounding at the heavy oaken door. It shuddered on its rusted hinges

and Manny saw the bolts that held them in place waver just a bit. It wouldn't be long. He drew his tiny knife and looked for a place to hide.

"They're coming," he squeaked.

As if summoned by his words, the door burst open. They poured into the room like a torrent, countless pale and half-rotted corpses animated by some foul power. They were covered in fresh blood and immediately surged with outstretched hands at the adventurers.

The smoky words of magic slipped from Berbin's lips and rose above the cacophony of groans and growls emanating from the horde. The room was immediately filled with a blinding orange light as magical fire consumed the undead. Manny looked away.

His vision cleared as the enchanted flame vanished and he saw the spell had not had the desired effect. Instead of facing a horde of savage undead foes, they were now confronted with a horde of savage undead foes on fire—and they did not seem to notice. Inevitably, they plodded forward.

Peldane rose from his prayer as if he were safely back in his church and rising from his morning rituals. With the cold confidence of a zealot, he presented his holy symbol boldly before the advancing foes.

"By the power of the Prince of Light, I condemn you back to the darkness whence you came!"

A second flash of light, this one warm and white, filled the room. When Manny's eyes adjusted he saw Peldane laying on the floor,

being devoured by the horde. The last thing Manny saw was the paladin's arm torn from its socket by these monsters while the hand still clutched his beloved holy symbol.

Fantasy Zombies

Zombies have never been much of a threat in fantasy gaming. Yet, in fiction they are portrayed as terrible, inevitable harbingers of doom and disease. Individually, they're not much, but when gathered en masse they can be unstoppable. In addition, zombies have gone from being simple shambling corpses to a diverse type of undead with different portrayals across all forms of media.

This article provides a few new origins, alternate rules, and variant zombie abilities for use in *Labyrinth Lord* and other Old School fantasy role-playing games. Referees are encouraged to use these variations to surprise players who are expecting the same old 2 HD undead that can be Turned with the wave of a holy symbol.

Origins

In traditional fantasy role-playing, zombies are shambling undead corpses who have been given life via unholy magic—whether arcane or divine. But there are several other ways these restless harbingers can be brought to life. Listed below are a few examples of how zombies might come into existence and how that origin might influence their abilities and weaknesses.

Plague/Disease: Rising from the grave to become a zombie is the result of some sort of disease or plague. In most fiction, this disease is transmitted through a bite although other alternatives could include an airborne virus or even a poison. Zombies who come into existence in this manner would be immune to being Turned, as they are not influenced or empowered by unholy magic and are not traditional undead.

Magical Experimentation: In this instance some form of magical incantation or alchemical formula has transformed the victim into a zombie. Maybe a foolish wizard consumed a potion whose reagents had fouled or a mad sorcerer animated a corpse with magical energy

that was not necromatic in origin, but some other school of arcane empowerment. Such zombies might be immune to all non-magical weapons or have a bonus to their saving throws to resist magic.

No Room Left in Hell: Worst of all, what if the lower planes where the souls of chaotic creatures and vile things are condemned to go after they die is now brimming with so much evil that there is no more room? With no place for these horrid souls to go, they rise from the grave and carry out their malicious desires in reanimated corpses driven by their own hatred for the forces of law and good. These kinds of zombies might receive a bonus to attack and/or damage rolls made against living or Lawful-aligned creatures.

Special Abilities

Zombies are portrayed with a diverse collection of strengths and weaknesses—the most common being that they must have their brain destroyed in order to defeat them. Still others are remarkably fast or inhumanly strong. Some radiate a stench so powerful that being near them induces nausea or debilitating sickness. Here are a few new abilities that the referee might add to the existing zombie.

Speed: Zombies with this ability are inhumanly fast, often surging forward when their prey is close at hand. They receive a +4 bonus to their initiative roll. In addition they are considered to be under the effects of a *haste* spell for the first 1d4 rounds of combat.

Unnatural Strength: Because they no longer feel pain, zombies can push themselves to punishing feats of strength. The zombie may voluntarily push itself to inflict damage beyond what its size would normally allow, granting it a +2 bonus to-hit and +2 damage for one round. Doing so causes it 1 hit point of damage, as its bones crack and muscles tear.

Destroy the Brain: Traditionally, zombies are only slain when their brain is destroyed. Zombies with this feature can never be reduced to 0 hit points unless their attacker makes a "called shot" to the head. Making a called shot to the head requires a successful attack roll at a -6 penalty. If successful, they have hit the zombie in the brain, but still must inflict at least

2 hit points of damage to successfully destroy the brain. If the brain is destroyed, the zombie is immediately defeated, regardless of remaining hit points.

Uncanny Stealth: Zombies are sometimes depicted as being amazingly stealthy and silent. Zombies with this feature surprise their foes on a 1-4 on a 1d6 and can naturally hide in shadows (as a thief) with a 65% chance of success.

Rotting Corpse: The aura of filth and unnatural rot that radiates from the zombie causes any living foe within ten feet to become ill if they do not succeed in a saving throw vs. disease. Failure means they spend 1d4 rounds retching, gagging, or vomiting. During this bout of sickness they suffer a -4 penalty to all attacks, may only move at one-half their normal movement rate, and spellcasters suffer a 50% chance of failing any attempt to cast a spell (the spell may still be used later). Once a character has succeeded in this saving throw they do not need to make any further saving throws to resist the horrible odor for the next hour.

The Horde

Individually, zombies aren't usually much of a threat. It is when they arrive in numbers beyond counting that they are a force to be reckoned with. Here are a few optional rules to help portray great hordes of zombies when they attack in large groups.

Structural Damage: When in great numbers and attacking an inanimate object or barrier, zombies can inflict structural hit point damage (or shp, see the **Waterborne Combat** section of the *Labyrinth Lord* core rulebook).

For every five zombies attacking a structure they inflict a single shp of damage each round. Listed below are the typical structural hit point values of different barricades or obstructions. The zombies do not need to make an attack roll to inflict this damage, but cannot attack another target while attempting to destroy a structure.

Object	Structural Hit Points
Normal Wooden Door:	3-5
Reinforced Wooden Door	5-10
Wooden Palisade (per 5 foot section)	10-20
Metal Door	15-30
Metal Window Frame	5-10

Overwhelming a Target: When five or more zombies are attacking a single target, that target is considered to be overwhelmed. They lose any bonus to their armor class granted by their Dexterity ability and their shield as the zombies prevent them from moving into a position where they can protect themselves. Because of the close proximity to the zombies, it is also very difficult to wield two-handed



weapons such as polearms or two-handed swords while being overwhelmed. Any character attempting to do so suffers a -4 penalty to their attack rolls.

In addition, the zombies who are overwhelming the target receive a +2 bonus to all attack rolls. Finally, each round that a target is being overwhelmed they need to make a successful Strength ability check or be knocked prone. For every round they are overwhelmed beyond the first they suffer a -1 penalty to this Strength ability check.

Once a target has been overwhelmed, the zombies pile on top of it and automatically succeed in all attacks as they tear their target limb from limb in a feeding frenzy. (no to-hit roll needed, but roll normally for damage)

Contracting the Virus

If zombies have a plague origin in your campaign there are several ways in which this horrible disease might be spread. Whether it is a slow acting virus that doesn't take hold until after death or it instantly drives its victims mad in a few seconds, there are several options that the referee might choose to employ, depending on their campaign. The referee needs to decide several factors for how the virus spreads. First they need to decide how it is passed from victim to victim (see below).

Then they need to decide how and when the virus takes hold of its victim. If the virus does not remain dormant in the target's system until they die then they simply rise as a zombie 1d12 rounds after the victim dies. If the virus is fast acting, the target becomes a zombie within 1d4 rounds after being exposed to the virus. If the virus is degenerative, the target takes 1d6 hit points of damage each day until they are dead. Within 4d6 hours of death via this degeneration they rise again as a zombie.

Generally speaking, regardless of how the virus is passed between victims, the target should be entitled to a saving throw vs. disease to resist the effects. However, particularly potent strains may impose a penalty to this save of up to -4.

It is up to each individual referee whether or not the zombie virus can be cured by a *cure*

disease spell, though it is highly recommended to avoid such an easy fix. Generally speaking, short of a *wish*, the zombie virus should be incurable.

Bite: In this case, the disease is passed on when the zombie bites an individual and that person is not slain.

Airborne: The plague is spread merely by proximity. Anyone who comes within thirty feet of a zombie must make a saving throw vs. disease or else contract the virus and rise as a zombie after death.

Ingesting: Whether a poison or some kind of fouled food, the virus is passed on when the target consumes something that carries the disease. They must make a saving throw every time they consume an item that is carrying the virus.

Spore: This rare fungus grows in dungeons and when disturbed it releases spores into the air. Anyone within 30' of the spores must make a saving throw vs. disease or contract the virus.

Magical: The virus is contracted via arcane (or divine, at the referee's discretion) spellcasting. Any time a character casts a spell, they must make a saving throw or risk contracting the virus.

