

# Non-Human Player Codex for Early Era Fantasy Gaming



by Noah Green

**Labyrinth Lord**  
Compatible Product

# **Non-Human Player Codex for Early Era Fantasy Gaming**

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**Published By**  
Old Lingolf House



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# Preface

When I first began playing *Labyrinth Lord* in late 2017, I immediately understood what I loved most about it: being able to run characters from different classic eras of the Original Game simultaneously, in the same session, in the same party.

Two members of my group chose to be Elves, one of them me. I was craving the simplicity of the Basic Era race-as-class Elf experience, so I chose the Elf from standard *Labyrinth Lord* (LL), which emulates that period of the Original Game. Meanwhile, my fellow Elf-player sought the flexibility of the Original Game's Advanced First Edition, where race and class are separate, and Elves can be lots of different things. Using the *Advanced Edition Companion* (AEC) for *Labyrinth Lord*, he was able to play as an Elven Thief. We could both be in the same game because the AEC is "specifically designed to maintain compatibility with standard classes from *Labyrinth Lord*,"<sup>1</sup> as game creator Daniel Proctor writes in the AEC introduction. In fact, writes Proctor, "[it] is conceivable . . . that a character of the [Basic Era, standard *Labyrinth Lord*] elf class could adventure side by side with [Advanced First Edition, AEC characters like] a dwarven cleric or a half-orc assassin."<sup>2</sup> Using the *Original Edition Characters* (OEC) supplement, one can even add the character types from the 1974 Original Edition Game; as Proctor writes, they "may be used alongside AEC."<sup>3</sup>

Think about it: player character types from all three of the Original Game's earliest editions, all playing in the same game. No other retro-clone can do this. To me, this is about more than just enabling players' different gaming styles. It's also about the thrill and nostalgic satisfaction of seeing characters of different eras adventuring together, bringing separate strengths and weaknesses to the table, and, in a way, re-enacting the early evolution of the Original Game by highlighting their differences in the context of a shared play session. The resulting contrast is strongest in the non-human PC rules; they are a place where the creators worked hardest to reconcile varied literary fantasy influences and carve out, over the span of multiple editions, a unique identity for the game.

The main goal of this book is to illuminate and celebrate that contrast by providing a reference guide that encompasses all three sets of non-human rules, presenting the multiple versions of races side-by-side for easy comparison and informed choice. Perusing in session the OEC, LL, and AEC rules for the Elf, a reader can watch the Elf prime requisites progress from Strength *or* Intelligence, to Strength *and* Intelligence, to a much broader range of possibilities depending on the class chosen - the journey from race-as-class to race *and* class. My hope is that you'll find the illustration of that journey entertaining and helpful, and that you'll use it as you decide where to begin your own journey at the gaming table.

As a lover of difference, I am always seeking to add more of it, and thus the book's secondary goal: the provision of optional trait tables for each race, designed to add flavor and variety to non-human PCs. I include separate versions for each rule set; their divergence once again mirrors the evolving idea of the Original Game in its early, formative years. Lastly, this book offers summaries of additional *Labyrinth Lord* non-human PC rule sources.

I hope this text will serve you well, both as a reference and as a guide to the unique gaming opportunities that *Labyrinth Lord* offers.

- Noah Green  
Old Lingof House

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# Introduction

## **Overview**

This book celebrates one of the great and unique joys of playing *Labyrinth Lord*: adventuring with non-human player character types from all three early eras of the Original Game in the same party.

The non-human PCs of core *Labyrinth Lord* (LL) - Dwarf, Elf, and Halfling - are those of the Original Game's Basic Era, circa 1981, where race is class: a Dwarf is a Dwarf, and there are no such things as Dwarven Thieves, Dwarven Assassins, or Dwarven Clerics. This is even more true of the *Original Edition Characters* (OEC) supplement, which presents those three PC races in their most fundamental forms: those of the very first edition of the game, circa 1974. On the other hand, the game's *Advanced Edition Companion* (AEC) allows non-human PCs to run much as they do in the Original Game's Advanced First Edition (1977-1989), with multiple class options and more detailed rules around attributes, abilities, and other character aspects - the blueprint for the Original Game as it is still played today. The AEC also includes rules for the three additional non-human PC races that appear in the Advanced First Edition: Gnomes, Half-Elves, and Half-Orcs.

Non-human PCs from all three rule sets can play in the same *Labyrinth Lord* session because they are compatible with each other. Not only does this mean, as *Labyrinth Lord* creator Daniel Proctor writes, that “[no] player has to sacrifice his or her tastes for one game, since all classes from any version can be played together.”<sup>4</sup> It also allows for thrilling situations where players can potentially experience up to three different early game eras simultaneously.

To help players fully appreciate such situations and make informed choices when selecting character types for them, I present this guide. It has three purposes:

- Provide handy reference summaries of the OEC, LL, and AEC versions of the three core races side-by-side, as well as the three AEC-only races, allowing gamers to compare, contrast, and select
- Present optional non-human trait tables for differentiating and customizing non-human PCs for OEC, LL, AEC, the Original Game, and other retro-clones
- List other sources of non-human PC rules and new non-human types

The Non-Human Reference section lists the races alphabetically; multiple versions of the same race are presented in order of complexity (OEC, LL, and AEC.) The Optional Traits section follows a similar order.

## **Additional Notes**

### **Naming Conventions**

Unlike *Labyrinth Lord*, this text capitalizes race and class names, to follow the convention in my other books, and to emphasize the identities they embody.

### **OEC Clarifications**

The OEC is careful to present the Original Edition rules very close to the way they were first stated, giving Labyrinth Lords the freedom to interpret their ambiguities. The Non-Human Reference section includes sidebars suggesting clarifications for two such ambiguities, relating to the Elf and to the Halfling.

### **Multiclassing**

The AEC, like the Original Game's Advanced First Edition that it emulates, introduces multiclassing for non-human PCs. It even allows LL-style non-human PCs to multiclass - with some restrictions. While I note these restrictions on the LL pages of the reference section, any potential multiclass player should closely review the AEC rules on the topic, and not depend solely on my text for guidance.<sup>5</sup> The AEC rules do not explicitly address OEC non-human multiclassing; if the Labyrinth Lord chooses to allow it, they should assume the same restrictions.

### **Magic**

As the AEC itself notes, a Labyrinth Lord using the OEC and/or AEC must make decisions on which spells are allowed; the OEC has the fewest (as the AEC says, "in order to emulate the feel of Original Edition games"),<sup>6</sup> and the AEC has the most.

### **Tradeoffs**

While my goal in presenting the different versions of the core non-human PC races is to facilitate comparison and contrast, I leave such analysis ultimately up to the judgment and preferences of the reader. That being said, a very good discussion of this topic can be found in the AEC - I highly encourage players to read it.<sup>7</sup>

### **Gender**

*Labyrinth Lord* offers a faithful rendition of the Original Game. This means that the OEC refers to Fighters as "Fighting Men," just as they are called in the 1974 Original Edition Game. Where the AEC describes attribute maximums for different races, it sometimes shows lower Strength maximums for females, just as they appear in the 1978 player's guide for the Advanced First Edition.

Using this accurate depiction of the past as a point of departure, I have chosen to use the term "Fighter" in all sections of the book. I have also chosen to remove the lower female Strength maximums from the main portion of the Non-Human Reference section. They appear instead on a supplemental page at the end of that section.



# Non-Human Reference



# Dwarf (OEC)



- Fighter column of OEC Character Attack Table for combat
- OEC Fighter class table for saving throws
- OEC Fighter class table for advancement

## **Attributes**

- **Prime Requisite**
  - STR
- **Hit Dice**
  - 1d8

## **Abilities**

- Infravision 60'
- Secret doors: 1/6
- Listen at doors: 2/6
- Detect traps (inc. false/hidden construction, sloped passages): 2/6
- Saving throw bonuses
  - Save vs. all magic as if character is 4 levels higher
- Languages: Alignment, Common, Dwarvish, Goblin, Gnome, Kobold

## **Classes**

- **Fighter**
  - Level limit 6
  - Any weapon except two-handed weapons or longbows; any armor

# Dwarf (LL)



## • Hit Dice

- 1d8

## Abilities

- Infravision 60'
- Secret doors: 1/6
- Listen at doors: 2/6
- Detect traps (inc. false/hidden construction, sloped passages): 2/6
- Languages: Alignment, Common, Dwarvish, Goblin, Gnome, Kobold

## Classes

### • Fighter

- Level limit 12
- Any weapon except two-handed weapons or longbows; any armor
- Use table below for advancement, combat, and saving throws (HP\* = no CON adjustment to HP)
- Level 9: build stronghold (see LL)
- AEC multiclassing allowed, except as Dwarf/Fighter

