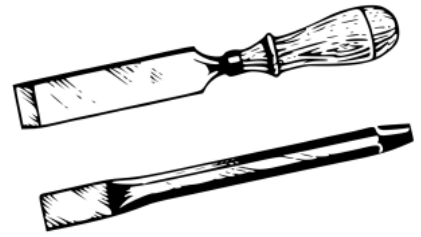


The Carven

by John Fredericks



*A Player Class for old-school fantasy games
including LABYRINTH LORD™*



Labyrinth Lord
Compatible Product

ALMOST HUMAN

You were formed long ago by a legendary wizard. Now your race has come into its own, and some travel the world in search of adventure. You are one of those travelers. You hope to gain knowledge, martial skill, and perhaps some magic items to bring back to benefit your people. You've also become intensely curious about the natural-born races, so you seek out their friendship along the way.

This supplement allows your players to play a Carven, a wooden race much like robots. Inside you'll find:

- *A full character class description (including new special abilities), for use with old-school games including LABRYRINTH LORD™*
- *Helpful charts to take your Carven from level 1 to level 10*
- *Suggestions for incorporating Carven into your campaign*
- *Pregenerated characters at first and third level. Just print and play (or use them as NPC's)*

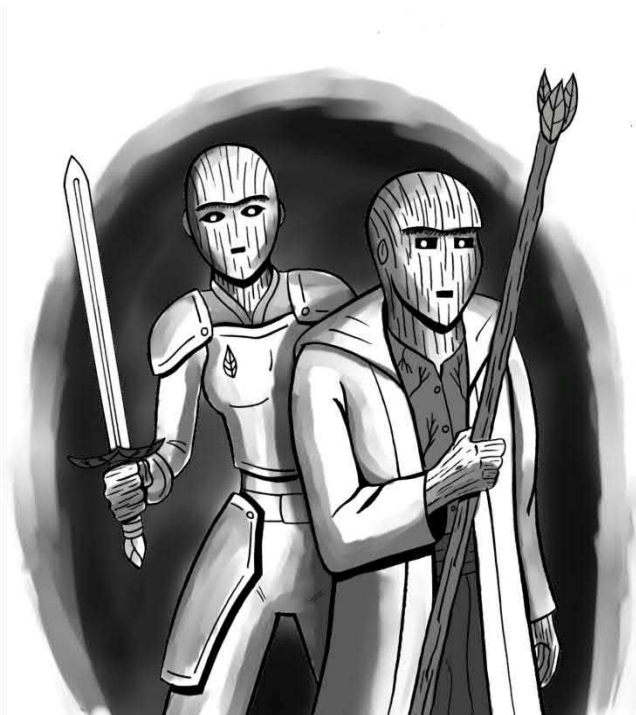
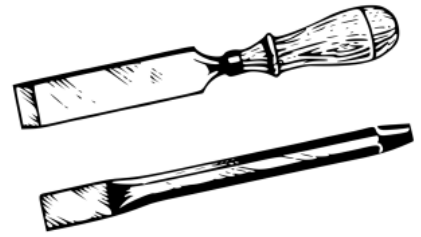
Copyright © 2015 John Fredericks. All Rights Reserved.
Distributed under the terms of the Open Game License version 1.0a



Gaming looks even sweeter from Sharp Mountain!

The Carven

by John Fredericks



Thank you for purchasing this product. Its goal is to help you bring the Carven, a construct race, into your old-school (or new school) game. Many myths and legends tell of mechanical people, such as Pygmalion's living statue, Albertus Magnus' brass man, Hoffman's Olympia, and modern robots. Hopefully the Carven can find a spot in the ongoing legend that is your campaign. Like the wizard Urezan, I'd be thrilled if my creation lives on.

On the following pages, you'll find: a complete description of the Carven race, handy advancement charts, and suggestions for incorporating them into your existing campaign. Also included are pregenerated characters at levels one and three. Just print them out for players, or use them as non-player characters.

If you enjoy this product, look for other releases from [Sharp Mountain Games](http://SharpMountainGames.com) at <http://drivethrurpg.com>

Copyright © 2015 John Fredericks. All Rights Reserved.
Distributed under the terms of the Open Game License version 1.0a

Labyrinth Lord™ is copyright 2007-2011, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth. Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at www.goblinoidgames.com.



THE CARVEN

BACKGROUND: Legends tell of the wizard-king Urezan, the wisest and kindest ruler of ancient times. Stories claim that he imbued intelligent life into his wooden statues. Some helped him with his magical research, others served as healers and protectors for his kingdom. Working alongside the people, they became known as the Carven. They took every opportunity to learn about the various cultures that flowed through the trading city. They seemed especially interested in families, and the joy that children can bring.

Though he was kind-hearted, Urezan was not naïve. He feared how others might abuse his creations. To prevent their misuse, he created them with a deep moral code. It forbade stealing, destruction, and the taking of life except in their own defense or the defense of the innocent. He also gave them one final order. Upon his death, the Carven laid down their tools, their healing herbs, their spears. They left the city and faded away into the deep wild places of the world.

In the long centuries since, legends have arisen of wooden men and women who accompanied great heroes on their quests. They formed deep friendships with these legendary heroes, but never discussed their homeland. In hidden enclaves deep in the forests and hills, they dedicated themselves to Urezan's pursuit of knowledge. However, they found knowledge was not enough. They longed to have families. Though it took centuries, they finally rediscovered Urezan's magical rituals for giving life to wood. They created new Carven, their children. These "children" often found themselves restless, longing to see the wider world. Many have slipped away from their homes to experience other cultures, and perhaps find their purpose and place among the other races.