Using the Rules

The options presented here are just that—options. Referees are encouraged to take bits and pieces, mix and match, and use what they find suits their individual games. The options presented in the origins and special abilities section of this article can be used to modify the existing zombie monster found in the Monsters section of the *Labyrinth Lord* core rules.

When calculating the experience point value for defeating zombies with special abilities and origins, the referee is encouraged to use the calculations presented in the Awarding Experience section of the *Labyrinth Lord* core rulebook, with each option or special ability being considered one special ability for purposes of experience points.

AD&D INSURANCE

by Paul Go

"Sure, you can always get by with the Gold Plan. But, every successful adventurer I know wouldn't be caught dead, literally, without our exclusive Platinum Package."

—Monderias the Insurance Merchant

AD&D Insurance is a way of adding humor to your games while helping to avoid the "can we buy more healing potions at the temple" or "the cleric needs to max out on *cure light wounds* each day" issues that can occur in any campaign. It may also help remove the sting of PC death.

AD&D Insurance

AD&D Insurance is an insurance company found throughout the Known World that specializes in adventuring parties and their very dangerous lifestyles. Founded by Amber, Druegeur, & Dorthagal (all of whom are still active partners), AD&D Insurance sometimes advertises itself as insurance from "accidental death and dismemberment", although they do find it amusing to think that someone who is dead also cares if he is dismembered. They have insurance agencies in most cities and towns in the Known World, and their agents frequent taverns, inns, and temples, looking for new clients.

It is not an uncommon thing to be in a tavern and hear the local agent approach a new adventuring party with the line, "Hello, Athae Undomiel of AD&D Insurance at your service. I wanted to make sure you were properly covered in case of a setback during your campaign." The plans they offer can be costly, but, as their agents are wont to say, "Isn't enjoying the riches you find whole and alive worth the cost?"

All AD&D Insurance agents are true Neutral and can be of any race or sex. In large cities, they may have multiple agents and send the agent who is most likely to get a good reaction from the adventuring party at hand. They

universally have very high Charisma (17+) and training in the language of clerics; that is, they can speak well to the services that their clerics can offer.

Insurance Plans

The plans that AD&D Insurance offers can be purchased individually or as a party. Individual plans are non-transferable to other party members or individuals. There are three basic plans that AD&D Insurance offers—Electrum Plans, Gold Plans, and Platinum Plans.

Electrum Plan

This plan guarantees that temples aligned with AD&D Insurance (all temples in cities, towns, etc. where AD&D has agents and other temples, at the Labyrinth Lord's discretion) offer healing, curse and disease removal, and resurrection/raise dead services (provided the clerics in residence have the spell available) at no cost to the party members. Due to the company's neutrality, this means that even evil temples heal good party members (or Chaotic temples heal Lawful party members). Covered individuals are responsible for their own transportation to the nearest temple. Coverage is activated by showing a copy of the AD&D Insurance contract scroll.

Safe passage is offered to the insured individual/party and accomplices, both in and out of the temple, however, all bets are off if a party member attacks someone during this time. Furthermore, AD&D Insurance immediately cancels the policy (no refunds!) and sends a demon/deity after the party in question as punishment for their actions. If the

party is currently engaged in an assault on the temple in question when trying to use AD&D Insurance, then services at *that* temple can be denied although other temples still provide their services.

Electrum Plans cost 10% of the individual/party total haul. Costs raise by 1% for each use.

Gold Plan

This plan covers similarly to the Electrum Plan (in that healing, curing, and raising dead services are provided for those covered), but also includes transportation to the nearest temple that can provide services. (This can pose a problem for paladins being transported to a Chaotic-evil temple for healing.)

The plan is activated by a covered individual chanting, "Like a critical hit, AD&D is there!" The nearest agent teleports into the area and then teleports the injured/cursed/diseased/dead individual(s) to the nearest temple for services. These agents do not appear if the party is engaged in battle, but appear once the encounter has concluded. The agent may either transport the individual(s) back to where they came from or leave them at the temple for them to find their own way (with safe passage in effect). They do not teleport them to any other location.

Gold plans cost 20% of the individual/party total haul. Costs raise by 1% for each use.

Platinum Plan

The Platinum Plan came about due to especially reckless parties, spurred on by the cheap healing afforded by other plans. The Platinum Plan includes all services of the Gold Plan plus a *Dedicated Healer*.

This Dedicated Healer is a low-level cleric with a *rod of resurrection*, *staff of healing*, an *amulet of etherealness*, a scroll of *remove curse*, a scroll of *cure disease*, a *ring of teleportation* (coded to the nearest AD&D Insurance Agency), and a *scarab of protection*. Dedicated Healers are immune to *silence* spells.

The Dedicated Healer heals and resurrects during battle at the covered individual's request (but only heals covered individuals!) and can call for the teleportation of the Gold Plan if the

covered individuals are silenced, unconscious, or otherwise unable to act and need assistance greater than can be provided immediately. This is only if the party isn't in battle, of course.

If the Dedicated Healer is attacked, pick-pocketed by a party member (even failed attempts), or otherwise deliberately put in harm's way, the policy is immediately canceled and a gate opened with a major demon loosed on the party. The Dedicated Healer does not assist in solving puzzles, turning undead, battle (other than healing), carrying loot, or any other similar activities. He does not bless, pray over, or otherwise ask for divine assistance for the party.

Platinum Plans cost 35% of individual/party total haul. Costs raise 1% for each temple use (i.e., each use of Gold or Electrum level services) and for each rod of resurrection use.



WEAPON MASTERY

by Luigi Castellani

"Meryn Trant?! The greatest swordsman who ever lived. . . killed by Meryn f&!\$%g Trant?"

—Sandor "The Hound" Clegane

In the *Labyrinth Lord*™ core rulebook, a character's class dictates what weapons a character may use. The rules as they stand do not allow for different degrees of proficiency with weapons (except by level) nor do they make great distinctions between different weapon types (except for the melee/missile divide and the charging/set spear rules for the various polearms).

This article introduces a simple set of optional rules by which *Labyrinth Lords* can include those missing elements. This is a longstanding tradition as many editions of the original fantasy game have tried, in one way or another, to do just the same.

Levels of Proficiency

All characters are normally proficient with all weapons allowed by their class (or race-as-class). Attack and damage rolls with these weapons are unmodified. In the basic *Labyrinth Lord*™ rules, a character is either proficient with a weapon or he is not. A character not proficient with a weapon simply cannot use it.

But let's develop this idea further. This article envisions four levels of weapon proficiency:

Unskilled (any weapon you are not allowed to use by your class)

Proficient (any weapon your class allows you to use)

Master (a weapon you studied and you were already Proficient with)

Grand Master (a weapon you studied and you were already a Master with)

Training Points

At different levels (according to his or her class) a character gets Training Points to spend on gaining greater proficiency in single weapon types. A character may Master a weapon he is Proficient with by spending one Training Point. In the same way, a Master can improve his proficiency in a weapon and become a Grand Master by spending one Training Point. Training Points can be kept and need not be expended as soon as received.

Training Points by Class

Fighters (and subclasses such as rangers, paladins, etc.) and demi-humans (if using race-as-class) gain one Training Point at 3rd level and another at each level divisible by three. Clerics and Thieves (and sub classes such as monks, druids, assassins, etc.) gain one Training Point at 4th level and another at each level divisible by four. Magic-Users (and subclasses such as illusionists, etc.) gain one Training Point at 5th level and another at each level divisible by five.

Multi-class Characters

A Multi-class character (as specified in the *Advanced Edition Companion*™) earns

Training Points at the most advantageous rate. So, a Fighter/Cleric or Fighter/MU earns Training Points whenever he reaches a fighter level that can be divided by three, while a Thief/Magic-User earns Training Points each time he reaches a Thief level that can be divided by four.

Game Effects

Unskilled: The Labyrinth Lord may allow characters to use weapons they are Unskilled with by applying a -4 penalty to all attack rolls made with that weapon. Clerics and Druids (and other characters whose use of weapons is restricted by faith, ethics, arcane pacts or other reasons) may suffer additional penalties as the Labyrinth Lord deems appropriate.

Proficient: Any weapon your class allows may be used with no penalty.

Master: A weapon Master receives a +1 bonus to attack rolls when employing a weapon he has Master rank proficiency with. In addition, all damage he causes with the weapon receives a 1 step bump (see below). He may also execute one Signature Move (see below) of his choice with the weapon. The Signature Move must be selected as soon as the character gets the Master rank and may never be changed.

Grand Master: A weapon Grand Master receives an additional +1 bonus to attack rolls and an additional 1 step bump to damage rolls when employing a weapon he has Grand Master rank proficiency with. In addition, he may execute one additional Signature Move (see below) of his choice with the weapon. The Signature Move must be selected as soon as the character gets the Grand Master rank and may never be changed.

Damage Step Bumps

Whenever a character receives a damage step bump, this simply means an increase in damage dice for the weapon employed. Find the base damage inflicted by the weapon your character is using in the row below. Now

move right to the next die for each bump received.