## Attributes

### • Requirements

- CON 9

### • Prime Requisites

- STR

Lvl	Advancement		To-Hit		Saving Throws			
	XP	HD (d8)	AC0	Brth	Poi/Dth	Pet/Par	Wnd	SpIl
1	0	1	19	13	8	10	9	12
2	2,187	2	19	13	8	10	9	12
3	4,375	3	18	13	8	10	9	12
4	8,751	4	17	10	6	8	7	10
5	17,501	5	16	10	6	8	7	10
6	35,001	6	15	10	6	8	7	10
7	70,001	7	14	7	4	6	5	8
8	140,001	8	14	7	4	6	5	8
9	280,001	9	13	7	4	6	5	8
10	400,001	+3 HP*	12	4	2	4	3	6
11	540,001	+6 HP*	12	4	2	4	3	6
12	660,001	+9 HP*	11	4	2	4	3	6

# Dwarf (AEC)



- Thief: “Hear Noise” skill
- Detect traps (inc. false/hidden construction, sloped passages)
  - Non-Thief: 2/6
  - Thief: Max. chance of 33% or “Find Traps” skill<sup>8</sup>
- Saving throw bonuses
  - Breath attacks: +2
  - Poison: +4
  - Petrify/paralyze: +4
  - Wands: +3
  - Spells or spell-like devices: +4
- Languages: Alignment, Common, Dwarvish, Goblin, Gnome, Kobold

## Attributes

- **Ability Modifiers**
  - CON +1, CHA -1
  - Apply before Requirements test
- **Requirements**
  - **Simple:** CON 9
  - **Advanced (Min/Max)**
    - STR: 8/18
    - DEX: 3/17
    - CON: 12/19
    - INT: 3/18
    - WIS: 3/18
    - CHA: 3/16
- **Prime Requisites**
  - By AEC class
- **Hit Dice**
  - By AEC class

## Abilities

- Infravision 60'
- Secret doors: 1/6
- Listen at doors
  - Non-Thief: 2/6

## Classes

- **Assassin**
  - Level limit 9
- **Cleric**
  - Level limit 8
- **Fighter**
  - Level limit 9
- **Thief**
  - Level limit 12
- Use AEC class for advancement, weapons/armor, saving throws, and spell-casting
  - No two-hand weapons, longbows
- Use LL class attack table for combat (Assassin = Thief)

### Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+7%
Find/Remove Traps	+10%
Climb Walls	-10%

# ELF (OEC)



- For combat and saving throws, player compares the rolls for their OEC Fighter and Magic-User levels, and always uses the most favorable roll, regardless of the class in play
- **Fighter**
  - Level limit 4
  - Any weapon or armor
  - OEC Fighter class table for advancement
- **Magic-User**
  - Level limit 8
  - OEC Magic-User weapon and armor limits, except: can wear armor if it is magical
  - OEC Magic-User class tables for advancement and spell-casting

## **Attributes**

- **Prime Requisite**
  - STR when playing as Fighter
  - INT when playing as Magic-User
- **Hit Dice**
  - (1d8 + 1d6) / 2, rounded up

## **Abilities**

- Infravision 60'
- Secret doors: 2/6
- Listen at doors: 2/6
- Detect traps: 1/6
- Immune to paralysis by ghouls
- Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orc

## **Classes**

- **Fighter or Magic-User by Session**
  - Player chooses Fighter or Magic-User class at start of game session
  - XP gained applies only to chosen class of day, and Elf advances independently in the two classes

## **An Elf's Progress**

The Original Edition Game is quite vague about how Elven class-by-session affects advancement, prime requisites, HP accumulation, combat, and saving throws. The OEC clarifies parts of this, but remains somewhat open-ended, as befits a reasonable approximation of the Original Edition Game.

I have chosen an interpretation that combines the provided OEC specifics with other rules gleaned from on-line research, including a post from the Dragonsfoot forums by Original Game creator Gary Gygax. The sources, listed in the endnotes, also describe some other interpretations that the Labyrinth Lord may use instead.<sup>9</sup>

# Elf (LL)



- **Hit Dice**
  - 1d6

## Abilities

- Infravision 60'
- Secret doors: 2/6
- Listen at doors: 2/6
- Detect traps: 1/6
- Immune to paralysis by ghouls
- Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orc

## Classes

- **Fighter / Magic-User Hybrid**
  - Level limit 10
  - Any weapon or armor
  - Can cast spells in armor
  - Use table below for advancement, combat, saving throws, and spell-casting (HP\* = no CON adjustment to HP)
  - Level 9: build stronghold (see LL)
  - No AEC multiclassing allowed

## Attributes

- **Requirements**
  - INT 9
- **Prime Requisites**
  - STR and INT
    - STR 13+ & INT 13+: 5% XP adj.
    - STR 13+ & INT 16+: 10% XP adj.

Lvl	Advancement		To-Hit		Saving Throws				Spells				
	XP	HD (d6)	AC0	Brth	Poi/Dth	Pet/Par	Wnd	Sp11	1	2	3	4	5
1	0	1	19	15	12	13	13	15	1	-	-	-	-
2	4,065	2	19	15	12	13	13	15	2	-	-	-	-
3	8,125	3	18	15	12	13	13	15	2	1	-	-	-
4	16,251	4	17	13	10	11	11	13	2	2	-	-	-
5	32,501	5	16	13	10	11	11	13	2	2	1	-	-
6	65,001	6	15	13	10	11	11	13	2	2	2	-	-
7	130,001	7	14	9	8	9	9	11	3	2	2	1	-
8	200,001	8	14	9	8	9	9	11	3	3	2	2	-
9	400,001	9	13	9	8	9	9	11	3	3	3	2	1
10	600,001	+2 HP*	12	7	6	7	7	9	3	3	3	3	2

# ELF (AEC)



- Thief: “Hear Noise” skill
- Detect traps
  - Non-Thief: 1/6
  - Thief: Max. chance of 17% or “Find Traps” skill<sup>10</sup>
- Immune to paralysis by ghouls
- Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orc

## Classes

- **Assassin**
  - Level limit 10
- **Cleric**
  - Level limit 7
- **Fighter**
  - Level limit 10
- **Magic-User**
  - Level limit 11
- **Thief**
  - Level limit 12
- Use AEC class for advancement, weapons/armor, saving throws, and spell-casting
- Use LL class attack table for combat (Assassin = Thief)

## Attributes

- **Ability Modifiers**
  - DEX +1, CON -1
  - Apply before Requirements test
- **Requirements**
  - **Simple:** INT 9
  - **Advanced (Min/Max)**
    - STR: 3/18
    - DEX: 7/19
    - CON: 6/18
    - INT: 8/18
    - WIS: 3/18
    - CHA: 3/18
- **Prime Requisites**
  - By AEC class
- **Hit Dice**
  - By AEC class

## Abilities

- Infravision 60'
- Secret doors: 2/6
- Listen at doors
  - Non-Thief: 2/6

## Thief Skill Adjustments

Skill	Adjustment
Pick Locks	-5%
Pick Pockets	+5%
Move Silently	+7%
Hide in Shadows	+10%
Hear Noise	+1 to success range max.

# Gnome (AEC)



- Detect traps
  - Non-Thief: 1/6
  - Thief: “Find Traps” skill
- Detect unsafe structures, sloped passages; know current depth/direction: 2/6
- Saving throw bonuses
  - Breath attacks: +2
  - Poison: +4
  - Petrify/paralyze: +4
  - Wands: +1
  - Spells or spell-like devices: +2
- Languages: Alignment, Common, Gnomish, Dwarvish, Halfling, Orc, Goblin, Kobold

## Attributes

- **Ability Modifiers**
  - None
- **Requirements**
  - **Simple:** DEX 8, CON 9
  - **Advanced (Min/Max)**
    - STR: 6/18
    - DEX: 3/18
    - CON: 8/18
    - INT: 7/18
    - WIS: 3/18
    - CHA: 8/18
- **Prime Requisites**
  - By AEC class
- **Hit Dice**
  - By AEC class

## Abilities

- Infravision 60'
- Secret doors: 1/6
- Listen at doors
  - Non-Thief: 2/6
  - Thief: “Hear Noise” skill

## Classes

- **Assassin**
  - Level limit 8
- **Cleric**
  - Level limit 7
- **Fighter**
  - Level limit 6
- **Illusionist**
  - Level limit 7
- **Thief**
  - Level limit 12
- Use AEC class for advancement, weapons/armor, saves, spell-casting
  - No two-hand weapons, longbows
- Use LL class attack table for combat (Assassin = Thief; Illusionist = M.U.)

Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+5%
Find/Remove Traps	+7%
Move Silently	+5%
Climb Walls	-15%
Hide in Shadows	+5%

# Half-Elf (AEC)



## Attributes

- **Ability Modifiers**
  - None
- **Requirements**
  - **Simple:** None
  - **Advanced (Min/Max)**
    - STR: 3/18
    - DEX: 6/18
    - CON: 6/18
    - INT: 4/18
    - WIS: 3/18
    - CHA: 3/18
- **Prime Requisites**
  - By AEC class
- **Hit Dice**
  - By AEC class

## Abilities

- Infravision 60'
- Secret doors: 2/6
- Listen at doors
  - Non-Thief: 2/6
  - Thief: "Hear Noise" skill

- Detect traps
  - Non-Thief: 1/6
  - Thief: Max. chance of 17% or "Find Traps" skill<sup>11</sup>
- Saving throw bonuses
  - Paralysis by ghouls: +4
- Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orc

## Classes

- **Assassin**
  - Level limit 11
- **Cleric**
  - Level limit 5
- **Fighter**
  - Level limit 12
- **Magic-User**
  - Level limit 10
- **Ranger**
  - Level limit 8
- **Thief**
  - Level limit 12
- Use AEC class for advancement, weapons/armor, saving throws, and spell-casting
- Use LL class attack table for combat (Assassin = Thief; Ranger = Fighter)

### Thief Skill Adjustments

Skill	Adjustment
Pick Pockets	+10%
Hide in Shadows	+5%

# Halfling (OEC)



## Attributes

- **Prime Requisite**
  - STR
- **Hit Dice**
  - 1d8

## Abilities

- Secret doors: 1/6
- Listen at doors: 2/6
- Detect traps: 1/6
- AC -2 vs. larger-than-human foes
- Missile weapons (Referee chooses)
  - No bonus
  - OR-
  - +1 to hit with missile weapons
  - OR-
  - +3 to hit with slings
- Saving throw bonuses
  - Save vs. all magic as if character is 4 levels higher
- Languages: Alignment, Common, Halfling (if language in game world)

## Classes

- **Fighter**
  - Level limit 4
  - Any weapon except two-handed weapons or longbows; any armor
  - Fighter column of OEC Character Attack Table for combat
  - OEC Fighter class table for saving throws
  - OEC Fighter class table for advancement

## Missiles & Miniatures

Faithful to the games they emulate, both LL and the AEC grant Halflings a +1 to hit bonus with missile weapons, while the OEC does not, as the Original Edition Game does not outright specify such a bonus.

But the Original Edition Game *does* allude to Halflings' "deadly accuracy" with such weapons in the famous miniature wargaming rules that form the basis for much of its combat system. And in the "Corrections" section of the Original Edition's first supplement, Halflings get a +3 to hit with slings (perhaps as an interpretation of the miniatures rules.)

For these reasons, I offer the three options listed in the "Abilities" section of this page. Labyrinth Lords should feel free to choose whichever suits their play style.

# Halfling (LL)



## Attributes

### • Requirements

- DEX 9, CON 9

### • Prime Requisites

- STR and DEX
  - STR 13+ or DEX 13+: 5% XP adj.
  - STR 13+ & DEX 13+: 10% XP adj.

### • Hit Dice

- 1d6

## Abilities

- Secret doors: 1/6
- Listen at doors: 2/6
- Detect traps: 1/6
- AC -2 vs. larger-than-human foes
- +1 to hit with missile weapons
- +1 initiative in all-Halfling group
- Hiding
  - Bushes/Outdoor Cover: 90%
  - Shadows/Underground Cover: 2/6
- Languages: Alignment, Common, Halfling (if language in game world)

## Classes

### • Fighter

- Level limit 8
- Any weapon except two-handed weapons or longbows; any armor
- Use table below for advancement, combat, and saving throws (HP\* = no CON adjustment to HP)
- Level 8: build stronghold (see LL)
- AEC multiclassing allowed, except as Halfling/Fighter

Lvl	Advancement		To-Hit		Saving Throws			
	XP	HD (d6)	AC0	Brth	Poi/Dth	Pet/Par	Wnd	SpIl
1	0	1	19	13	8	10	9	12
2	2,035	2	19	13	8	10	9	12
3	4,065	3	18	13	8	10	9	12
4	8,125	4	17	10	6	8	7	10
5	16,251	5	16	10	6	8	7	10
6	32,501	6	15	10	6	8	7	10
7	65,001	7	14	7	4	6	5	8
8	130,001	8	14	7	4	6	5	8

# Halfling (AEC)



- Detect traps
  - Non-Thief: 1/6
  - Thief: “Find Traps” skill
- Saving throw bonuses
  - Breath attacks: +2
  - Poison: +4
  - Petrify/paralyze: +4
  - Wands: +3
  - Spells or spell-like devices: +4
- AC -2 vs. larger-than-human foes
- +1 to hit with missile weapons
- +1 initiative in all-Halfling group
- Hiding
  - Bushes/Outdoor Cover: 90%
  - Shadows/Underground Cover:
    - Non-Thief: 2/6
    - Thief: Max. chance of 33% or “Hide in Shadows” skill<sup>12</sup>
- Languages: Alignment, Common, Halfling (if language in game world)

## Attributes

- **Ability Modifiers**
  - STR -1, DEX +1
  - Apply before Requirements test
- **Requirements**
  - **Simple:** DEX 9, CON 9
  - **Advanced (Min/Max)**
    - STR: 6/17
    - DEX: 8/18
    - CON: 10/19
    - INT: 6/18
    - WIS: 3/17
    - CHA: 3/18
- **Prime Requisites**
  - By AEC class
- **Hit Dice**
  - By AEC class

## Abilities

- Secret doors: 1/6
- Listen at doors
  - Non-Thief: 2/6
  - Thief: “Hear Noise” skill

## Classes

- **Fighter**
  - Level limit 6
- **Thief**
  - Level limit 14
- Use AEC class for advancement, weapons/armor, and saving throws
  - No two-hand weapons, longbows
- Use LL class attack table for combat

**Thief Skill Adjustments**

Skill	Adjustment
Pick Locks	+5%
Find/Remove Traps	+5%
Pick Pockets	+5%
Move Silently	+10%
Climb Walls	-15%
Hide in Shadows	+10%

# Half-Orc (AEC)



- Thief: "Hear Noise" skill
- Detect traps
  - Non-Thief: 1/6
  - Thief: "Find Traps" skill
- Languages: Alignment, Common, Orc

## Classes

- **Assassin**
  - Level limit 15 (Unlimited)
- **Cleric**
  - Level limit 4
- **Fighter**
  - Level limit 12
- **Thief**
  - Level limit 12
- Use AEC class for advancement, weapons/armor, saving throws, and spell-casting
- Use LL class attack table for combat (Assassin = Thief)

## Attributes

- **Ability Modifiers**
  - STR +1, CON +1, CHA -2
  - Apply before Requirements test
- **Requirements**
  - **Simple:** CON 9
  - **Advanced (Min/Max)**
    - STR: 6/18
    - DEX: 3/17
    - CON: 13/19
    - INT: 3/17
    - WIS: 3/14
    - CHA: 3/12
- **Prime Requisites**
  - By AEC class
- **Hit Dice**
  - By AEC class

## Abilities

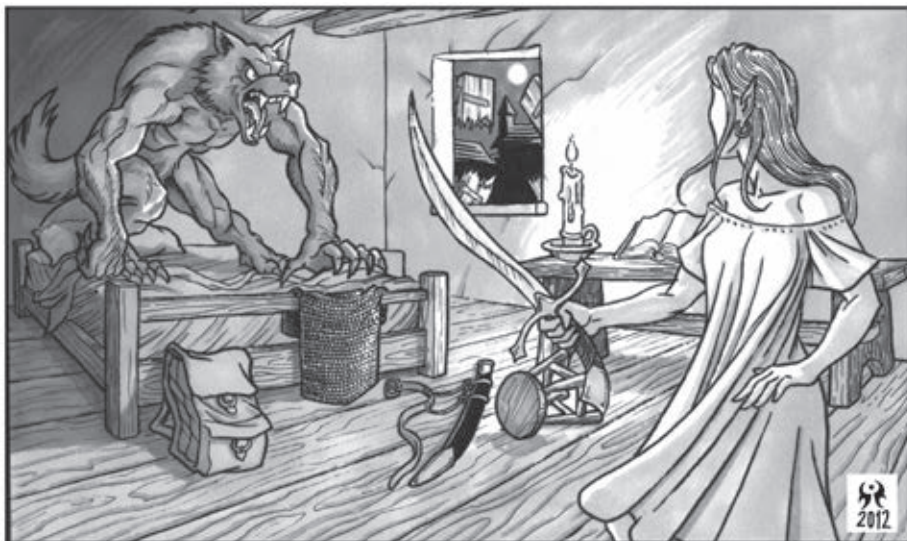
- Infravision 60'
- Secret doors: 2/6
- Listen at doors
  - Non-Thief: 2/6

## Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+5%
Find/Remove Traps	+5%
Pick Pockets	-5%
Climb Walls	+5%

# AEC Original STR

Original AEC Strength Min/Max			
Race	Min.	Max. Male	Max. Female
Dwarf	8	18	17
Elf	3	18	16
Gnome	6	18	15
Half-Elf	3	18	17
Halfling	6	17	14
Half-Orc	6	18	18



*"Max. STR 16 - are you sure you want to find out?" said the Elven Lycanthrope Hunter (p. 24)*



# Optional Traits



# Applying Traits

These optional traits are designed to add nuance and distinctiveness to non-human PCs and can be used with the Labyrinth Lord's permission.

