

Labyrinth Lord

Compatible Product

CLASSES OF THE FAR EAST

for labyrinth lord, b/x, or becmi role-playing games



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monk

Monks are spiritual warriors—those devoted to their faith but also skilled in combat. Most monks are secluded, living their life in poverty at a monastery where they try to reach spiritual enlightenment. They care not for the politics of the world, and generally are not encountered outside of their monasteries. However, it is not unusual for a wandering monk to be encountered who has been sent on a pilgrimage. The monasteries that the monks reside in are often the source of visitations by others as they try to gain guidance and wisdom from the high ranking monks themselves.

When a player wants to create a monk character, they must abide by certain restrictions. Firstly, the character must take a vow of poverty, forsaking all those tangible things that would hinder the journey to spiritual enlightenment. In game terms, this means that the character can never acquire any more wealth than is necessary to survive. This includes magical items (total restriction subject to DM approval, but usually limited to less than 4 magic items including weapons). Monks are also forbidden to wear armor. Additionally, depending on the type of monastery joined and what level the character is, more restrictions may be in play. Vows of silence are an example.



However, there are several benefits that a monk character enjoys that other classes cannot. Because of their high discipline and willpower, monks can ignore much of the pain they receive before it adversely affects them. In game terms, this means that a monk character can ignore 1 hit point of damage for every 5 levels of experience from each attack that hits them. Secondly, a monk gains a +1 bonus to saving throws vs. Spells at 1st, 3rd, and 5th level. At every even level (2nd, 4th, etc), the monk gains a -1 reduction to his or her AC. When attacking unarmed, the monk will inflict +1 point of damage per level. And finally, a monk has limited ability to cast clerical spells.

monk

A monk's prime requisite is wisdom and constitution. If both of these abilities are at least 13, then a +5% experience bonus is given. If both of these are at least 16, then a +10% bonus is granted instead. Monks attack like fighters, but use the cleric saving throw table. They may not wear any armor, but may use any weapon. Monks do not use an experience title.

Level	Experience Needed	Hit Dice (d6)	Cleric Spells / Level
1	0-1,500	1	0
2	1,501-3,000	2	0
3	3,001-6,000	3	0
4	6,001-14,000	4	0
5	14,001-30,000	5	0
6	30,001-60,000	6	0
7	60,001-120,000	7	1
8	120,001-240,000	8	2
9	240,001-380,000	9	2/1
10	380,001-520,000	10	3/2
11	520,001-660,000	*+3 hp	3/3/1
12	660,001-800,000	*+6 hp	4/3/2
13	800,001-960,000	*+9 hp	4/4/3/1
14	960,001-1,120,000	*+12 hp	4/4/4/2
15	1,120,001-1,280,000	*+15 hp	4/4/4/3/1
16	1,280,001-1,440,000	*+18 hp	4/4/4/4/2
17	1,440,001-1,600,000	*+21 hp	4/4/4/4/3/1
18	1,600,001-1,760,000	*+24 hp	4/4/4/4/4/3
19	1,760,001-1,920,000	*+27 hp	4/4/4/4/4/4/1
20	1,920,001-2,080,000	*+30 hp	4/4/4/4/4/4/3**

* Constitution bonuses no longer apply. +3 hit points are gained per level instead. For every level above 20, 160,000 additional experience points are needed.

** No additional spells are gained.

ninja

The first thing that is pictured in the mind when the word “ninja” is said is most likely a person dressed completely in black, with a black hood and mask, wielding a ninja-to and shuriken. Thanks to western pop culture, that’s the image that has been ingrained in our heads. However, the actual ninja were nothing like this.