Base Damage

1 - 1d2 - 1d3 - 1d4 - 1d6 - 1d8 - 1d10 - 1d12 - 2d8 - 3d6 (+1d6 for each further Bump).
Weapon attacks dealing multiple damage dice (like 5d8, 4d4) simply add one additional die of the appropriate type for each bump.

Example: A character Proficient with a long sword deals 1d8 hit points of damage plus modifiers. At Master rank with a long sword, the character deals 1d10 hit points of damage plus modifiers. At Grand Master rank, the character deals 1d12 hit points of damage per attack plus modifiers.

Shield Proficiency

Shields are usually considered defensive gear, but are in fact a kind of weapon as well. A character can use a shield to bash an enemy. The damage inflicted is 1d3, but the character loses the AC bonus from the shield until the next round when the shield is used as a weapon.

If the Labyrinth Lord is using the Two-Weapon Fighting rules from the **Combat Options** section of the *Advanced Edition Companion*™ rules, a shield can be considered a secondary weapon (so the character may either attack with his primary weapon, with his shield, or with both in one round) and all damage inflicted is subdual damage.

Masters and Grand Masters in the shield that do not opt to use the shield for attack may improve their AC by an addition +1 and +2 points respectively.

Further Optional Rules

Individual Labyrinth Lords must make up their minds on the following suggestions (as with the above ones).

-A character may be allowed to learn Proficient rank in a weapon they are Unskilled with by spending 1 Training Point, however, this in itself constitutes a breach of vows for

Clerics as does any use he makes of the prohibited weapons from that moment onward.

-Some Labyrinth Lords may want to grant Fighter characters (and only single-class Fighters—no Paladins, Rangers, multi-class characters, etc.) one Training point at 1st level.

-“Hey, but they already have magic/extras”: only single-classed Fighters and Thieves (and their relative subclasses in the *Advanced Edition Companion*™) get access to Weapon Mastery and Training points. If playing with the basic *Labyrinth Lord*™ rules, all demihumans have access to Weapon Mastery at the usual rates.

Signature Moves

Each weapon type can be used by Masters and Grand Masters to execute certain special tricks called Signature Moves. Whenever a character learns a Signature Move with a weapon he may choose one from those allowed by the weapon type of choice. Each Signature Move can only be chosen once.

Whenever a Master or Grand Master rolls a 20 and multiple Signature Moves could apply, he or she gets to choose which Signature Move to apply.

Armor Breaker: On an unmodified attack roll of 20, the character either breaks the enemy's shield or reduces its AC by 1 (this only works on armored enemies).

Bash: Target is stunned for its next action round on a roll of a natural 20 (no saving throw allowed). Does not affect undead, jellies, golems or otherwise non-living monsters.

Cleave: Whenever the character downs an enemy in melee (either by reducing its hit points to 0 or because the attack somehow knocks the enemy to the side or to the ground), he gets one free attack on another enemy within 5' of him. This works only once per round.

Flex: The flex Signature Move allows the character to ignore AC modifiers due to shields.

Handy: The character can use this missile weapon even if within 5' of an engaging enemy.

Parry: Whenever the character declares a parrying action (see the *Advanced Edition Companion*™), he or she may attempt to deflect one incoming melee or missile attack per round. On a successful saving throw vs. death, the attack is deviated and deals no damage.

Pierce: On a natural attack roll of 20, the attack inflicts maximum damage.

Precision: The character may add his Dexterity modifier to both to-hit and damage rolls. This replaces the Strength modifier for melee weapons.

Push: Target is either knocked down or knocked back 10' on a natural attack roll of 20 (no saving throw allowed). Does not affect creatures that are twice the size of the character.

Range: All the weapon's ranges are improved by 10' if thrown (dagger, stone, javelin, axe, etc.), or 20' (bow, crossbow, sling, etc.).

Skewer: On a natural 20, the enemy has the weapon struck inside its body. As long as the weapon is not removed, the skewered target moves at half speed only. Any action or movement taken causes great pain and an additional 1 hit point of damage (this is also enough to disrupt any concentration or spell casting). The weapon can be forcefully removed in one round, but the target suffers an additional 1d4 damage points.

Thrown: The weapon may be thrown with a range of 10'/20'/40'.

Wrest: The enemy's shield or weapon (or another held item) is knocked away on a natural attack roll of 20 and flung 10 feet in a random direction.

Weapon Signature Moves by Type

Axe, Battle (Bash/Cleave/Push)	Javelin (Range/Precision/Skewer)	Sling (Range/Bash)
Axe, Hand (Cleave/Range)	Lance (Bash/Pierce/Skewer/Push)	Spear (Pierce/Skewer/Precision/Range)
Club (Bash/Precision/Thrown)	Longbow (Bash/Range/Pierce/Skewer)	Sword (Cleave)
Crossbow, Heavy (Bash/Range/Pierce/Skewer)	Mace (Bash/Precision)	Sword, Bastard (Bash/Cleave/Push)
Crossbow, Light (Handy/Range/Pierce/Skewer)	Morningstar (Bash/Armor Breaker/Push)	Sword, Short (Precision/Thrown)
Dagger (Handy/Precision)	Pick, Heavy (Bash/Armor Breaker/Push)	Sword, Two-Handed (Bash/Cleave/Push)
Dart (Handy/Range)	Pick, Light (Armor Breaker/Precision)	Trident (Pierce/Skewer/Precision/Range)
Flail (Bash/Flex/Wrest)	Pole Arm (Pierce/Skewer)	Shields (Parry/Precision)
Flail, Heavy (Bash/Flex/Wrest/Push)	Quarterstaff (Bash/Cleave/Push)	Unarmed (Bash/Push)
Hammer, Light (Bash/Thrown/Precision)	Scimitar (Cleave)	Whip (Flex/Wrest)
Hammer, War (Bash/Push)	Shortbow (Range/Pierce/Skewer)	Siege Weapons (Bash/Range/(add Skewer to Ballistas)

Monsters and Proficiency

Some humanoid monsters are indeed intelligent enough to wield weapons and also get better with them. But who should be allowed to access weapon mastery ranks? Certainly not rank and file goblins, kobolds or gnolls.

Elite type humanoids (like small group leaders or elite bodyguards) may be allowed Master Rank in their weapon of choice. Humanoid kings and tribal leaders (but

shamans and witch-doctors too, if their level is high enough, see the AEC) SHOULD be granted Master rank if these rules are used, or even Grand Master rank if their HD number is 6 or more.

This is not rocket science. You'll have to go by your instinct and trust your judgment. Personally, I would certainly give Master rank in one weapon to a 4 HD orc tribal chief, but I'd have to have a good reason to give any kind of Mastery rank to a baseline minotaur.

FAERIE MAGIC

by Keith Kilburn

"Those are the cutest little fairy wings I've ever seen."

—Haralf of Skjold

Cauldron of Tintana

These small brass cauldrons are adorned with scenes depicting a group of humans celebrating with faeries during a repast. When placed over an open fire and the command word uttered, the cauldron produces stew, soup, or broth as though a create food and water spell had been cast. Enough food can be produced from the cauldron to feed 24 people and to sate their hunger. It is said that no group has ever walked away hungry from a Cauldron of Tintana.

History

It is thought that these cauldrons were given as gifts to friends of the Fae folk or to those who did some great favor for the spirits of the woods or the Faerie Queen Tintana or her kin. They are an old and valued item of magic that turn up from time to time, usually in the house of a local farmer or woodsman who still observes the old beliefs.

Note: If a Cauldron of Tintana and a Basket of Garanir (see below) are used in conjunction with one another, the amount of food produced quadruples. However, anyone who eats this faerie food must make a saving throw vs. spells. Failure means the character gains no sustenance from normal food and slowly starves to death unless food produced by a Basket of Garanir or Cauldron of Tintana is readily available.

This effect can be countered by a *remove curse* spell, however, if the character ever again eats from a Cauldron of Tintana or a Basket of Garanir, he must make a saving throw vs. poison to avoid instant death.

Basket of Garanir

These small thatched baskets, complete with a handle and lid (resembling a modern picnic basket), are simple in appearance, but powerful in magic. A basket appears empty and unsuitable for carrying anything larger than a small hunk of mutton, but once the command word is uttered, the basket produces meats, breads, fruits, and vegetables as though a *create food and water* spell had been cast. (The basket cannot create soup, broths, or stews of any sort). Enough food can be produced from the basket to sate the hunger of 24 people. It is said that no group has ever walked away hungry from a Basket of Garanir.

History

It is thought that the baskets were given as gifts to friends of the Fae folk or to those who did some great favor for the spirits of the woods or the Faerie Queen Tintana or her kin. They are an old and valued item of magic that turn up from time to time, usually in the house of a local farmer or woodsman who still observes the old beliefs.

Note: If a Basket of Garanir and a Cauldron of Tintana (see above) are used in conjunction with one another, the amount of food produced quadruples. However, anyone who eats this faerie food must make a saving throw vs. spells. Failure means the character gains no sustenance from normal food and slowly starves to death unless food produced by a Basket of Garanir or Cauldron of Tintana is readily available.