For Dwarves, Elves, and Halflings, there are separate trait tables for the OEC/LL and AEC versions of each race, while the AEC-only races have only one trait table. Some races also have "XP Mod" tables detailing the additional experience point costs for level advancement incurred by some of the traits.

A player should receive a single trait, after choosing race but before choosing class. The player should roll 1d10 and consult the chart for their character race and version. An AEC trait marked with a (†) can be re-rolled if the player doesn't want or the Labyrinth Lord does not allow the class choice(s) it states or implies. A referee may also opt to allow players to pick their trait instead of rolling for it.

The three lines of each trait table entry comprise its name, positive aspect, and negative aspect. The negative aspect is meant to provide balance; the referee should use or modify it, depending on the type of campaign they wish to run. In a particularly deadly campaign where players are already facing great challenges, the Labyrinth Lord may wish to discard the negative aspect altogether. On the other hand, they are advised to keep it if they are allowing players to select their trait. Overall, the Labyrinth Lord should feel free to hack and use these charts in any way they see fit. Several traits take their inspiration from other rule sets and are marked with an endnote citation of source.

Any adjustments to rolls should be in addition to pre-existing race, class, or attribute adjustments. Regardless of actual mathematical result, any adjusted core attributes should remain within the standard range of 3 to 18 for OEC characters, and within the race-specific minimums and maximums for LL and AEC characters.

The trait tables are easily compatible with other games, including the Original Game editions upon which the different *Labyrinth Lord* rule sets are based, as well as other retro-clones. For example, the LL trait tables will work with "B/X" style games with no additional conversion.



# Dwarf (OEC, LL)

Roll	Trait
1	<b>Stubborn Old Git</b> <ul style="list-style-type: none"> <li>• Immune to coercive spells (<i>Charm Person</i>, <i>Geas</i>, etc.) and hypnosis</li> <li>• Save vs. spells at -4 for remainder of day of attack</li> </ul>
2	<b>Cousins with the Guy with the White Beard</b> <ul style="list-style-type: none"> <li>• Able to wield 2-handed war hammer: +1 to hit, +1 damage, throw 10'</li> <li>• Increased XP for level advance as per Dwarf XP Mods (p. 22)</li> </ul>
3	<b>Rune Talent I</b> <ul style="list-style-type: none"> <li>• Once per day, can draw a rune on door with <i>Hold Portal</i> effect</li> <li>• Save vs. spells at -2 for remainder of day of drawing</li> </ul>
4	<b>Grew up on the Wrong Side of the Mountain</b> <ul style="list-style-type: none"> <li>• Has "Pick Locks" Thief skill; grows by level as per LL Thief Skills Table</li> <li>• Increased XP for level advance as per Dwarf XP Mods (p. 22)</li> </ul>
5	<b>Rune Talent II</b> <ul style="list-style-type: none"> <li>• Once per day, can draw a rune that will alert the Dwarf if any creature passes it. Rune lasts one day; disappears after alert.</li> <li>• Save vs. spells at -2 for remainder of day of drawing</li> </ul>
6	<b>To Seek the Pale But Not Enchanted You-Know-What</b> <ul style="list-style-type: none"> <li>• Can perform equivalent of <i>Locate Object</i> once per day; can only be used to locate treasure items (NOT including magic items)</li> <li>• Save vs. spells at -4 for remainder of day of casting</li> </ul>
7	<b>What? And Never Touch Silver Again?</b> <ul style="list-style-type: none"> <li>• Immune to lycanthropy</li> <li>• If lycanthrope brings character below 50% HP, then save vs. spells at -4 AND save vs. poison at -1 for remainder of day</li> </ul>
8	<b>Gimlet-Eye of the Turquoise Hills</b> <ul style="list-style-type: none"> <li>• Can appraise gold, jewels, weapons, armor, metalwork; spot forgeries; sense magic on items, though not their exact properties<sup>13</sup></li> <li>• Detect traps ability reduced to 1/6</li> </ul>
9	<b>Tugs His Beard as He Takes the Measure of the Man</b> <ul style="list-style-type: none"> <li>• Can cast <i>Detect Good/Evil</i> once a day, only on an individual, for 1 round</li> <li>• Save vs. spells at -2 for remainder of day</li> </ul>
10	<b>Orc Slayer</b> <ul style="list-style-type: none"> <li>• +1 to hit vs. orcs</li> <li>• In round one of any combat with orcs, roll 1d20-3 under WIS or turn "berserker" for duration of battle: +2 meleé to hit, but +1 AC, -1 missile to hit, and unable to retreat unless dragged</li> </ul>

# Dwarf (AEC)

Roll	Trait
1	<b>Stubborn Old Git</b> <ul style="list-style-type: none"> <li>• Immune to coercive spells (<i>Charm Person</i>, <i>Geas</i>, etc.) and hypnosis</li> <li>• Loses entire +4 save vs. spells bonus for remainder of day of attack</li> </ul>
2	<b>Cousins with the Guy with the White Beard</b> <ul style="list-style-type: none"> <li>• Able to wield 2-handed war hammer: +1 to hit, +1 damage, throw 10'</li> <li>• Increased XP for level advance as per Dwarf XP Mods (p. 22)</li> </ul>
3	<b>Rune Talent I</b> <ul style="list-style-type: none"> <li>• Once per day, can draw a rune on door with <i>Hold Portal</i> effect</li> <li>• Save vs. spells bonus reduced to +2 for remainder of day of drawing</li> </ul>
4	<b>Renegade Engineer</b> <ul style="list-style-type: none"> <li>• Able to collapse, block 10' length of corridor in 1 turn; use same rolls as "Find/Remove Traps" Thief skill (including Dwarf Thief skill bonus)</li> <li>• Increased XP for level advance as per Dwarf XP Mods (p. 22)</li> </ul>
5	<b>Rune Talent II</b> <ul style="list-style-type: none"> <li>• Once per day, can draw a rune that will alert the Dwarf if any creature passes it. Rune lasts one day; disappears after alert.</li> <li>• Save vs. spells bonus reduced to +2 for remainder of day of drawing</li> </ul>
6	<b>To Seek the Pale But Not Enchanted You-Know-What</b> <ul style="list-style-type: none"> <li>• Can perform equivalent of <i>Locate Object</i> once per day; can only be used to locate treasure items (NOT including magic items)</li> <li>• Loses entire +4 save vs. spells bonus for remainder of day of casting</li> </ul>
7	<b>What? And Never Touch Silver Again?</b> <ul style="list-style-type: none"> <li>• Immune to lycanthropy</li> <li>• If lycanthrope brings character below 50% HP, remove entire save vs. spells bonus &amp; reduce save vs. poison to +3 for remainder of day</li> </ul>
8	<b>Gimlet-Eye of the Turquoise Hills</b> <ul style="list-style-type: none"> <li>• Can appraise gold, jewels, weapons, armor, metalwork; spot forgeries; sense magic on items, though not their exact properties<sup>14</sup></li> <li>• Find Traps: non-Thief 1/6; Thief is "Find Traps" skill, not max. w/ 33%</li> </ul>
9	<b>Tugs His Beard as He Takes the Measure of the Man</b> <ul style="list-style-type: none"> <li>• Can cast <i>Detect Good/Evil</i> once a day, only on an individual, for 1 round</li> <li>• Save vs. spells bonus reduced to +2 for remainder of day</li> </ul>
10	<b>Orc Slayer</b> <ul style="list-style-type: none"> <li>• +1 to hit vs. orcs</li> <li>• In round one of any combat with orcs, roll 1d20-3 under WIS or turn "berserker" for duration of battle: +2 melee to hit, but +1 AC, -1 missile to hit, and unable to retreat unless dragged</li> </ul>

# Dwarf XP Mods

Additional Required XP for Level Advancement, by Trait		
Lvl	Grew up on the Wrong Side of the Mountain - Renegade Engineer	Cousins with the Guy with the White Beard
1	-	-
2	20	40
3	40	80
4	80	160
5	160	320
6	320	640
7	640	1,280
8	1,250	2,500
9	2,500	5,000
10	3,750	7,500
11	5,000	10,000
12	6,250	12,500



## Application

- **Single-Class Characters (OEC, LL, AEC)**
  - Add all additional required XP to level requirements
- **Multiclass Characters (AEC, LL + AEC Rules)**
  - Divide required XP evenly across requirements of all attainable levels of all classes. For example, a Dwarven Fighter/Thief (level limits 9 and 12, respectively) with the "Cousins with the Guy with the White Beard" trait would divide their extra XP evenly across both class tracks through level 9, then allocate all of them to Thief advancement for levels 10 through 12. They would need 2,500 extra points (i.e. 5,000/2) to be a 9th level Fighter, 2,500 extra points to be a 9th level Thief, and then the full 7,500 extra points to be an 10th level Thief.