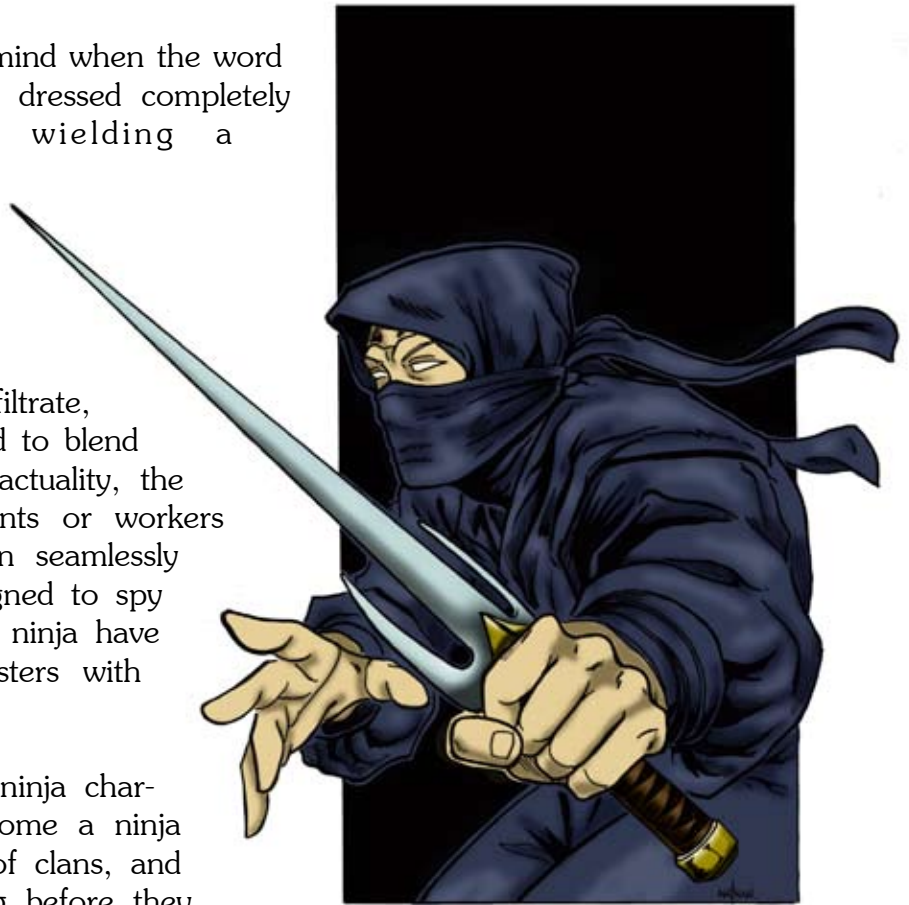
The purpose of the ninja was to infiltrate, spy, sabotage, or assassinate. It is hard to blend in if you’re clad totally in black. In actuality, the ninja were dressed like normal peasants or workers (gardeners, etc) so they could blend in seamlessly with the area in which they were assigned to spy on. It is also for this reason why the ninja have gained a reputation of becoming masters with everyday tools as weapons.

When the player wants to create a ninja character, he or she does not simply become a ninja automatically. Rather, ninja are part of clans, and require a significant amount of training before they can become an official ninja. Because this training is secret, it is very difficult to become a ninja if you haven’t already been part of that clan.

Ninja have many of the same skills as thieves do, with the addition of disguise and escaping bonds. They do not, however, have the ability to read or cast magic scrolls. A disguise kit is required for the skill of the same name, and the DM may want to assign a bonus or penalty depending on what type of disguise the character is attempting. For example, if the character is trying to disguise themselves as another gender, a -15% penalty may be enforced. Escaping bonds is the typical roll needed for average level bonds, such as rope or average manacles.

The prime requisite of the ninja class is dexterity. A character with a dexterity score of at least 13 will gain a +5% bonus to experience points. If the dexterity score is at least 16, then a +10% bonus is given. Ninja cannot wear armor heavier than leather, but may use any weapon. They are masters of unorthodox weaponry, and will suffer no penalty when attacking with a weapon that normally you might assign to any other class. For example, when attacking with a chain, shovel, pan, garden tool, etc.

Ninja attack as a fighter, and use the thief saving throw table. When a ninja reaches 5th level, he or she may become invisible at will. In order to invoke and maintain this power, the ninja must enter a trance and cannot engage in any other activity while remaining invisible. Upon reaching 8th level, the ninja can walk on water as if it were solid ground. And at 11th level, the ninja can teleport up to a distance of 100 feet away. This can be invoked up to twice per day.



Level	Title	Hit Dice (d4)	Experience Needed
1	Recruit	2	0-2,000
2	Aspirant	3	2,001-4,000
3	Genin	4	4,001-8,000
4	Genin	5	8,001-16,000
5	Chunin	6	16,001-32,000
6	Chunin	7	32,001-64,000
7	Jonin	8	64,001-120,000
8	Jonin	9	120,001-240,000
9	Shinobi	10	240,001-400,000
10	Shinobi	*+2 hp	400,001-560,000
11	Shinobi	*+4 hp	560,001-720,000
12	Shinobi Master	*+6 hp	720,001-880,000
13	Shinobi Master	*+8 hp	880,001-1,040,000
14	Shinobi Master	*+10 hp	1,040,001-1,200,000

* Constitution bonuses no longer apply. For every level above 9th, +2 hit points are added and 160,000 additional experience points are needed for each level.