This effect can be countered by a *remove curse* spell, however, if the character ever again eats from a Cauldron of Tintana or a Basket of

Garanir, he must make a saving throw vs. poison to avoid instant death.

Hunger Grass (Cursed)

Forests that are populated by woodland folk, faerie kin, or spirits of the woods sometimes produce magical effects of their own. When such a forest is defiled (such as by uncaring farmers, bandits, orc raiders, or some other foul force) the grass in open fields or maybe even in an area where adventurers might camp may become cursed.

Those who walk through, stay on, or spend time in the area find themselves cursed with an insatiable hunger and thirst that does not go away. No amount of food, water, or wine can affect the hunger and after a very short time, the character or characters begin to starve to death. No one survives this curse for very long. Without water a fit person might live five days; without food maybe three weeks. Without both? Characters afflicted by this curse lose 1/5th of their maximum hit points, strength, and constitution each day that passes, until death.

A *remove curse* spell cast by a caster of at least 12th level is needed to lift the curse. Alternately, the characters may be required to undertake some quest or perform some great deed for a local faerie king or queen (at the Labyrinth Lord's discretion).

History

No one knows for certain what prompted the creation of Hunger Grass. It is thought that it might be a defense mechanism against trespassers coming into the areas where faerie-folk live. Others say that it is created in areas where a Cauldron of Tintana or Basket of Garanir were defiled by dark forces. Regardless of how the grass came to be, those who survive the curse never forget it.

Coin(s) of King Bryahn

These small gold coins (about the size of a thumbnail) are imprinted with the image of King Bryahn of the Pixies on the side representing 'heads' and a jackass on the side representing 'tails'. The coins are often found mixed with other treasure and seem indistinguishable from standard coins, other than their size. The coins

give off a faint aura of magic to a *detect magic* spell. No more than 1d4 coins are found in any location together.

A Coin of King Bryahn may be used twice before it vanishes to be found by others. If the coin is flipped in a natural way and lands heads up, 1d10 pixies appear. If the coin lands tails up, 1d10 sprites show up. The pixies are helpful and assist the bearer of the coin as long as they are treated with respect and courtesy, however, they are in no way under the control of or beholden to the possessor. They see the coin as the mark of their King and, as the old faerie saying goes, "a friend of my friend is a friend to me".

Sprites that show up are upset with having been pulled away from whatever they were doing before they arrived. The sprites act like little terrors, breaking and undoing things, causing mischief, stealing valuables, setting fires, and in general being colossal pains until they see fit to leave or are driven off. Depending on how the players react, the sprites might well stay for quite some time.

History

These coins were created by King Bryahn of the Pixies and given out to those who he favored or wished to play tricks on. Some were stolen (or allowed to be stolen), given away, or mixed in with leprechaun's gold in order to disperse them into the Known World. . .

Girdle of Faerie-Kind

This girdle magically alters its size to fit the wearer. The girdle allows its wearer to take on the size and abilities of faerie-kind once per day.

On utterance of the proper command word, the user immediately shrinks to 1/10th their normal size and sprouts wings from the back of the girdle, allowing them fly as a member of the faerie race (180'/60').

All equipment, weapons, and magical items are shrunk as well, reducing their potency and effective attacks. All shrunk weapons do no more than 1d4+1 damage (plus Strength and magical bonuses). Any use of spells or spell-like effects (other than those conveyed by the

girdle) cause the transformation to wear off and be unusable for the rest of the day.

While the girdle is active, the wearer can use each of the following magical powers once per day, as if cast by an 8th-level magic-user: *polymorph self*, *dispel magic*, *dancing lights*, *faerie fire*, *ESP*, *invisibility*, and *phantasmal force (greater)*. The wearer can also cause *confusion* (as per the spell) by touch.

A *dispel magic* spell requires the wearer to make a saving throw vs. spells. Failure means the effects of the girdle are negated and the girdle becomes unusable until the next full moon.

History

It was once rumored that the great magic user Alexdo Malamber designed these girdles, however, he has long denied any involvement in their creation and points to the fact that their existence predates his birth by a considerable number of years. Some believe the girdles might have been created by the Queen of the Fae (Tintana) as a way to communicate with humanity while others believe they were crafted by some long-forgotten mage whose daughter loved stories of woodland faeries.



Girdle of the Grounded Faerie (Cursed)

This girdle magically alters its size to fit the wearer. It is identical to the aforementioned Girdle of Faerie-Kind, however, this girdle is a *cursed* item.

On utterance of the proper command word, the girdle immediately reverses the sex of the creature wearing it. In addition, the user immediately shrinks to 1/10th their normal size and sprouts wings from his back as a member of the faerie race. However, the character cannot fly.

All equipment, weapons, and magical items are shrunk as well, reducing their potency and effective attacks. All shrunk weapons do no more than 1d4+1 damage (plus Strength and magical bonuses). The character is unable to cast spells while under the effects of the girdle.

The user makes a tinkling bell-like sound while moving, gives off a faint light (as though under the effect of a *faerie fire* spell), and a light shower of sparkly dust falls from the user's hair. This can cause some amusement to the character's companions.

The wielder gets none of the powers or abilities of the faerie kind and in fact is stuck with the appearance of being a faerie until a magic-user or cleric of at least 12th level agrees to cast a *remove curse* on him.

History


No one is for sure how this cursed item came about. It is rumored that King Bryahn of the Pixies, having been spurned by the Faerie Queen Tintana, created these items to foster animosity between faerie-kind and human folk. Recently, when the young baron Darek of Brenson donned a *cursed* girdle, Alexdo Malamber's name was mentioned, and the wizard was forced to hire several criers to denounce his involvement in their creation. The transformed baron(ess!) is said to be offering a wagonload of gold to anyone who can remove the curse.

BEETLEMIRTH

OLD SCHOOL GAMERS



**MISPLAYING LAWFUL
GOOD SINCE 1974**



Long day in the mines?

Half your family
slaughtered by marauding
elves?

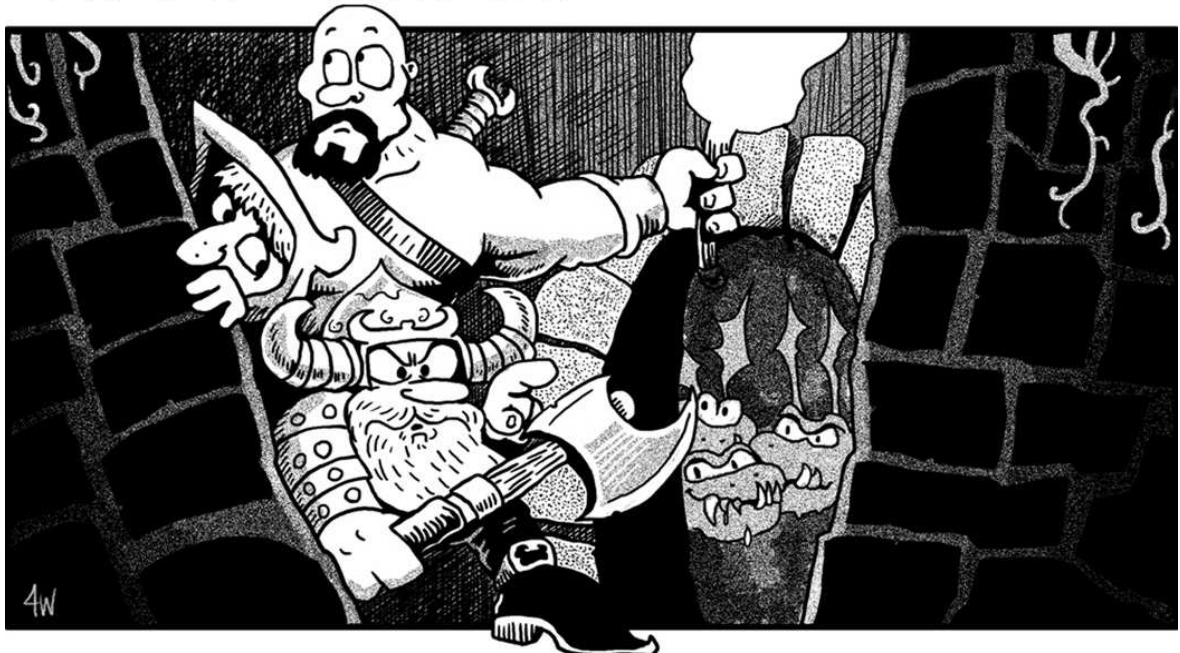
Tired of life being nasty
brutish and short?

Relax with a refreshing
Mountain Mushroom Stout

Each pint is crafted with
care by the monks at Pilz
Brewery for over a century.

DRINK RESPONSIBLY
Don't Drink and Roll

KEEP CALM



and follow the dwarf. . .

THE RUINED TOWER OF HILSOSK THE MAD

by Peter C. Spahn

"The secret to endless life lies in the waters from which we are born."