# ELF (OEC, LL)

Roll	Trait
1	<b>High Elf</b> <ul style="list-style-type: none"> <li>• Can cast <i>Detect Evil</i> once per day. Does not use up a spell slot<sup>15</sup></li> <li>• Save vs. spells at -1 for remainder of day of casting</li> </ul>
2	<b>Servant of the Heart, Protector of the Soul</b> <ul style="list-style-type: none"> <li>• Can Turn Undead with Elven songs/chants as if they were a Cleric of one level lower</li> <li>• Ability does not start until level 2; Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
3	<b>I Remain as the Light Made Me</b> <ul style="list-style-type: none"> <li>• Immune to all attribute-draining attacks (e.g. by shadow, etc.)</li> <li>• Save vs. spells at -2 for remainder of day if such an attack hits</li> </ul>
4	<b>Guardian of the Northern Fences</b> <ul style="list-style-type: none"> <li>• +1 to hit vs. goblinoids, orcs, intelligent undead, and lycanthropes<sup>16</sup></li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
5	<b>I Hear the Stones Lament</b> <ul style="list-style-type: none"> <li>• Twice per day, after concentrating for 1d6 turns, can clearly visualize and hear all events pertaining to the adventure that transpired in the room or outdoor vicinity up to 100 years ago</li> <li>• Save vs. spells reduced by 1 for remainder of day after each usage</li> </ul>
6	<b>Walks the Path of the Slayer</b> <ul style="list-style-type: none"> <li>• +2 to hit vs. all undead</li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
7	<b>Fey Elf</b> <ul style="list-style-type: none"> <li>• Can cast <i>Detect Magic</i> once per day. Does not use up a spell slot<sup>17</sup></li> <li>• Save vs. spells at -1 for remainder of day of casting</li> </ul>
8	<b>Gifted Conjurer</b> <ul style="list-style-type: none"> <li>• Spell effects are increased by one caster level (e.g. <i>Fireball</i> does extra 1d6 damage, a door held with <i>Arcane Lock</i> can only be opened by a Magic-User at least four levels higher than caster, etc.)</li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
9	<b>Part-Drow</b> <ul style="list-style-type: none"> <li>• Infravision range increased to 120'</li> <li>• Not immune to paralysis by ghouls</li> </ul>
10	<b>Trained by Kreolad</b> <ul style="list-style-type: none"> <li>• +1 to hit with any pulled bow, short sword, or long sword<sup>18</sup></li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>

# ELF (AEC)

Roll	Trait
1	<p><b>High Elf</b> (†)</p> <ul style="list-style-type: none"> <li>• Can cast <i>Detect Evil</i> once per day. Does not use up a spell slot<sup>19</sup></li> <li>• Cannot play as Thief; save vs. spells at -1 for rest of day of casting</li> </ul>
2	<p><b>Lycanthrope Hunter</b></p> <ul style="list-style-type: none"> <li>• +2 to hit vs. lycanthropes; can use non-silver/non-magic weapons at half-damage against lycanthropes; automatically detects the affliction and its type in lycanthropes in their humanoid form</li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
3	<p><b>I Remain as the Light Made Me</b></p> <ul style="list-style-type: none"> <li>• Immune to all attribute-draining attacks (e.g. by shadow, etc.)</li> <li>• Save vs. spells at -2 for remainder of day if such an attack hits</li> </ul>
4	<p><b>Guardian of the Northern Fences</b> (†)</p> <ul style="list-style-type: none"> <li>• +1 to hit vs. goblinoids, orcs, intelligent undead, and lycanthropes<sup>20</sup></li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
5	<p><b>I Hear the Stones Lament</b></p> <ul style="list-style-type: none"> <li>• Twice per day, after concentrating for 1d6 turns, can clearly visualize and hear all events pertaining to the adventure that transpired in the room or outdoor vicinity up to 100 years ago</li> <li>• Save vs. spells reduced by 1 for remainder of day after each usage</li> </ul>
6	<p><b>Walks the Path of the Slayer</b> (†)</p> <ul style="list-style-type: none"> <li>• +2 to hit vs. all undead</li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
7	<p><b>Fey Elf</b></p> <ul style="list-style-type: none"> <li>• Can cast <i>Detect Magic</i> once per day. Does not use up a spell slot<sup>21</sup></li> <li>• Save vs. spells at -1 for remainder of day of casting</li> </ul>
8	<p><b>Gifted Conjurer</b> (†)</p> <ul style="list-style-type: none"> <li>• Magic-User spell effects are increased by one caster level (e.g. <i>Fireball</i> does extra 1d6 damage, a door held with <i>Arcane Lock</i> can only be opened by a Magic-User at least four levels higher than caster, etc.)</li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>
9	<p><b>Part-Drow</b></p> <ul style="list-style-type: none"> <li>• Infravision range increased to 120'</li> <li>• Not immune to paralysis by ghouls</li> </ul>
10	<p><b>Trained by Kreolad</b> (†)</p> <ul style="list-style-type: none"> <li>• +1 to hit with any pulled bow, short sword, or long sword<sup>22</sup></li> <li>• Increased XP for level advance as per Elf XP Mods (p. 25)</li> </ul>

# Elf XP Mods

Additional Required XP for Level Advancement, by Trait

Lvl	Guardian of the Northern Fences - Lycanthrope Hunter - Walks the Path of the Slayer	Trained by Kreolad	Gifted Conjuror - Servant of the Heart, Protector of the Soul
1	-	-	-
2	40	80	160
3	80	160	320
4	160	320	640
5	320	640	1,280
6	640	1,280	2,560
7	1,280	2,560	5,120
8	2,500	5,000	10,000
9	5,000	10,000	20,000
10	7,500	15,000	30,000
11	10,000	20,000	40,000
12	12,500	25,000	50,000



## Application

### • OEC

- **Fighter and Magic-User Levels 1-4** - add 50% of additional required XP to Fighter level requirements, and 50% to Magic-User level requirements
- **Magic-User Levels 5-8** - add all additional required XP to Magic-User level requirements

### • Single-Class Characters (LL, AEC)

- Add all additional required XP to level requirements

### • Multiclass Characters (AEC)

- Divide required XP evenly across requirements of all attainable levels of all classes. For example, an Elven Fighter/Cleric (level limits 10 and 7, respectively) with the "Lycanthrope Hunter" trait would divide their extra XP evenly across both class tracks through level 7, then allocate all of them to Fighter advancement for levels 8 through 10. They would need 640 extra points (i.e. 1,280/2) to be a 7th level Fighter, 640 extra points to be a 7th level Cleric, and then the full 2,500 extra points to be an 8th level Fighter.