DESCRIPTION: Carven resemble men and women carved entirely of wood. Their faces and bodies are generally smooth and plain, and they wear clothing and shoes for protection. Carven stand around five to six feet tall and typically weigh around 140 pounds. Their complexions vary with their wood: from light golden pine to deep mahogany. Carven move quietly and gracefully, like finely crafted machines. They do not need to eat, drink, or sleep. They are typically

inquisitive, calm, and logical. Some find them emotionless, though this is misleading. They show great loyalty to their companions and great concern for the innocent of any race. Unless they are killed, they have an indefinite lifespan. The prime requisite for a Carven is *Intelligence*. An *Intelligence* score of 13 or greater will give a Carven a 10% bonus to earned experience points.

RESTRICTIONS: The Carven use eight-sided dice (d8) to determine their hit points, and may advance to 10th level. They are required to have a minimum *Intelligence* of 9. They may wear any type of armor, and may use shields and any type of weapon. They have a couple of special restrictions:

LIMITED HEALING – Carven gain only half the hit points (round up) from healing potions crafted for the other races. This restriction does not apply to healing spells, or to potions crafted specifically for plants and trees.

FLAMMABLE - If they are hit with a fire based attack, they must make a *Saving Throw vs. Dragon Breath* or catch on fire. This inflicts an additional 1d4 of damage each subsequent round until extinguished. It is a full round action to extinguish the fire.

SPECIAL ABILITIES: Carven have two special abilities. Both are rolled using a percentile (d100) dice and both increase as the Carven gains experience. They are:

SCOUT – Carven are made to move gracefully and quietly. In a forest or other natural environment, they can blend in with the trees and plants. They may scout ahead of the party undetected provided they are wearing leather armor or less.

IDENTIFY POTIONS – The Carven were initially designed to aid Urezan in his magical research. This gives them the innate ability to identify potions by tasting just a drop of them. The potion will have no effect on the Carven, whether the roll is a success or a failure.

CARVEN CHARTS

Here are the charts you need to create a Carven. Simply roll or assign your ability scores, jot down the information from the charts, buy some equipment, and you're ready to play.

RESTRICTIONS	SPECIAL ABILITIES
- Limited Healing - Flammable	- Scout - Identify Potions

Level	XP	Hit Dice	Saving Throws				Rods, Staves, Spells
			Death Ray/Poison	Magic Wands	Paralysis/Turn to Stone	Dragon Breath	
1	0	1d8	11	12	13	13	10
2	2,200	2d8	11	12	13	13	10
3	4,400	3d8	10	11	12	12	9
4	9,000	4d8	10	11	12	12	9
5	17,000	5d8	9	10	11	11	8
6	35,000	6d8	9	10	11	11	8
7	70,000	7d8	8	9	10	10	7
8	140,000	8d8	8	9	10	10	7
9	270,000	9d8	7	8	9	9	6
10	400,000	9d8+1*	7	8	9	9	6

*CONSTITUTION bonus no longer applies

Special Abilities (all rolls are percentile)			Roll need to hit AC											
Level	Scout	Identify Potions	9	8	7	6	5	4	3	2	1	0		
1	30	25	10	11	12	13	14	15	16	17	18	19		
2	35	30	10	11	12	13	14	15	16	17	18	19		
3	40	35	9	10	11	12	13	14	15	16	17	18		
4	45	40	9	10	11	12	13	14	15	16	17	18		
5	50	45	8	9	10	11	12	13	14	15	16	17		
6	60	50	8	9	10	11	12	13	14	15	16	17		
7	70	60	7	8	9	10	11	12	13	14	15	16		
8	80	70	6	7	8	9	10	11	12	13	14	15		
9	90	80	5	6	7	8	9	10	11	12	13	14		
10	95	90	5	6	7	8	9	10	11	12	13	14		

INCORPORATING THE CARVEN INTO YOUR CAMPAIGN

AS PLAYER CHARACTERS (PC's): Carven tend to adventure to pursue knowledge and the defense of good beings. Also, they are quite interested in the acquisition of magic items that may one day benefit their enclaves.

Carven can seem naïve to other races because they come from secluded communities. They may be interacting with diverse races for the first time during your sessions. Their natural curiosity can often lead them to investigate first and consider caution second.

Carven keep the location of their communities secret from all but their most trusted companions. They may even allow such companions to return with them, especially if there is a threat against their homes. Helping save a Carven village can provide the hook for a solid, character-focused adventure.

AS NON-PLAYER CHARACTERS: A party may be hired by a Carven NPC to find information about a lost community of their people. Also, they may hire them to find a lost magic item that could provide protection for a Carven enclave. A Carven NPC might hire the party to escort them safely to their home territory, or to rescue a Carven friend who has been captured by an evil mage.

PREGENERATED CHARACTERS

CARVEN 1						9 hp	AC 7		
STR	DEX	CON	INT	WIS	CHA				
13	12	14	16	10	8				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
11	12	13	13	10					
Weapons									
Sword: +1 (1d8)									
Bow: +0 (1d6)									
Gear									
Leather Armor, Sword, Bow, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Special Abilities/Restrictions									
- Scout (30%) - Identify Potions (25%) - Limited Healing - Flammable									
Languages: <i>Treant, Gnome</i>									

CARVEN 3						20 hp	AC 7		
STR	DEX	CON	INT	WIS	CHA				
12	13	14	16	10	8				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
11	12	13	13	10					
Weapons									
Sword: +1 (1d8)									
Bow: +0 (1d6)									
Gear									
Leather Armor, Sword, Bow, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	9	10	11	12	13	14	15	16	17
Special Abilities/Restrictions									
- Scout (40%) - Identify Potions (35%) - Limited Healing - Flammable									
Languages: <i>Treant, Gnome</i>									

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.

Labyrinth Lord™ is copyright 2007-2011, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth. Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at www.goblinoidgames.com.

The Carven, Copyright © 2015 John Fredericks