—Hilsosk the Mad

The *Ruined Tower of Hilsosk the Mad* is a short *Labyrinth Lord*™ adventure for 3-6 characters of 1st-3rd level (about 12 levels total). The adventure involves exploration of a ruined tower, an encounter with two hippogriffs, and a confrontation with an evil adventuring company, so a good mix of classes is suggested. The adventure is designed for a predominantly Lawful adventuring party, so *Labyrinth Lord* may need to alter the hook for Neutral or Chaotic parties.

Adventure Background

The Springwater Woods is the source of many myths and legends and is littered with artifacts and ruins from ages past. It is the lair of a number of dangerous monsters including a pond full of intelligent giant frogs, a growing flock of cockatrices, and a tribe of ruks (orcs) known as the Skagskridda (Skull Splitters).

Recently, a disreputable adventuring company named the Wildland Rangers tracked a mated pair of hippogriffs to a ruined tower on the edge of the Springwater Woods. The Wildland Rangers plan to kill the hippogriffs and sell the parts to a nearby sage. The hippogriff nest also contains five eggs that the adventurers can sell to the highest bidder.

Last night, the Wildland Rangers raided the house of a poor farmer named Karl Wendes, who lived near the Springwater Woods. The Rangers had intended to kill the farmer and his family and take their livestock to use as bait. Unfortunately, the livestock scattered during

the attack and the Wildland Rangers were forced to take the family prisoner instead.

Beginning the Adventure

The characters are on the road when a 12-year old girl dressed in ragged, blood-splattered clothes stumbles onto their path and falls to her knees.

"Please, kind sirs. My family was taken by bandits. I beg you to save them."

The girl, is Hollen Wendes, daughter of Karl Wendes, and she alone escaped the attack on the cottage. Hollen hid until dawn and then set out for help.

Hollen Wendes: see pg. 32 for statistics.

Wendes Farm

The characters see a column of smoke rising from behind a few low hills. If they investigate, they find the burned ruins of the Wendes cottage and barn. A character with a huntsman background who makes a Wisdom check at -2 can tell there were five to seven attackers and that the prisoners were marched off in the direction of the Springwater Woods.

Tracking the Wildland Rangers

If the characters follow the tracks, they discover the Wildland Rangers' camp. The camp is located in a small forest clearing west of the

ruined tower and consists of a simple firepit surrounded by bedrolls and personal effects. The company's horses are hobbled nearby.

The young thief Leana of Dolmvay was left to watch over the horses. Leana is horrified by the attack on the farm and has decided to leave the company. She is in the process of saddling her horse when the PCs arrive and can be surprised on a 1-4 on 1d6. If left alone, she rides off and is not encountered again during the course of this adventure.

Leana surrenders if attacked and gives the PCs whatever information they want about the Wildland Rangers and their plans. She did not take part in the raid on the farm and opposed taking the family prisoner (the Wendes family can vouch for her if they are rescued later). Leana is too afraid of Bragor Stannon to join in an attack on the Rangers, but otherwise helps the party any way she can.

Leana of Dolmvay: see pg. 33 for statistics.

Riding Horses (8): AL N; MV 240' (80'); AC 7 (natural); HD 2; hp 15, 13, 13, 10, 9, 9, 8; #AT 2; Dmg 1d4 (hoof)/1d4 (hoof); SV F2; ML 8; XP 20.

Encountering the Wildland Rangers

The rest of the Wildland Rangers have taken position around the **Ruined Tower of Hilsosk the Mad** (see below). Their locations are denoted on the map by their initials. The Rangers are not prepared to fight another adventuring company and are willing to parlay if given the chance.

If the Wildland Rangers are attacked, they retreat and regroup, to ambush the characters later. If the PCs attempt to free the Wendes Family, skip to **Riling the Hippogriffs**.

If approached, Bragor Stannon and the Woods Witch speak with the characters while the rest of the company takes up defensive positions around them. Stannon tries to convince the PCs that this is all a misunderstanding. He says that yesterday, the Rangers came across the tracks of a large ruk (orc) war party. When he tried to warn the Wendes family, they refused to leave their farm.

Stannon says that the Rangers then took the Wendes family prisoner in order to protect them. He advises it was ruks who set fire to the family's home. Stannon knows nothing about the girl Hollen Wendes, but says she may have been confused by their intentions. (If the characters have already spoken with Leana of Dolmvay or read the tracks at the farm they know Stannon is lying). If the characters seem skeptical, Stannon waits for the rest of the Rangers to get in position and then gives the order to attack.

Otherwise, Stannon agrees to let the PCs take the Wendes family to safety. If the PCs attempt to free the Wendes Family, skip to **Riling the Hippogriffs**.

Wildland Rangers: see pg. 33 for statistics.

Riling the Hippogriffs

The Wendes family is tied to a post outside the tower (see **area 1.**). Whenever the characters attempt a rescue, the Wildland Rangers fire arrows at the Rooftop Nest (**area 8.**) in order to anger the hippogriffs.

The male hippogriff leaps from the roof and attacks anyone in the open while the female circles the tower. If the male is reduced to half its hit points or less, the female attacks. If a hippogriff is reduced to 1/4 hit points or less, it retreats back to the Rooftop Nest.

The Wildland Rangers let the characters and the hippogriffs fight it out and then attack the weakened victors.

Ruined Tower of Hilsosk the Mad

Hilsosk was a wizard and alchemist who became obsessed with cheating death through alchemy. He conducted countless experiments on the unborn children of local villagers until at last his depredations mysteriously ended. His tower was left unattended and eventually fell into ruin.

Hilsosk's tower is made of stacked stone construction. It is overgrown by creeper vines and is in a sorry state of repair. Any cleric or magic-user character who makes an Intelligence check at -4 recognizes Hilsosk's wizard mark above the tower's front door.

1. Hapless Farmers

Karl Wendes and his family have been tied and gagged to a wooden post. Karl is wounded, but alive. The rest of his family is terrified, but unharmed.

Wendes Family: see pg. 32 for statistics.

2. Guard Chamber

This ruined guard chamber is littered with rocks and debris. A rusted suit of knight's armor lies in a heap on the floor. This is the remains of a golem that was powered by a special potion (shards of the broken potion bottle can be found beneath the golem's breastplate).

A second suit of rusted armor stands against the west wall. When the characters enter, its two glowing red eyes activate and the golem attacks. The golem collapses in a heap when reduced to 0 hit points. However, if the potion bottle hidden inside its breastplate is not destroyed, it regenerates 1 hit point per round. When restored to full hit points, it reanimates and searches out the characters as long as they remain inside the tower.

Animated Knight (potion golem): AL N; MV 90' (30'); AC 2 (plate mail + shield); HD 2; hp 8; #AT 1; Dmg 1d8 (long sword); SA immune to *sleep*, *charm*, and *hold* spells, regeneration; SV F2; ML 12; XP 56.

3. Kitchens

This old kitchen and eating area contains broken shelves and furniture. A trapdoor in the floor once led to the cellar, however, the cellar is entirely filled by an enormous fire ant hill.

The anthill covers the bottom part of the staircase that leads up to the Library (**area 4.**). Every character using the stairs must make a Dexterity check to avoid disturbing the ants. Failure means thousands upon thousands of fire ants stream into the room, covering the floors, walls, ceiling, and everything in it (including the PCs) in 1d4 rounds.

Insect Swarm (Fire Ants): AL N; MV 30' (10'); AC 7 (natural); HD 4; hp 28; #AT 1; Dmg 2 hit points (bite); SA engulf characters, double damage vs. unarmored characters; SV 0-level human; ML 11; XP 135.

4. Library

This ruined library is filled with rotting shelves and crumbling books. A secret compartment behind a stone in the wall (treat as detecting a secret door) hides a rolled scroll with the spell *animate dead* inscribed upon it. However, the ink is so faded that once cast (or copied) there is a 25% chance the animated undead attacks the caster.

5. Guard Chamber

This ruined guard chamber contains another potion golem in an animated suit of rusted armor.

The golem activates and attacks anyone who enters the chamber. The golem collapses in a heap when reduced to 0 hit points. However, if the potion bottle hidden inside its breastplate is not destroyed, it regenerates 1 hit point per round. When restored to full hit points, it reanimates and searches out the characters as long as they remain inside the tower.