# Gnome (AEC)

Roll	Trait
1	<b>Forest Gnome I</b> <ul style="list-style-type: none"> <li>• Can cast one 1st level Druid spell once per day. Spell is chosen at character creation and cannot change. Does not use a spell slot</li> <li>• Save vs. spells bonus reduced to +1 for remainder of day of casting</li> </ul>
2	<b>Bookish Gnome (†)</b> <ul style="list-style-type: none"> <li>• Illusionist level limit 8 unless INT 17 (Level 9) or INT 18 (Level 10)</li> <li>• Save vs. poison bonus reduced to +2</li> </ul>
3	<b>Rock Gnome I (†)</b> <ul style="list-style-type: none"> <li>• Fighter level limit 7 unless STR 18 (Level 8)</li> <li>• Save vs. spells bonus reduced to +1</li> </ul>
4	<b>Tim Bumbershoot</b> <ul style="list-style-type: none"> <li>• Immune to all level and XP-draining attacks (e.g. by wight, etc.)</li> <li>• Remove entire save vs. spells bonus &amp; reduce save vs. paralysis to +2 for remainder of day if such an attack hits</li> </ul>
5	<b>Rock Gnome II (†)</b> <ul style="list-style-type: none"> <li>• +1 to hit vs. goblins, kobolds<sup>23</sup></li> <li>• Save vs. spells bonus reduced to +1</li> </ul>
6	<b>Forest Gnome II</b> <ul style="list-style-type: none"> <li>• Party containing character has reduced chances of getting lost during wilderness adventures: Forest: 0%, Swamp: 10%, Mountains 10%</li> <li>• Save vs. spells bonus reduced to +1</li> </ul>
7	<b>Deep Gnome I</b> <ul style="list-style-type: none"> <li>• Infravision range increased to 120'</li> <li>• -1 CHA</li> </ul>
8	<b>Rock Gnome III</b> <ul style="list-style-type: none"> <li>• Once per day, can find properties of magic item if roll 1d20 under INT</li> <li>• -1 to hit for remainder of day of using ability (tired and distracted)</li> </ul>
9	<b>Gardening Gnome</b> <ul style="list-style-type: none"> <li>• Once per day, can create a poultice that heals 1d4+1 HP damage. Must have access to common outdoor plants (i.e. not in dungeon)</li> <li>• Remove entire save vs. spells bonus for remainder of day of creating</li> </ul>
10	<b>Deep Gnome II (†)</b> <ul style="list-style-type: none"> <li>• "Hide in Shadows" and "Move Silently" Thief bonuses 10%</li> <li>• Remove "Find/Remove Traps" Thief bonus</li> </ul>

# Half-Elf (AEC)

Roll	Trait
1	<b>Charmed, I'm Sure</b> <ul style="list-style-type: none"> <li>• Gifted with the friendliness that many Half-Elves possess: +2 CHA</li> <li>• -1 save vs. coercive spells (<i>Charm Person</i>, <i>Geas</i>, etc.) and hypnosis</li> </ul>
2	<b>Light-Fingered and Openhanded (†)</b> <ul style="list-style-type: none"> <li>• Gains 0.5 XP per GP donated to charity</li> <li>• Must play as Thief; -1 WIS</li> </ul>
3	<b>Learned the Human Way, Learned the Sylvan Way</b> <ul style="list-style-type: none"> <li>• Can cast equivalent of <i>Charm Person</i> once per day, but only on animals. Does not use a spell slot</li> <li>• Save vs. spells at -1 for remainder of day of casting</li> </ul>
4	<b>Former Diplomat I</b> <ul style="list-style-type: none"> <li>• When visiting a civilized region, will always know all appropriate customs and histories, and names of all major factions and personages</li> <li>• Secret doors - Searching: 1/6</li> </ul>
5	<b>Vagabond Upbringing, Learned Street Magic</b> <ul style="list-style-type: none"> <li>• Can cast one 1st level Illusionist spell once per day. Spell is chosen at character creation and cannot change. Does not use a spell slot</li> <li>• Save vs. spells at -1 for remainder of day of casting</li> </ul>
6	<b>Former Diplomat II</b> <ul style="list-style-type: none"> <li>• Can decode any cipher/encrypted message if roll 1d20-3 under INT; can encrypt messages with only 10% decipherability by others</li> <li>• Secret doors - Searching: 1/6</li> </ul>
7	<b>Grew up with Dreidelgal (†)</b> <ul style="list-style-type: none"> <li>• Magic-User level limit 11 unless INT 17 (Level 12) or INT 18 (Level 13)</li> <li>• -1 CON</li> </ul>
8	<b>Hybrid and Healthy</b> <ul style="list-style-type: none"> <li>• Immune to all disease-based attacks (e.g. green slime, gas spore, <i>Cause Disease</i>, etc.), NOT diseases spread by conventional means</li> <li>• Save vs. spells at -1 AND save vs. poison at -1 for remainder of day if such an attack hits</li> </ul>
9	<b>Former Diplomat III</b> <ul style="list-style-type: none"> <li>• Once per day, can detect a spoken falsehood if roll 1d20-3 under WIS</li> <li>• Secret doors - Searching: 1/6</li> </ul>
10	<b>Dad Was an Elf, Mom Was a Druid</b> <ul style="list-style-type: none"> <li>• +2 save vs. fire and electrical-based attacks (spells, breath, etc.)</li> <li>• -1 STR</li> </ul>

# Halfling (OEC, LL)

Roll	Trait
1	<b>Wooden Legs and Hairy Feet</b> <ul style="list-style-type: none"> <li>• Can out-drink or out-eat anyone, in any setting</li> <li>• AC -1 vs. larger than human foes</li> </ul>
2	<b>Droppin' Eaves</b> <ul style="list-style-type: none"> <li>• When gathering information (rumor tables, carousing, etc.), always hears twice the normal number of rumors, and rumors are always the true ones</li> <li>• Save vs. spells at -1</li> </ul>
3	<b>Goblin Golf Pro</b> <ul style="list-style-type: none"> <li>• Wielding club: +1 to hit, +2 damage, natural 20 kills goblin or orc</li> <li>• Increased XP for level advance as per Halfling XP Mods (p. 30)</li> </ul>
4	<b>Idleskin Ancestry</b> <ul style="list-style-type: none"> <li>• +1 DEX, +1 WIS, skilled at hunting (referee's interpretation)</li> <li>• -2 STR</li> </ul>
5	<b>Schooled by Rudigon The Chef</b> <ul style="list-style-type: none"> <li>• Can produce gourmet meals to positively influence NPCs and increase max. hirelings for self and other party members (ingredients, time and effects are referee's discretion)</li> <li>• Save vs. spells at -1</li> </ul>
6	<b>Thingbearer</b> <ul style="list-style-type: none"> <li>• Able to drop cursed items (not scrolls) without assistance</li> <li>• Save vs. spells at -1</li> </ul>
7	<b>Stewer Ancestry</b> <ul style="list-style-type: none"> <li>• +1 STR, +1 CON, skilled at fishing (referee's interpretation)</li> <li>• -1 WIS; save vs. spells at -1</li> </ul>
8	<b>Naomi's Rule</b> <ul style="list-style-type: none"> <li>• Immune to blindness, magical or otherwise</li> <li>• Save vs. spells at -4 for remainder of day if such an attack hits</li> </ul>
9	<b>Deputized by the Shirriff</b> <ul style="list-style-type: none"> <li>• +2 to hit with missile weapons</li> <li>• Increased XP for level advance as per Halfling XP Mods (p. 30)</li> </ul>
10	<b>She Paid Attention During the Fireworks Shows</b> <ul style="list-style-type: none"> <li>• Can perform one simple cantrip/day that will favorably influence NPCs (referee chooses cantrip rules/list and effects on NPCs)</li> <li>• Save vs. spells at -2 for remainder of day of casting</li> </ul>

# Halfling (AEC)

Roll	Trait
1	<b>Wooden Legs and Hairy Feet</b> <ul style="list-style-type: none"> <li>• Can out-drink or out-eat anyone, in any setting</li> <li>• AC -1 vs. larger than human foes</li> </ul>
2	<b>Droppin' Eaves</b> <ul style="list-style-type: none"> <li>• When gathering information (rumor tables, carousing, etc.), always hears twice the normal number of rumors, and rumors are always the true ones</li> <li>• Save vs. spells bonus reduced to +3</li> </ul>
3	<b>Goblin Golf Pro</b> <ul style="list-style-type: none"> <li>• Wielding club: +1 to hit, +2 damage, natural 20 kills goblin or orc</li> <li>• Increased XP for level advance as per Halfling XP Mods (p. 30)</li> </ul>
4	<b>Idleskin Ancestry</b> <ul style="list-style-type: none"> <li>• +1 DEX, +1 WIS, skilled at hunting (referee's interpretation)</li> <li>• -2 STR</li> </ul>
5	<b>Schooled by Rudigon The Chef</b> <ul style="list-style-type: none"> <li>• Can produce gourmet meals to positively influence NPCs and increase max. hirelings for self and other party members (ingredients, time and effects are referee's discretion)</li> <li>• Save vs. spells bonus reduced to +3</li> </ul>
6	<b>Thingbearer</b> <ul style="list-style-type: none"> <li>• Able to drop cursed items (not scrolls) without assistance</li> <li>• Save vs. spells bonus reduced to +3</li> </ul>
7	<b>Stewer Ancestry</b> <ul style="list-style-type: none"> <li>• +1 STR, +1 CON, skilled at fishing (referee's interpretation)</li> <li>• -1 WIS; save vs. spells bonus reduced to +3</li> </ul>
8	<b>Naomi's Rule</b> <ul style="list-style-type: none"> <li>• Immune to blindness, magical or otherwise</li> <li>• Loses entire +4 save vs. spells bonus for remainder of day if such an attack hits</li> </ul>
9	<b>Deputized by the Shirriff</b> <ul style="list-style-type: none"> <li>• +2 to hit with missile weapons</li> <li>• Increased XP for level advance as per Halfling XP Mods (p. 30)</li> </ul>
10	<b>She Paid Attention During the Fireworks Shows</b> <ul style="list-style-type: none"> <li>• Can perform one simple cantrip/day that will favorably influence NPCs (referee chooses cantrip rules/list and effects on NPCs)</li> <li>• Save vs. spells bonus reduced to +2 for remainder of day of casting</li> </ul>