Level	Pick Locks	Move Silently	Climb Walls	Hide in Shadows	Hear Noise	Disguise	Escape
1	17	23	87	13	1-2	25	15
2	23	27	88	17	1-2	28	18
3	27	30	89	20	1-3	32	22
4	31	37	90	27	1-3	36	28
5	35	40	91	30	1-3	40	35
6	45	43	92	37	1-4	45	40
7	55	53	93	47	1-4	55	50
8	65	63	94	55	1-4	65	60
9	75	73	95	65	1-5	75	70
10	85	83	96	75	1-5	85	80
11	95	93	97	85	1-5	95	90
12	97	95	98	90	1-5	97	94
13	100	98	99	94	1-6	100	98
14	105	102	100	98	1-6	103	101

mahoutsukai

The mahoutsukai are sorcerers and wizards, living in remote areas to study their magic in peace. They prefer to stay away from populous areas for several reasons, some of which include being harassed by superstitious people and needing peace and quiet to do their studies. Typically each master mahoutsukai will only have one student that is learning under them. Encountering a mahoutsukai is very rare, but occasionally one young mage will be found adventuring, searching for knowledge or items as requested by his or her master.

Mahoutsukai are unique in that they are both spiritual and intellectual. This results in allowing them to cast both magic user and clerical spells. These characters cannot wear any armor, and are limited to using staves, daggers, or darts as weapons. A mahoutsukai uses the same saving throw table and attack table as a magic user.

The prime requisite of a mahoutsukai is intelligence and wisdom. If both abilities have a minimum score of 13, then a +5% bonus to experience is gained. If both abilities have a score of at least 16, then a +10% bonus is given.



Level	Experience Needed	Hit Dice (d4)	Cleric Spells / Level	MU Spells/ Level
1	0-3,000	1	0	1
2	3,001-6,000	2	1	2
3	6,001-12,000	3	2	2/1
4	12,001-24,000	4	2/1	3/2
5	24,001-50,000	5	3/2	3/2/1
6	50,001-100,000	6	3/2/1	4/3/2
7	100,001-200,000	7	4/3/2	5/4/3/1
8	200,001-400,000	8	4/4/3/1	5/5/4/2
9	400,001-600,000	9	5/4/4/2	5/5/5/3/1
10	600,001-800,000	*+1 hp	5/5/5/3/1	5/5/5/4/2
11	800,001-1,100,000	*+2 hp	5/5/5/5/2	6/6/6/6/3/1
12	1,100,001-1,400,000	*+3 hp	5/5/5/5/3/1	6/6/6/6/4/2
13	1,400,001-1,700,000	*+4 hp	6/6/6/6/5/2	6/6/6/6/6/4
14**	1,700,001-2,000,000	*+5 hp	6/6/6/6/6/3	6/6/6/6/6/4/1

* Constitution bonuses no longer apply. +1 hit points are gained per level instead.

** Mahoutsukai cannot advance beyond level 14.

yokai



Yokai are a race of forest or mountain dwelling creatures that are humanoid in form with distinct animal features. Most are between 3 and 4 feet in height, and each has a specific trait from a unique species of animal. Some may be covered in fur with claws and whiskers like a tiger, while others may have feathered wings and long hooked noses like a raven. Regardless of animal species, they all intermingle with each other and live in small clans of between 5-20 Yokai.

Most Yokai are distrustful of humans and dwarves, but they share a fairy kinship with elves, and may accompany one on an adventure. They will avoid populous areas at nearly all costs, however, preferring to live in the remote areas of the forest or mountains.

A Yokai player character will not start out with any money, but will start out with basic equipment that would be typical for such a creature. This might include some form of basic armor (like a Do or leather) and a weapon or two. Although they may use any armor (if formed to their body) and weapon if they so choose. The Yokai will use the cleric attack and saving throw tables. A Yokai can attain a maximum level of 10.

Because of their spiritual nature and physical bond with an animal species, the Yokai enjoy certain benefits. Because each Yokai may have a unique animal totem, the exact benefits are up to DM discretion. Examples include a tiger Yokai being able to attack

with clawed hands, while a bird Yokai may be able to fly short distances, or a fish Yokai may be able to breathe underwater. Really the only limitation is up to your imagination as to what is reasonable. No power should be so powerful as to throw off game balance, however.

The second primary benefit is that the Yokai is able to cast clerical spells at a limited ability. Unlike praying to a god like other clerics, Yokai are granted their spells via their animal spirit totem. However, based on their bond with their totem, a Yokai can never attack or harm a creature of the same species as the animal totem the Yokai is bonded to. In addition to spells, at 5th level the Yokai can polymorph into a human at will. At 10th level, the Yokai can polymorph into their animal species type at will.

