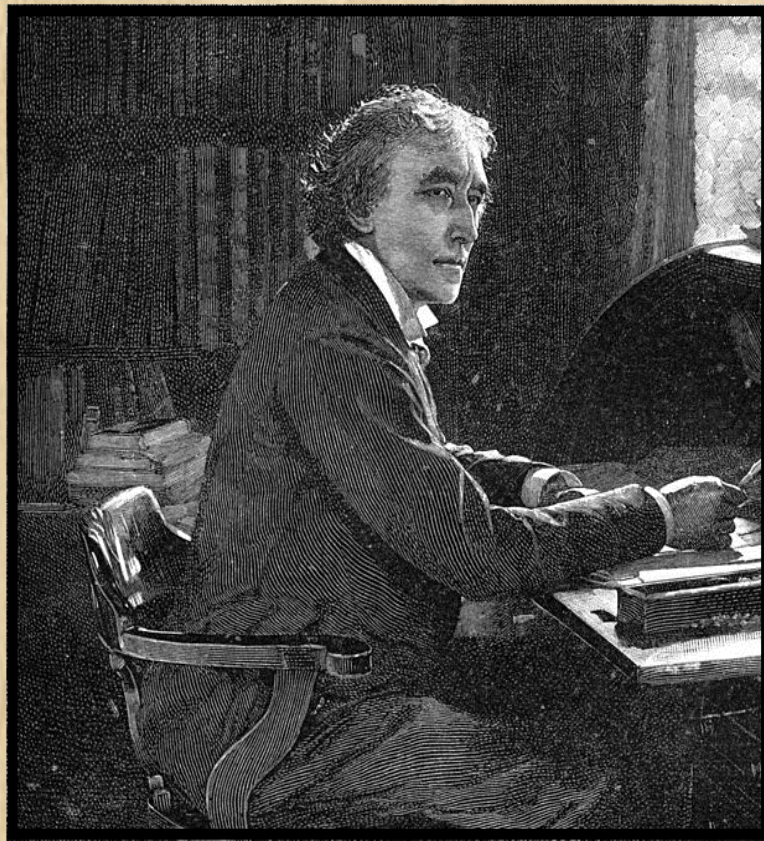


METAPHYSICIAN



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

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

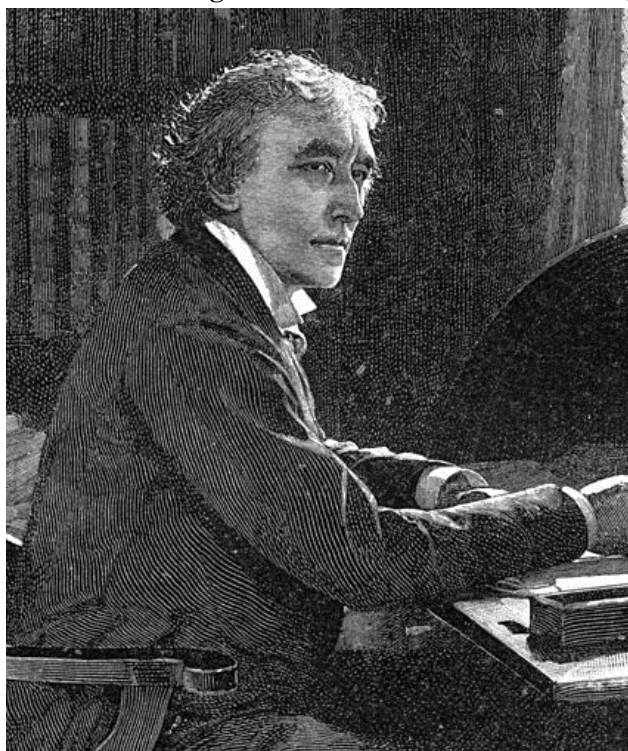
Metaphysician

A Player Character Class

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

Written by: James M. Spahn

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



Requirements: Int 12, Wis 12, Cha 9

Prime Requisite: INT and WIS

Hit Dice: 1d4

Maximum Level: 20th

A metaphysician is a man of all supernatural sciences. He studies legends, folklore, theology and thaumaturgy in hopes of gaining deep insight into the nature of evil so that he might combat it and bring that which is dark and sinister to its end. Metaphysicians are looked down upon as crackpots and madmen by most, for they study both the divine and the blasphemous, the necromantic and the arcane – all with equal fervour. Knowledge is their greatest weapon.

Metaphysicians have almost no martial training. They may only wield a dagger or quarter staff in combat. They do not wear armor or use shields. Metaphysicians have the Attack Values and Saving Throws of a magic-user of equal level. A metaphysician who has a 16 or higher in Intelligence or Wisdom gains a +5% bonus to all experience points earned. If he possesses a 16 or higher in both prime requisites he receives a +10% bonus. Due to their academic focus and disciplined minds they may only be Lawful or Neutral in alignment.

Reaching 9th Level: Upon reaching 9th level a metaphysician may become known as a *Professor*. Professors are typically offered positions of authority at academic establishments, should such places exist. These positions usually come with regular pay and a comfortable home. Instead, the professor can attempt to start his own university.

Metaphysicians wishing to do so will need to raise a large sum of gold, typically 10,000 gold pieces or more, to fund construction and hire the staff necessary to run their new academic establishment. After the university has been constructed (which usually takes 2 – 7 months), it will draw a staff of 3d4 instructors. These are typically magic-users, clerics, metaphysicians between 1st and 3rd level, or other highly learned individuals. Though these instructors will not aid the player character in their adventures, they can still act as advisers and assistants to the metaphysician between adventures.