# Halfling XP Mods

Additional Required XP for Level Advancement, by Trait		
Lvl	Goblin Golf Pro	Deputized by the Shirriff
1	-	-
2	40	80
3	80	160
4	160	320
5	320	640
6	640	1,280
7	1,280	2,560
8	2,500	5,000
9	5,000	10,000
10	7,500	15,000
11	10,000	20,000
12	12,500	25,000
13	15,000	30,000
14	17,500	35,000



## Application

- **Single-Class Characters (OEC, LL, AEC)**
  - Add all additional required XP to level requirements
- **Multiclass Characters (AEC, LL + AEC Rules)**
  - Divide required XP evenly across requirements of all attainable levels of all classes. For example, a Halfling Fighter/Thief (level limits 6 and 14, respectively) with the “Goblin Golf Pro” trait would divide their extra XP evenly across both class tracks through level 6, then allocate all of them to Thief advancement for levels 7 through 14. They would need 320 extra points (i.e. 640/2) to be a 6th level Fighter, 320 extra points to be a 6th level Thief, and then the full 1,280 extra points to be an 7th level Thief.

# Half-Orc (AEC)

Roll	Trait
1	<b>'Course 'E's Wunna Us!</b> <ul style="list-style-type: none"> <li>• Can pass as orc and move freely among orcs and other monsters</li> <li>• -1 CHA; may be mistaken for an orc by NPCs (referee's discretion)</li> </ul>
2	<b>Ex-Gladiator</b> <ul style="list-style-type: none"> <li>• Choose one specific weapon (i.e. "long sword," not "swords") at character creation time for +1 to hit<sup>24</sup></li> <li>• Increased XP for level advance as per Half-Orc XP Mods (p. 32)</li> </ul>
3	<b>YAAAGH!!</b> <ul style="list-style-type: none"> <li>• Can fight as "berserker" once/day: +2 to hit for duration of combat</li> <li>• +1 AC, -1 missile to-hit for duration of combat; unable to retreat unless dragged</li> </ul>
4	<b>Like a Ranger in the Dark</b> <ul style="list-style-type: none"> <li>• Same underground tracking ability as Ranger class, base chance 55%</li> <li>• -1 to hit when fighting in bright light<sup>25</sup></li> </ul>
5	<b>Orcish Fangs</b> <ul style="list-style-type: none"> <li>• Has a 1d4 bite attack that can be used instead of a weapon in melee, and as an additional second attack in unarmed combat</li> <li>• -1 CHA, -2 INT</li> </ul>
6	<b>Takes More 'N Dat!</b> <ul style="list-style-type: none"> <li>• +2 save vs. poison</li> <li>• -1 INT</li> </ul>
7	<b>Only Room for Two</b> <ul style="list-style-type: none"> <li>• Immune to lycanthropy</li> <li>• -1 to hit, -1 melee damage, and loses any STR combat bonus for remainder of day if lycanthrope brings character below 50% HP</li> </ul>
8	<b>Pointy-Hat Guy No Fool Grunk!</b> <ul style="list-style-type: none"> <li>• Gains +2 save vs. spells</li> <li>• -1 WIS</li> </ul>
9	<b>Stunningly Brutal, Brutally Stunning</b> <ul style="list-style-type: none"> <li>• +1 melee damage<sup>26</sup></li> <li>• Increased XP for level advance as per Half-Orc XP Mods (p. 32)</li> </ul>
10	<b>He Came to Us to Tame His Anger (†)</b> <ul style="list-style-type: none"> <li>• Has rare opportunity to play as a Monk</li> <li>• Level limit 7 unless WIS 17 (Level 8) or WIS 18 (Level 10). Alignment must be Law or Lawful Good</li> </ul>

# Half-Orc XP Mods

Additional Required XP for Level Advancement, by Trait		
Lvl	Ex-Gladiator	Stunningly Brutal, Brutally Stunning
1	-	-
2	40	80
3	80	160
4	160	320
5	320	640
6	640	1,280
7	1,280	2,560
8	2,500	5,000
9	5,000	10,000
10	7,500	15,000
11	10,000	20,000
12	12,500	25,000
13	15,000	30,000
14	17,500	35,000
15	19,500	39,000



## Application

### • Single-Class Characters (AEC)

- Add all additional required XP to level requirements

### • Multiclass Characters (AEC)

- Divide required XP evenly across requirements of all attainable levels of all classes. For example, a Half-Orc Fighter/Cleric (level limits 12 and 4, respectively) with the “Ex-Gladiator” trait would divide their extra XP evenly across both class tracks through level 4, then allocate all of them to Fighter advancement for levels 5 through 12. They would need 80 extra points (i.e.  $160/2$ ) to be a 4th level Fighter, 80 extra points to be a 4th level Cleric, and then the full 320 extra points to be an 5th level Fighter.



# Sources



# Further Reading

These are some additional sources of non-human PC rules designed specifically for *Labyrinth Lord*. The *Codex* does not use any rules from them. Each entry is marked with either an LL or an AEC to indicate character type compatibility. Most LL books should also work with the OEC. All sources cited here should also be compatible with the Original Game versions upon which the different *Labyrinth Lord* rule sets are based, as well as similar games.

***Labyrinth Lord: Gnomes*** by Matthew Evans (LL) - presents a non-AEC version of the Gnome that functions as a Thief/Magic-User hybrid.

***Delving Deeper - Gnome*** by Luke Fleeman (LL) - presents a non-AEC Gnome with spell-casting abilities and mechanical aptitude.

***Book of Fantasy Races*** by A. Hagen (AEC) - a collection of 31 new PC races designed specifically for AEC play. The collection draws heavily on monsters (Beastman, Drow, Duergar, Gnoll, Half-Ogre, to name only a few), and describes PC special abilities that closely align with each creature's nature. If you've ever wanted to play as a Bugbear Assassin - with natural stealth and poison crafting skills - now is your chance.

***Slumbering Ursine Dunes, Fever-Dreaming Marlinko, Misty Isles of the Eld, and The Hill Cantons Compendium II*** by Chris Kotalik (LL) - the first three of these books are sandbox campaigns set in the world of The Hill Cantons, the popular and critically-acclaimed Slavo-psychedelic setting. They include several new PC races: Cave Dwarves and War Bears (*Dunes*), Robo-Dwarves (*Marlinko*), and Psychonauts (*Eld*), the last of which are psionic mutants with a detailed psionics system and set of mutations/deformations. The *Compendium* collects some of these PC races and adds a few more (Black Hobbits, Feral Dwarves, and Half-Ogres), along with new classes and house rules.



***Demi-God Race*** by James Mishler and Jodi-Moran Mishler (AEC) - roll a 12 or higher for all six core attributes and you can choose Demi-God as your race. Includes special abilities, background, and new spells.

***Dragonborn*** by James Mishler and Jodi-Moran Mishler (LL/AEC) - an adaptation of the Dragonborn race found in more recent editions of the Original Game. Well-organized, with separate book sections for LL and AEC players. Includes special abilities, in-depth LL "Level 9" benefits (the Dragonborn lair), new spells and artifacts, and stat blocks for Dragonborn as monsters.

***Hercynian Grimoire*** by James Mishler and Jodi-Moran Mishler (AEC) - the first issue of the Mishlers' zine for *Labyrinth Lord* and *Castles & Crusades* provides two new PC races: Gnolls and Gnoles (half-Gnolls). Includes richly-detailed background and some compelling special abilities and traits.

***Myrkridder - The Demonic Dead*** by James Mishler and Jodi-Moran Mishler (AEC) - while most of this volume is dedicated to describing a new set of undead monsters (the Myrkridders, Nordic-inspired necromantic creations whose souls have been dragged back from the afterlife), the book does contain a section on running Myrkridders as PCs, detailing their abilities and paying particular attention to the nuances of role-playing such characters.

