

# FORTUNE TELLER

---



A Player Character Class for Labyrinth Lord  
and other old-school fantasy role-playing games

Written by: James M. Spahn



**Labyrinth Lord**  
**Compatible Product**

# Fortune Teller

## A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

Written by: James M. Spahn

Cover Background: © Adamant Entertainment, 2012; © Rick Hershey 2012, used with permission



**Requirements:** Int 9, Wis 9, Cha 9

**Prime Requisite:** WIS and CHA

**Hit Dice:** 1d4

**Maximum Level:** 20<sup>th</sup>

There are some whose gaze cuts through the veil of time and whose fingers can weave the loom of fate. These wandering soothsayers make their home on the road, for they are often looked upon with fear and distrust by villagers and peasants. But when evening falls, these

same hypocrites wander onto the edge of town seeking their wisdom and hoping their destiny can be shaped by the gifts of the fortune teller.

Fortune tellers tend to avoid physical combat whenever possible, but may wield the club, dagger, dart, quarter staff, and sling in battle. They do not wear armor or use shields. They use the Attack Values of a thief of equal level, but the saving throws of a magic-user of equal level. The fortune teller may be of any alignment, for they are as diverse as the fates they guide. A fortune teller who has a Wisdom or Charisma of 16 or higher receives a +5% bonus to all experience points they earn, while if they have 16 or higher in both ability scores they receive a 10% bonus.

**Reaching 9<sup>th</sup> Level:** Once a Fortune Teller reaches 9<sup>th</sup> level they gain the title of *Seer*. Their reputation has traveled far and wide and wherever they go they are able to find patrons who are interested in learning the truth of their future. Whenever the fortune teller travels to a new town if they reveal their profession they will draw the patronage of several villagers over the next 1d6 days. During that time they will be able to earn 1d4+1 (200 – 500) gold pieces for their services. However, their powers also evoke fear from many villagers and they suffer a -2 penalty to all reaction adjustments when interacting with locals who know the truth of their abilities.



## Fortune Teller Class Progression

Experience	Level	Hit Dice (1d4)	Special Abilities	1 <sup>st</sup> Level Spells	2 <sup>nd</sup> Level Spells	3 <sup>rd</sup> Level Spells	4 <sup>th</sup> Level Spells	5 <sup>th</sup> Level Spells
0	1	1	Twist of Fate	–	–	–	–	–
0	2	2		1	–	–	–	–
0	3	3		2	–	–	–	–
0	4	4	Evil Eye	2	1	–	–	–
0	5	5		2	2	–	–	–
0	6	6		2	2	1	–	–
0	7	7	Contingent Curse	2	2	2	–	–
0	8	8		3	2	2	1	–
0	9	9		3	3	2	2	–
0	10	+1 hp only*		3	3	3	2	1
0	11	+2 hp only*		3	3	3	3	2
0	12	+3 hp only*		4	3	3	3	2
0	13	+4 hp only*		4	4	3	3	3
0	14	+5 hp only*		4	4	4	3	3
0	15	+6 hp only*		4	4	4	4	3
0	16	+7 hp only*		5	4	4	4	4
0	17	+8 hp only*		5	5	4	4	4
0	18	+9 hp only*		5	5	5	4	4
0	19	+10 hp only*		5	5	5	5	4
0	20	+11 hp only*		5	5	5	5	5

**Twist of Fate:** All fortune tellers are able to weave their will into the strands of fate. Beginning at 1<sup>st</sup> level, the fortune teller may re-roll any single attack roll, attribute check, or class ability check once per day. This does *not* need to be a roll they have made (though it can be), but does have to be a roll that they caused to occur or that directly effect them. So, for example, the fortune teller can re-roll a failed attack roll or saving throw they attempted or if an opponent has successfully hit them with an attack they could force their target to re-roll that attack. In addition, when using a magical item that produces a random result such as a *Bag of Tricks* or *Deck of Many Things*, they may use this ability to re-roll the results of the item's use with this ability. Regardless what they choose to re-roll, the results of the second roll must be kept. Fate is a fickle mistress, after all.

The fortune teller may use this ability twice per day at 7<sup>th</sup> level and three times per day at 14<sup>th</sup> level.

**Evil Eye:** When a fortune teller has reached 4<sup>th</sup> level, they have learned to lay an ill fate upon someone who has drawn their ire. Once per day they can lock eyes on a single target and impose a subtle curse upon them. The target they select must be within 60' of the fortune teller when they activate this ability and they must be able to see the target. When this ability is activated, the target immediately suffers a -4 penalty to attack rolls or saving throws for the next twenty-four hours.

Once a fortune teller has reached 12<sup>th</sup> level, the target of the evil eye suffers a -4 penalty to both attack rolls and saving throws for twenty-four hours. A person can only be effected by one use of evil eye at any given time.

**Contingent Curse:** By the time a fortune teller reaches 8<sup>th</sup> level, they are truly the master of curses and able to lay them with greater power



and deeper mystery. Whenever the fortune teller casts *Bestow Curse* (the reverse of *Remove Curse*), they may impose a -4 penalty to the saving throw to resist its effects if they set a contingency upon it.

So, for example, a fortune teller may lay a contingent curse on a foe and state the contingency is “if you ever commit adultery against your spouse,” or “should your blade ever draw the blood of an innocent.” If the target ever commits the contingent act, they immediately make a saving throw vs. spells at -4 penalty, or suffer the effects of the *Bestow Curse* which had been previously cast.

When *Bestow Curse* is cast with a contingency, the contingency remains active for one week. If the target has not broken the contingency in that time, a new *Bestow Curse*

must be cast.

**Spells:** When a fortune teller reaches 2<sup>nd</sup> level they are able to cast a very limited number of spells. Unlike magic-users they do not keep spellbooks, nor do they memorize them in advance. Instead a fortune teller simply states when they wish to cast the spell. As long as it is from their list of available spells and they have an available slot, they are able to cast that spell (or its reverse, when applicable). Their magic is drawn from their insight into the ways of fate and destiny, granting them a deep understanding of fate and the ability to subtly manipulate this mercurial force.

In addition, Fortune Tellers may use any Elf/Magic-user or Cleric scrolls or magic items which create effects matching spells they are able to cast.

### Fortune Teller Spell List

#### **First Level Spells**

*Detect Evil*  
*Detect Magic*  
*Protection from Evil*  
*Read Language*  
*Read Magic*

#### **Second Level Spells**

*Bless*

*Detect Invisible*

*ESP*

*Know Alignment*

#### **Third Level Spells**

*Locate Object*

*Remove Curse*

*Clairvoyance*

#### **Fourth Level Spells**

*Arcane Eye*

*Detect Lie*

#### **Fifth Level Spells**

*Commune*

*True Seeing*



## DESIGNATION OF PRODUCT IDENTITY

Labyrinth Lord™ is copyright 2007 - 2012, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at <http://www.goblinoidgames.com>.

Barrel Rider Games™ is copyright 2012, James M. Spahn. The Barrel Rider Games™ logo is copyright 2012, James M. Spahn.

Adamant Entertainment™ is Copyright Adamant Entertainment 2007

## DESIGNATION OF OPEN GAME CONTENT

All text not identified as Product Identity is Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.