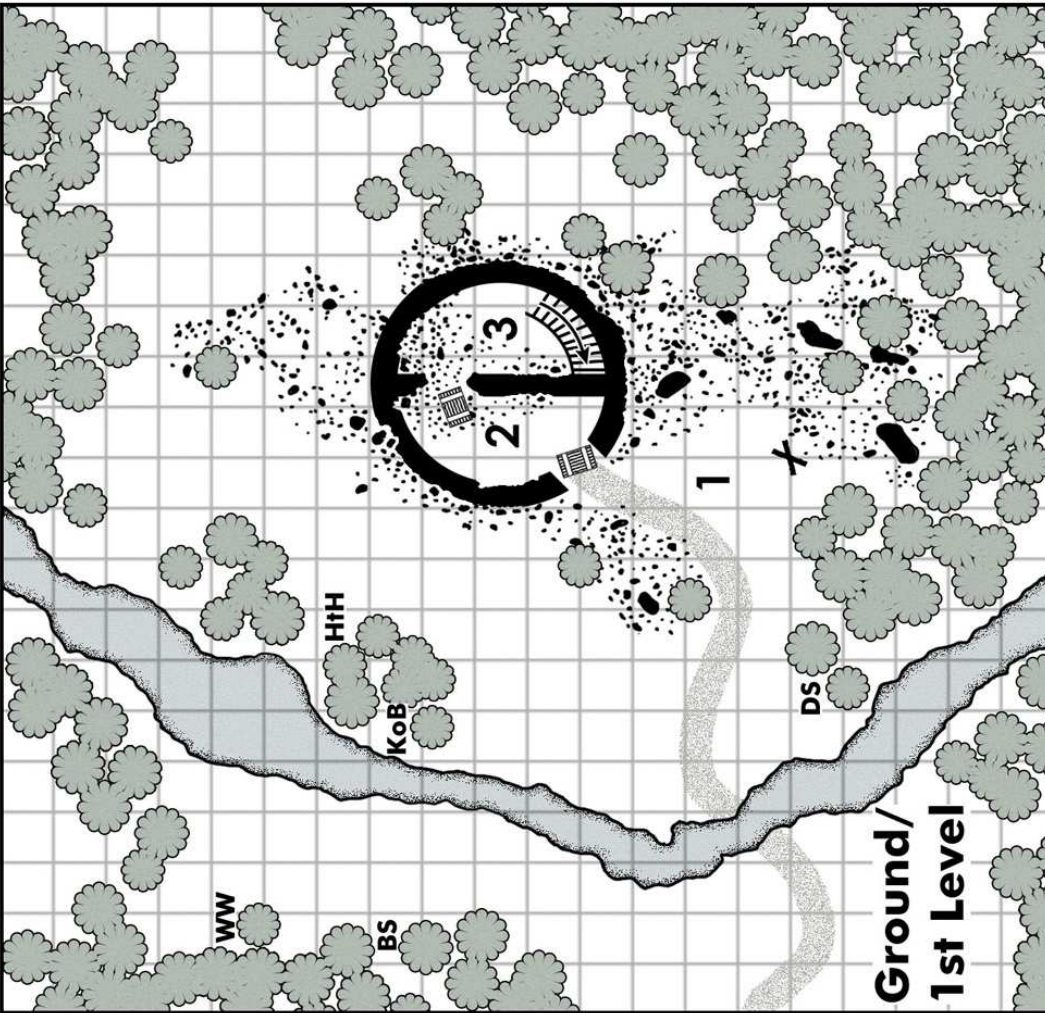
The staircase here leads up to Hilsosk's Chambers (**area 7.**).

Animated Knight (potion golem): AL N; MV 90' (30'); AC 2 (plate mail + shield); HD 2; hp 12; #AT 1; Dmg 1d8 (long sword); SA immune to *sleep*, *charm*, and *hold* spells, regeneration; SV F2; ML 12; XP 56.

6. Laboratory

This laboratory contains stone shelves, a stone work table, and numerous alchemical vials, beakers, and tubes. A row of twelve potion bottles (marked *animal control*, *clairaudience*, *clairvoyance*, *extra-healing*, *flying*, *gaseous form*, *growth*, *healing*, *heroism*, *invisibility*, *invulnerability*, and *polymorph self*) line one shelf. However, the seals have broken over the years and the potions have turned to poison.

A small, sealed box on the top of one of the shelves contains six potions of *healing*, however, the box is locked and the lock is trapped with a poison needle (saving throw vs. poison or die).



1 Square = 10' x 10'



2nd Level



3rd Level



Roof Top/
4th Level

7. Hilsosk's Chambers

This ruined chamber is exposed to the elements from a ruined trapdoor in the ceiling. It contains moldy bedroom furniture, hippogriff droppings, and debris.

The skeleton of Hilsosk the mad lies upon his rotting bed, clutching a potion bottle to its bony chest. The potion bottle contains the essence of Hilsosk's soul. Any character foolish enough to drink the potion begins having visions and memories from Hilsosk's past over the next nine weeks as Hilsosk's spirit slowly begins to possess the character.

An *exorcise* spell cast during this time destroys Hilsosk's spirit completely. Otherwise, the character must make a saving throw vs. death at the end of nine weeks or be possessed by the spirit of Hilsosk forever (the character becomes an NPC).

8. Rooftop Nest

A mated pair of hippogriffs has made a nest on the tower's roof. The nest is comprised of reeds, mud, droppings, and bones. The female hippogriff is present, guarding her five eggs. If the hippogriffs have not been previously attacked, there is a 50% chance the male hippogriff is out hunting. Both hippogriffs fight to the death to defend the nest.

Hippogriffs (2): AL N; MV 180' (60')/ Fly 360' (120'); AC 5 (natural); HD 3+1; hp 20, 16; #AT 3; Dmg 1d6 (talons)/1d6 (talons)/1d10 (beak); SV F2; ML 8 (12 in nest); XP 65.

Concluding the Adventure

This adventure has many possible outcomes, depending on the actions of the characters.

If the characters rescue Karl Wendes and his family, they earn the respect and gratitude of farmers for miles. The characters can expect hospitality from the Wendes Family and the locals whenever they are in the area. This could also lead to a number of new plot hooks and adventures in and around the Springwater Woods.

If the hippogriffs are allowed to live, they may begin preying upon local livestock and even young children. The locals may ask the characters to deal with the marauding

hippogriffs or the characters may be hired by an outside party to kill the monsters and retrieve their eggs. The hippogriffs can be butchered (for their feathers, blood, beaks, etc.) and sold to magic-users or alchemists for 250 gp each. The eggs can be sold for 100 gp each, however, newborn hatchlings command a price of up to 500 gp.

If Bragor Stannon or the Woods Witch survive, they may return later to seek revenge on the characters. The other Wildland Rangers are content to leave the characters alone and some may even change their names to avoid being recognized. If the Wildland Rangers are captured, they can be transported to the nearest town or city to pay for their crimes.

NPCs of Note

The following NPCs may be encountered over the course of this adventure.

The Wendes Family

The Wendes Family is a small family of poor farmers that lives on the edge of the Springwater Woods. The family consists of the father Karl Wendes, his daughter Hollen (age 12) and his sons Willem (age 10) and Jakob (age 8).

Karl Wendes

Karl Wendes has spent all of his adult life farming and raising his four children after his wife died from sickness. He is a fair and honorable man who would do anything for his family. Karl Wendes was wounded by Bragor Stannon in the attack on the farm. If his wounds are not treated, he dies within 1d3 days.

Karl Wendes: treat as 0-level human with AC 9 and hp 3 (currently 1).

Hollen Wendes

Hollen is Karl's 12-year-old daughter. She is the oldest of three children and takes care of her brothers and the home while her father works the fields. Hollen is bright and charming. She makes friends easily and is wise beyond her years.

Hollen Wendes: treat as 0-level human with Cha 13, AC 8 (Dex 13), and hp 2.

Willem Wendes

Willem is 10 years old, but is large for his age. Although he helps his father in the fields, he loves to hunt and explore. Willem dreams of becoming an adventuring fighter and may even sign on with the PCs as a porter or torchbearer, if the Labyrinth Lord desires.

Willem Wendes: treat as 0-level human with AC 9 and hp 2.

Jakob Wendes

At 8 years old, Jakob is small and quiet, however, he is extremely perceptive and thoughtful. Jakob is the only member of his family who knows how to read. Like his brother, Jakob dreams of becoming an adventurer, however, his skills would be more suited to that of a cleric or magic-user.

Jakob Wendes: treat as 0-level human with Int 13 and hp 1. Jakob Wendes is a noncombatant.

Wildland Rangers

The Wildland Rangers is an adventuring company that specializes in tracking down and hunting exotic creatures. The creatures are then dissected and the ingredients sold to healers, alchemists, and mage's guilds. The Wildland Rangers have garnered a reputation as thugs and mercenaries who would do anything for pay. It is rumored they are allied with the green dragon Haliot the Death Mist who lives in the Forest of Forgotten Sorrows.

Bragor Stannon

Bragor Stannon is the leader of the Wildland Rangers. He is a skilled fighter who once served in the King's Army before deserting during the Battle of Tallman Moor. Stannon is charismatic when he wants to be, but is filled with greed and cares only for himself. Stannon is extremely wealthy, but most of his wealth is stored with the banking families of Guildeland.

Bragor Stannon: AL N; MV 120' (40'); AC 5 (chain mail); F2; hp 16; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d8 (heavy crossbow); S 13, D 12, C 14, I 12, W 10, Ch 12; SV F2; ML 9; XP 56; *potion of healing*, gold signet ring (150 gp), 23 gp, 14 sp, 7 cp.