Level	Experience Needed	Hit Dice (d6)	Cleric Spells / Level
1	0-1,750	1	0
2	1,751-3,500	2	1
3	3,501-7,000	3	2
4	7,001-15,000	4	2/1
5	15,001-30,000	5	3/2
6	30,001-60,000	6	3/2/1
7	60,001-120,000	7	3/3/2
8	120,001-240,000	8	4/3/2/1
9	240,001-360,000	9	4/4/3/2
10	360,001+	10	4/4/4/3/1

samurai

The Samurai warrior epitomizes the upper caste warrior of great discipline and honor. These men have devoted their very lives to the service of a daimyo or shogun, and live their lives by a very strict code of bushido—the way of the warrior. To the samurai, honor is everything. It was very common for a disgraced samurai to commit seppuku (suicide). It was also common for a samurai to commit seppuku if his lord died as well. Those who didn't were called ronin—samurai without masters. While ronin did not have a master to report to, they were often discriminated against by other samurai.

In addition to the military skill of the samurai, these warriors were also highly educated and very spiritual. Literacy and etiquette were just as much of a part of the samurai as were his swords and armor. Often a requirement to becoming a samurai was to be born into it. It was very difficult for someone outside of the caste to achieve the title of samurai.

When a player first creates his or her samurai character, he does not become a samurai immediately. Rather, the character must progress through the ranks and prove himself first before attaining that title. The experience level progression below details the title of the character as he makes his way to the title of samurai.

When the samurai character is initially created, twice the normal amount of starting money will be granted to reflect the influence of nobility. Additionally, as the character progresses, bonuses are granted. When the character reaches level 3, he or she will gain an additional +1 to hit and damage when attacking with a katana, wakizashi, naginta, no dachi, or yumi. At level 5, the character gains a +1 bonus to all saving throws. When the character reaches level 6, he or she will have earned the respect of the army and people wherever he or she may be. People are expected to treat the character with respect, giving food and/or shelter upon request. Upon reaching level 7, this respect is enhanced to allow the samurai the authority to execute anyone who does not pay proper respect. Only the shogun or daimyo are treated with greater rever-



samurai

ence among the people. At level 8, the samurai is immune to the effects of fear. At level 9, the character has become legendary with his katana and wakizashi, gaining an additional +1 to hit and damage with each weapon, as well as being able to successfully hit opponents normally only struck by magical weapons. At level 10, the character may be offered his own lands to oversee and become a shogun himself.

The prime requisite of the Samurai is strength and charisma. If both of these abilities are at least 13, the character will gain a +5 bonus to experience points awarded. If both of these abilities are at least 16, then a +10% bonus is gained. Samurai may wear any armor and use any weapon. Samurai also attack and use the same saving throw tables as fighters.

Level	Title	Hit Dice (1d8)	XP needed
1	Chugen	1	0-2,200
2	Kachi	2	2,201-4,400
3	Ashigaru	3	4,401-9,000
4	Gashira	4	9,001-18,000
5	Kyunin	5	18,001-36,000
6	Kenin	6	36,001-75,000
7	Samurai	7	75,001-150,000
8	Samurai	8	150,001-275,000
9	Samurai lord	9	275,001-400,000
10	Samurai lord or Shogun**	+3 hp*	400,001-600,000
11	Samurai lord or Shogun	+6 hp*	600,001-800,000
12	Samurai lord or Daimyo	+9 hp*	800,001-1,000,000
13	Samurai lord or Daimyo	+12 hp*	1,000,001-1,200,000
14	Samurai lord or Daimyo	+15 hp*	1,200,001-1,400,000
15	Samurai lord or Shogun	+18 hp*	1,400,001-1,600,000
16	Samurai lord or Daimyo	+21 hp*	1,600,001-1,800,000
17	Samurai lord or Shogun	+24 hp*	1,800,001-2,000,000
18	Samurai lord or Daimyo	+27 hp*	2,000,001-2,200,000
19	Samurai lord or Daimyo	+30 hp*	2,200,001-2,400,000
20	Samurai lord or Daimyo	+33 hp*	2,400,001-2,600,000

* Constitution bonuses no longer apply. For every level after 20th, 200,000 additional experience points are needed and +3 additional hit points are added.

** The character may choose to remain a samurai lord, or may gain his own lands and become a shogun or even daimyo.

Appendix I: Weapons and Armor of the Far East

Weapon Name	Cost (gp)	Damage
Katana	150	1d10
Wakizashi	75	1d8
Yumi	200	1d6
Shurikan	1	1d4
Naginta	15	1d10
No-dachi	25	1d10
Ninja-to	7	1d6
Kama	5	1d6
Bo Staff	3	1d4
Blowgun	5	1

Armor Type	Cost (gp)	Base AC
Do	20	8
Do-Maru	50	5
Haramaki	30	7
O-yoroi	450	3

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