***Ogres of the Olden Lands*** by James Mishler and Jodi-Moran Mishler (AEC) - along with material pertinent mainly to the Mishlers' Olden Lands campaign setting and the place of Ogres in it, the book also features a section on Half-Ogre PCs, detailing abilities (including potential Ogre Magi powers) and drawbacks (struggling with the urge to consume sentient creatures.)

***Vampires of the Olden Lands*** by James Mishler and Jodi-Moran Mishler (AEC) - a heavily-researched set of new vampiric monsters and their backgrounds that also includes rules for Dhamphir (half-Vampire) PCs and the complex, tragic role-playing opportunities they can provide.

***Wormskin Issue 1*** by Gavin Norman (LL) - Wormskin is a popular magazine that details sections of the Dolmenwood, a weird fairytale hex crawl setting. The first issue includes rules for the Moss Dwarf PC, one of the most unique and original of the non-humans included in this section. Moss "Dwarves" have little in common with their stonemasonry cousins, and have traits, abilities, and idiosyncracies to match their haunted sylvan habitat.

***Darkfast Classic Fantasy Advanced Classes: Ducks*** by David Okum (LL/AEC) - for *Labyrinth Lords* wishing to add some whimsy to their campaigns, this volume present anthropomorphized Ducks as a playable PC race, in part an homage to

the Duck PC race of a well-known classic RPG contemporary of the Original Game. While Ducks can choose from most of the core *Labyrinth Lord* classes, the classes have unique advancement tables and other differences, as well as Duck special abilities. Also includes printable cardboard duck PC miniatures.

***Class Compendium*** by James M. Spahn (LL) - without a doubt the largest and most comprehensive of recent *Labyrinth Lord* supplements, this tome is a feast of over 50 new classes, more than 20 of which are new race-classes, including numerous core race subtypes (e.g. Rune-Smith Dwarves, Dark Elves, Burglar Halflings) and additional races (Goblins, Half-Ogres, Thopian Gnomes, etc.) Each entry includes a rich background and engaging, thoughtfully designed special abilities. Features an introduction by *Labyrinth Lord* creator Daniel Proctor.

***Smith and Scholar*** by James M. Spahn (LL) - offers pre-adventuring professions and associated skills for all LL classes, including the three core non-human races. Dwarf Miner, Elf Scholar, and Halfling Rumor Monger are a few examples.

***Rabbits & Rangers*** by J.V. West (LL) - almost a separate game in itself, this book offers cartoon animals as a playable race. Includes general guidelines for running such games, as well as new rules and abilities for cartoon animal players, 50 different animal PC races, new spells, and new magic items.



# Endnotes

1. Daniel Proctor, *Advanced Edition Companion* (Goblinoid Games, 2010), 4. “How to Use this Book.”

2. *Ibid.*

3. *Ibid.*

4. Daniel Proctor, *Labyrinth Lord*, 5th Ed. (Goblinoid Games, 2011), advertisement near back of book for *Advanced Edition Companion*.

5. *Advanced Edition Companion*, *op. cit.*, 24.

6. *Ibid.*, 4. “How to Use this Book.”

7. *Ibid.*, 24-25. “Notes on Race-Classes.”

8. DavetheLost, “Re: AEC Halfling Thief - hiding in the shadows,” goblinoidgames.com, December 27, 2017, accessed December 27, 2017, <http://goblinoidgames.com/community/viewtopic.php?f=9&t=3586#p64670>.

There can be situations in the AEC rules where non-humans’ built-in special ability rolls have a higher chance of success than their Thief skill counterparts, at least at lower character levels. For example, an AEC Halfling has a 2/6 chance to hide in shadows (roughly 33%), but AEC Halfling Thieves levels 1 through 4 have 23%, 27%, 30%, and 37% respectively as chances for the “Hide in Shadows” Thief skill. (This is already taking into account the +10% Halfling adjustment to the skill.) In other words, a non-Thief Halfling has a better chance of hiding in shadows than a 3rd level Halfling Thief, which I’m sure is not what was intended.

Similar cases arise with some of the other races and the “Find Traps” Thief skill. I raised this issue in the goblinoidgames.com *Labyrinth Lord* discussion forum and got a very helpful answer from “DavetheLost.” He suggested two possible resolutions: A) Allow Thieves up to two rolls when using these abilities: first their races’s special ability, and then their Thief skill if the first roll fails; B) Use the better chance roll of the two in any such situation. I have opted to present (B) in this text but *Labyrinth Lords* should feel free to adopt either.

9. Gary Gygax (posting as “The Dungeon Master”), Untitled, Dragonsfoot Forums, October 23, 2005, accessed December 30, 2017, <https://www.dragonsfoot.org/forums/viewtopic.php?f=50&t=12918&p=247768#p247768>.

aspiringlich and merias, “OEC Elf Hit Dice,” goblinoidgames.com, February 11, 2014 through December 30, 2017, accessed December 30, 2017, <http://goblinoidgames.com/community/viewtopic.php?f=9&t=2780>.

The goblinoidgames.com thread mostly ran in early 2014, but was reactivated briefly in late 2017 when I posted some follow-up questions to it. aspiringlich raises

the ambiguities around the OEC Elf class, and merias provides an interpretation based on the 2005 Gary Gyax post to Dragonsfoot, which he cites and which I list above. This is the version that I have chosen for the *Codex*. aspiringlich also offers a house rule alternative that is worth exploring.

In these posts, merias notes that there have been “many epic threads on this very subject at the OD&D and Dragonsfoot boards.” Here are just two examples, both very much worth perusing: <http://odd74.proboards.com/thread/1256> and <http://odd74.proboards.com/thread/3067>.

10. DavetheLost, *op. cit.*

11. *Ibid.*

12. *Ibid.*

13. James M. Spahn, *The Hero's Journey Fantasy Roleplaying* (Barrel Rider Games, 2016), 17. The “Craftsman’s Eye” rule.

14. *Ibid.*

15. *Ibid.*, 18. Modified version of the “Elvish Senses” rule.

16. Matthew Finch and Marv Breig, *Swords & Wizardry White Box*. 1st ed. (Mythmere Games, 2009), 9-10. “Hereditary Foes” rule.

17. Spahn, *op. cit.*, 18. Modified version of the “Elvish Senses” rule.

18. Davis Chenault and Mac Golden, *Castles & Crusades: Players Handbook*, 5th ed. (Troll Lord Publishing, 2004), 36. Modified version of “Weapon Training” rule.

19. Spahn, *op. cit.*, 18. Modified version of the “Elvish Senses” rule.

20. Finch & Breig, *op. cit.*, 9-10. “Hereditary Foes” rule.

21. Spahn, *op. cit.*, 18. Modified version of the “Elvish Senses” rule.

22. Chenault & Gordon, *op. cit.*, 36. Modified version of “Weapon Training” rule.

23. Chenault & Gordon, *op. cit.*, 37. Modified version of “Combat Expertise (Goblins, Kobolds)” rule.

24. Spahn, *op. cit.*, 21. Modified version of the “Trained For War” rule.

25. W. D. B. Kenower and Bill Webb, *The Lost City of Barakus*, (Frog God Games and Necromancer Games, 2014), 140.

26. Spahn, *op. cit.*, 21. “Brutality” rule.

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# Acknowledgments

- Labyrinth Lord Andy Action and players David Gereg, Rick Goetz, Joel Johnson, Andrew Sternick, and Will Suter for the incredible shared adventure that has motivated the writing of this book.
- Andrew Sternick, for thoughtful, detailed, and helpful feedback
- Douglas “merias” Maxwell, for providing patient advice to me for the second project in a row, this time resolving questions around OEC Elf advancement. Be sure to visit his excellent blog (<http://www.smolderingwizard.com>).
- The late Paul Montgomery Crabaugh, whose elegant “Customized Classes” in *Dragon* #109 (May 1986) inspired this book’s “XP Mod” mechanic. Crabaugh was a prolific RPG magazine contributor in the 1970s and 1980s, by all accounts friendly and energetic, who left us far too soon.
- James M. Spahn, for once again letting me use rules from his wonderful *The Hero's Journey*, and for giving me a free trove of his *Labyrinth Lord* work.
- Gavin Norman, for allowing me to take inspiration from some table layouts in his amazing *B/X Essentials: Classes and Equipment*.
- Matthew Finch for teaching me how to use the OGL and related guidance.
- Goblinoid Games *Labyrinth Lord* discussion forum members DavetheLost and aspiringlich for advice on reconciling non-human abilities with Thief skills (DavetheLost) and OEC Elf advancement (aspiringlich).

And to Fran, Naomi, and Joanna: thank you for boundless love, support, and inspiration.

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