Leana of Dolmvay

Leana of Dolmvay is a young girl born and raised on the rough streets of Dolmvay where she chose a life of thievery over a life of harlotry. Leana was honing the skills of her trade when she met Bragor Stannon and immediately became infatuated by his charm and good looks. Leana joined his company to travel, but has since realized the Wildland Rangers are not the heroic adventuring company she thought they were.

Leana of Dolmvay: AL N; MV 120' (40'); AC 6 (leather armor + Dex); T1; hp 3; #AT 1; Dmg 1d6 (hand axe), 1d4 (dagger); S 9, D 16, C 10, I 10, W 10, Ch 13; SV T1; SA backstab, thief skills; ML 8; XP 22; pick locks 17%, find/remove traps 14%, pick pockets 23%, move silently 23%, climb walls 87%, hide in shadows 13%, hear noise 1-2; onyx pendant set in silver chain (15 gp), thieves' tools, 12 sp, 5 cp.

Harrence the Holk

Harrence is a grizzled Holk halfling who wears an eyepatch to cover an eye lost in a fight with a flock of stirges. Harrence is balding with a scruffy gray beard. He was exiled from his clan for reasons he refuses to discuss and is quick to anger if the matter is brought up. Harrence has grown fond of the young thief Leana of Dolmvay and would prefer to see her in better company. If Leana is threatened or harmed, Harrence flies into a rage, attacking with a +1 to-hit and +1 to damage.

Harrence the Holk: AL N; MV 90' (30'); AC 5 (studded leather + Dex); H3; hp 15; #AT 1; Dmg 1d6 (hand axe), 1d4 (dagger), 1d6 (short bow); S 10, D 16, C 13, I 9, W 12, Ch 9; SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H3; ML 8; XP 170; gold tooth set with diamond (250 gp), 4 gp, 13 sp, 4 cp.

Kert of Brighton

Kert of Brighton is a cutthroat and murderer who fled the town of Brighton to avoid a strange plague*. He prefers to attack by ambush or missile weapons if possible. Kert has become

obsessed with the thief Leana of Dolmvay, but she wants nothing to do with him. Harrence the Holk has warned him to stay away from the girl, and Kert is planning to kill the halfling if the chance arises.

Kert of Brighton: AL C; MV 120' (40'); AC 8 (leather armor); F1; hp 6; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d8 (heavy crossbow); S 13, D 10, C 12, I 9, W 11, Ch 9; SV F1; ML 6; XP 16; 6 cp.

*see the DWD Studios adventure *Dark Times in Brighton* for details.

Dalmon Shelds

Dalmon was a squire for a knightly order known as the White Banners of Valen until his knight was killed and he lost his left arm in a battle against a Targker goblin war party. Since then, Dalmon has wandered from place to place, staying drunk and joining whatever mercenary or adventuring company needs his skills.

Dalmon's left forearm has been replaced with a cocking hook for a light crossbow. He is a skilled crossbowman who attacks as a 3rd-level fighter with a crossbow.

Dalmon Shelds: AL N; MV 120' (40'); AC 5 (rusty chain mail + Dex); F1; hp 7; #AT 1; Dmg 1d6+1 (short sword + Str), 1d4+1 (dagger + Str), 1d6 (light crossbow); S 13, D 15, C 10, I 9, W 11, Ch 10; SA attacks as F3 with light crossbow; SV F1; ML 8; XP 19; wineskin, 6 cp.

Kelsa "The Woods Witch" Annbrell

Kelsa is a priestess of an ancient nature religion that gives women dominion over the earth. Her patron deity is Lamorda Goddess of the Harvest. Kelsa seldom bathes and never brushes her hair, which gives her a wild, untamed look. She claims to have been raised by dryads who taught her the ways of the forest.

Kelsa is quite mad and has no empathy for anyone or anything except plants and trees. Bragor Stannon values her advice on woodland matters, but does not trust her at all.

Kelsa "The Woods Witch" Annbrell: AL N; MV 120' (40'); AC 7 (leather armor + Dex); C3; hp 14; #AT 1; Dmg 1d6 (quarterstaff); S 10, D

14, C 13, I 12, W 13, Ch 8; SA spellcasting, Turn undead; SV C3; ML 9; XP 155; wheat bundle holy symbol of Lamorda, eight rough agates (5 gp each), six carved strips of beef jerky with runes inscribed upon them (act as *potions of healing* when chewed).

Spells: 1st: *command*, *cure light wounds*; 2nd: *hold person*.

Combat Tactics

The Wildland Rangers prefer to attack from ambush if possible and pepper the party with missiles.

If Kert, or Dalmon are forced into melee, they must make an immediate morale check to avoid dropping their weapons and surrendering. They may rejoin the fight if the rest of the Wildland Rangers seem to be gaining the upper hand.

Harrence is a cagey fighter who uses the terrain to his advantage, moving from rock to bush and sniping at party members. If forced into melee, Harrence attempts a fighting withdrawal, parrying attacks until he can get away.

Kelsa casts *command* (Juggle!) in the first round of combat and *hold person* in the second round before wading into melee. If reduced to 0 hit points or less, she laughs as she dies and says: "From the earth I came and so to the earth I return!".

Bragor Stannon attempts to surrender if reduced to 1/4 hit points or less. He offers the characters 1,500 gp if they release him. Stannon even agrees to be restrained and allows himself to be transported to the nearest large city where he can arrange for the ransom to be paid. After the characters are paid, Stannon wastes no time paying cutthroats to kill the characters and recover his wealth.

BEETLE REVIEWS

RED TIDE: CAMPAIGN SOURCEBOOK AND SANDBOX TOOLKIT

by Joe Johnston

*"For three hundred years, the last remnants of humanity have clung to the wild
green jungles of the Sunset Isles. . ."*

—Chronicler of the Red Tide

On the last page before the index of the *Labyrinth Lord*™ core rulebook, a wilderness hexmap appears bearing the title "Known Lands." On the preceding page, a slender column provides the merest hints about locality pictured. Called the Duchy of Valnwall, this collection of hexes represents a frontier land roughly like that of medieval Poland.

The advantages to putting an adventure in a known setting are many. Not only do the players know where to find supplies and sources of rumors, but the setting itself can suggest new adventure possibilities for the *Labyrinth Lord*. Even sandbox adventures benefit from being located relative to some common setting "landmarks" (for example, "your party is 40 miles north of the border of Valnwall Duchy when you happen upon the remains of ruined caravan").

Setting Overview

The best RPG setting sourcebooks add enough location details to be evocative, but not so much to restrict the individual *Labyrinth Lord* from making additions himself.

Happily, Kevin Crawford and the folks at Sine Nomine Publishing find exactly this balance in their most excellent setting sourcebook *Red Tide: Campaign Sourcebook and Sandbox Toolkit*. The world presented in this material is loosely based on medieval Japan and China,

with a very welcome dose of classic pulp fiction in the style of H. P. Lovecraft, Clark Ashton Smith, and Edgar Rice Burroughs.

Exploring non-European settings is nothing new for RPGs. TSR's *Oriental Adventures*™ provided an Asian-flavored setting for AD&D 1e in the mid-1980s, complete with new character classes, new races, new magic items, and (in the waning pages of the manuscript) a description of the politics of the setting. Authored by E. Gary Gygax, *Oriental Adventures*™ (OA) along with his other rulebook published that year, *Unearthed Arcana*™ (UA), are credited with saving the financial life of TSR. The shadow cast by OA is long.

Back in the day, I (or more specifically, my mom) bought OA. I expected a sort of wondrous alchemy of ninjas, Lord of the Rings, and TV's *Kung-Fu*. That expectation was never met. Even to a fanboy's eyes, OA was rushed. The manuscript is laid out more or less like UA, which is to say, it is functional, but uninspiring. The artwork is similarly unmemorable. And the setting? Relegated to the back of the book, the world of whatever it's called could not be more boring if it appeared in a 7th grade history book. How bad is OA? Ninjas and samurais are boring. It takes a special hand to make those classic tropes fade into the background.

The bad taste of OA was one of many reasons I began to move away from D&D so

many years ago. It is also why I approached *Red Tide* with a certain amount of trepidation. After the 80s media watered down the magic of the Pacific Rim cultures, was there anything left exploring?

The good news for all of us in the Old School Role Playing community is “yes.”

What *Red Tide* does right is put the setting first. Crawford pulls us into an eschatological world that has been nearly consumed by a ravenous phenomena known as the Red Tide. A single archipelago remains, known as the Sunset Isles, on which survivors of this world negotiate their survival against each other and the horrors emerging from the Red Tide itself.

Astute readers may have already noticed the contrast between the tepid sketch of the OA setting and the specific vision of Red Tide. The world of the Sunset Isles is crowded with different human and goblinoid groups, each with its own agenda. Highlighting a few of these groups makes it clear how compelling this material is.

The Celestial Mandarinate of Xian should be the most familiar to players new to the setting. Styled after a fantasy-tinged analog of Imperial China, Xian is a metropolitan city in which human and demihuman cultures fight against seemingly everything else to preserve the fading embers of the great pre-calamity civilization.

The loathsome city of Tien Lung has been corrupted by evil necromantic dweomercraft. Slavery is common, magic ability determines social rank, and its leaders turn increasingly inward to pursue cursed magical power. If Clark Ashton Smith were alive, this is the sort of place he would be writing about.

To the North, the Shogunate of Rai sold its very soul to the Hell Kings for temporal power and survival. The only law of this land is that of the sword. Their mission is to conquer the world for their demonic masters.

There are several more human polities, but let's turn to the demihumans.

Crawford's clever handling of the background material for dwarves, elves, and halflings provides a novel explanation for why none of these races may be resurrected. None have

immortal patrons. Each race has a different reason for being sundered from the immortal realm and each reason provides adventuring opportunities.

Red Tide has everything you might want in a sourcebook—new magic items, great maps, new monsters, new Gods, and adventure ideas. It also has content you might not expect. There are tables to randomly generate evil cults, demihuman names, places of character birth, and more.

There is still a lot more to discover in *Red Tide*, but there is one thing you will not see: ninjas. And who needs them after all?

Other Features

Most intriguingly, Crawford includes some detailed examples of how a Labyrinth Lord might build different location types such as courtly settings, borderland locales, and city adventures. Other sourcebooks have similar content, but none that I have read have been as helpful.

Crawford also includes a technique for those Labyrinth Lords who prefer schematic maps over detailed hexes or squares. Called Diagram Dungeons, Crawford outlines the notion of using a 7x7 grid of squares to quickly sketch out the most interesting features of a dungeon. Passages between the locales are denoted simply by drawing lines between the boxes. This technique delays adding the marginally important details like the length of hallways, the size of rooms, etc. until the players actually need to know that. This idea is a fantastic time-saver, but does require an experienced Labyrinth Lord to pull off successfully.

Conclusion

Because *Red Tide* is useful even to those who choose not to explore the Sunset Isles, it is that rarest of RPG supplements that may be more valuable than the core rulebook. I have read both the PDF version of this work and the hardcover version. The hardcover is exceptionally excellent. The layout comes alive in print. The artwork is evocative and inspiring. The PDF is functional, but less effective. *Red Tide* sets a high bar for quality among all other *Labyrinth Lord*™ supplements.

SUBMISSION GUIDELINES FOR ISSUE #5

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 #5 ends on August 31st. Any material submitted after this date will be considered for Issue #6.

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 stat'd 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, stat'd 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

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Stat Blocks

The following stat blocks should be used for all monster and NPC entries included in adventures. The first stat is a template; the second stat is an example of it in use. Listings for New Monsters should follow the format given in the **Labyrinth Lord™** core rulebook.

Monster

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

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

NPC

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

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

Open Game Content (OGC)

Brave the Labyrinth will comply with the terms of the Open Game License. All stat blocks for any submission will be considered OGC. The individual author of each submission may designate which other items are OGC (if any) and which are Product Identity.

Compensation

Brave the Labyrinth depends heavily on fan contributions. The PDF of Issue #5 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 #5

Issue #5 is currently scheduled for publication in the first week of October 2014. We look forward to seeing your submissions!

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



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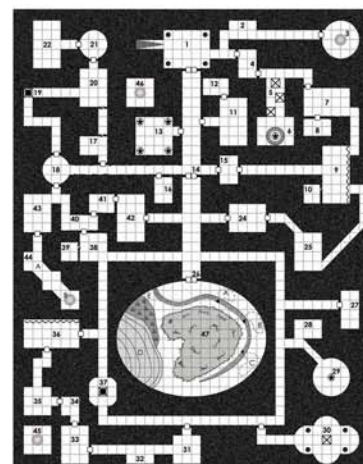
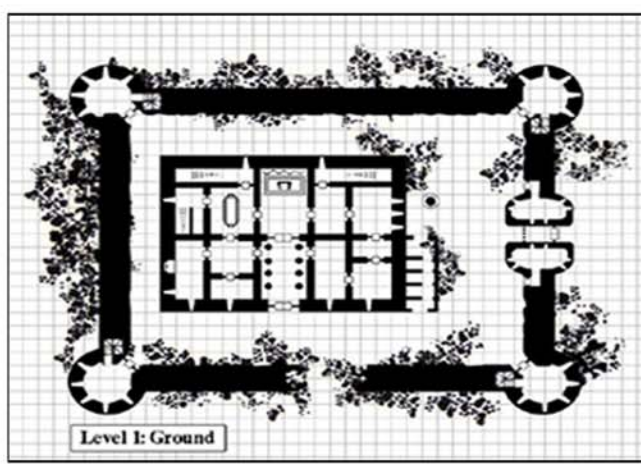
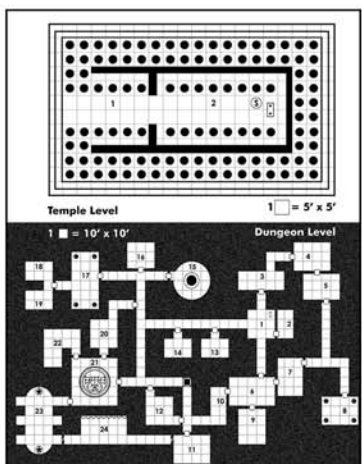
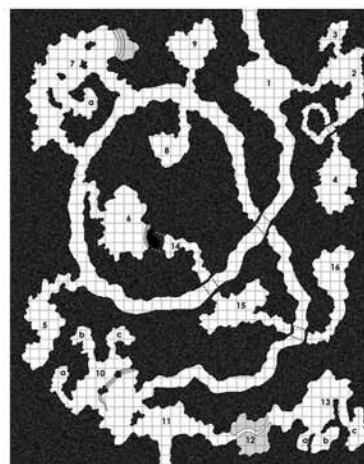
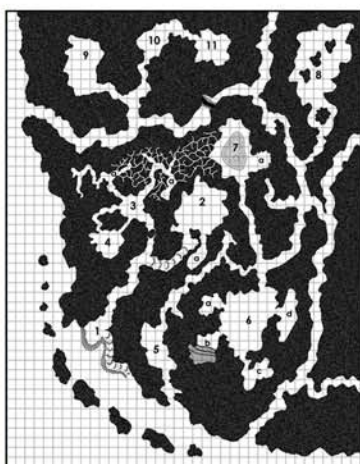
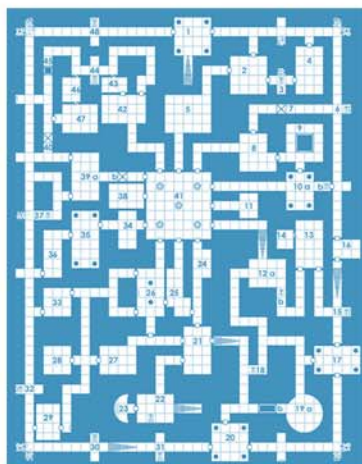


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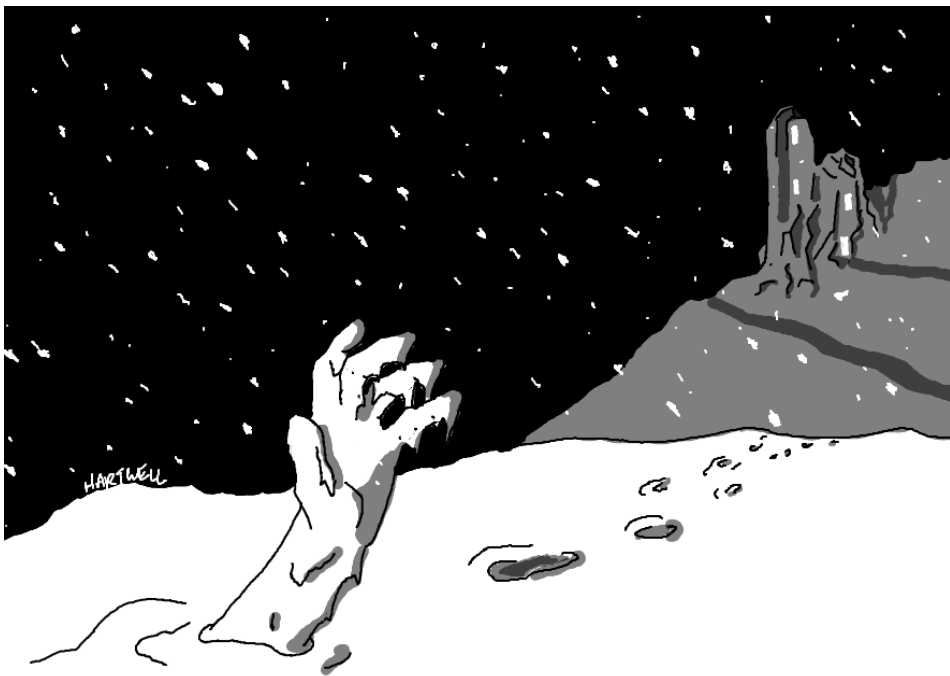
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