Metaphysician Class Progression

Experience	Level	Hit Dice (1d4)	Dark Insight	Read Languages	Forbidden Lore	Special Abilities
0	1	1	10%	13%	23%	Academic Spellcaster
2,235	2	2	13%	17%	27%	
4,465	3	3	17%	20%	30%	Turn Undead
8,925	4	4	20%	27%	37%	
17,851	5	5	27%	30%	40%	
32,701	6	6	30%	37%	43%	
71,401	7	7	37%	40%	53%	
135,001	8	8	40%	47%	63%	
255,001	9	9	47%	50%	73%	
375,001	10	+1 hp only*	50%	57%	83%	
495,001	11	+2 hp only*	57%	60%	93%	
615,001	12	+3 hp only*	60%	67%	95%	
735,001	13	+4 hp only*	67%	70%	97%	
855,001	14	+5 hp only*	70%	77%	99%	
975,001	15	+6 hp only*	77%	80%	99%	
1,095,001	16	+7 hp only*	80%	87%	99%	
1,215,001	17	+8 hp only*	87%	90%	99%	
1,335,001	18	+9 hp only*	90%	97%	99%	
1,455,001	19	+10 hp only*	97%	99%	99%	
1,575,001	20	+11 hp only*	99%	99%	99%	

*Hit point modifiers from constitution are ignored

Dark Insight: The metaphysician dedicates himself to the study of the supernatural and monstrous. Due to this fanatical study, they are often able to recall the tactics and methods best suited to fighting the servants of darkness. By spending a single round studying the an individual, the metaphysician has a chance to successfully divine if their target is under the influence of evil influence or an evil creature masquerading as something more mundane. Successful use of this ability allows the metaphysician to determine if their target is under the influence of a *Charm* effect, curse (via *Bestow Curse* or other source), *Geas* spell, possessed (through the effects of a *Magic Jar* spell, or similar effect), *Quest* spell, and other mind-influencing magical effects. In addition, the metaphysician can also detect if the subject has been infected with lycanthropy, is currently

under the thrall of a vampire, or infected with mummy rot. He may also divine if the subject is a magically constructed *Simulacrum*, as described on page 39 of the *Labyrinth Lord* Core Rules.

This observation is made through academic observation and is not magical in nature. If the metaphysician fails using this ability they must gain one level of experience to use it for a second time on the same target.

Forbidden Lore: Metaphysicians are often well-versed in the folk lore and whispered history of a great many places and artifacts. The inquisitor may study any magical item they encounter by handling it for one full turn. If they successfully use this ability they are able to recall the general history of the item, though they may not identify any specific magical

properties of the item except that it is magical in nature and if the item is cursed. If the metaphysician successfully examines an item using Forbidden Lore they may recognize it as cursed and are also able to do so without being affected by the curse during the examination. However, if they fail their Forbidden Lore ability check while examining and handling a cursed item they may suffer the effects of that cursed item, at the Labyrinth Lord's discretion.

In addition, the metaphysician may also use Forbidden Lore to recall the folklore and local legends of a specific village, town or region. This information is often general in nature, giving only rumors, hearsay and legends. So, a successful use of Forbidden Lore in this fashion might allow the metaphysician to learn "The village of Wulfberg has long been plagued by a werewolf who only comes in summer," but not "The mayor of Wulfberg is a werewolf who hunts his own people on the full moon of midsummer." If a metaphysician fails when using Forbidden Lore to recall folklore and local legends, he actually recalls inaccurate and potentially dangerous information.

Read Languages: A metaphysician can *read languages* (any). This ability does not include magical writings. If the roll does not succeed, the inquisitor may not try to read that particular piece of writing until he reaches a higher level of experience.

Turn Undead: At 3rd level a metaphysician may turn undead as a cleric two levels lower.

Academic Spellcaster: Metaphysicians study all aspects of reality, whether they be mundane, divine or arcane. As such they have, through a combination of theology and academic study, developed a unique form of spellcasting. All metaphysicians keep an Academic Journal, which is similar to a magic-user's spellbook. In it they may record any scroll they find containing *Magic-user/Elf* spells or *Cleric* spells. Once a spell has been recorded in this fashion the scrolls may be considered to be expended. Also, it is important to notate whether

the spell came from Magic-user/Elf scroll or Cleric scroll, as in some cases there are differences between the Magic-user/Elf version and a Cleric version of a spell that share the same name (like *Detect Evil*).

Once a spell has been recorded, the metaphysician may memorize the spell as if he were a magic-user, regardless of whether the spell is from the Magic-user/Elf or Cleric spell list. When casting the spell, the metaphysician is still required to have all the material components necessary, if any are noted in the description of that spell. In addition, the metaphysician is required to have a holy symbol whenever casting a Cleric spell.

All metaphysicians begin with *Read Magic* (Magic-User/Elf), *Detect Magic* (Magic-User/Elf), and *Detect Evil* (Cleric), in their Academic Journals. Unlike magic-users and clerics, they do not automatically receive new spells to scribe into their journals. Instead these spells must be discovered while adventuring or purchased if such a shop is available to them. If a metaphysician's journal is lost or destroyed he must spend 500 gold pieces to purchase a new one. New journals begin with only the spells mentioned above written into them. All lost spells will need to be recovered or repurchased.

The metaphysician is limited to a certain number of spell slots as listed below and never receive bonus spell slots for high attributes. In addition, they are incapable of learning 8th or 9th level Magic-user/Elf spells.

Example: Abraham is a 3rd level metaphysician with the following spells written in his journal: *Read Magic* (Magic-User/Elf), *Detect Magic* (Magic-User/Elf), *Detect Evil* (Cleric), *Magic Missile* (Magic-User/Elf), *Cure Light Wounds* (Cleric), *Continual Light* (Magic-user/Elf), and *Know Alignment* (Cleric). He opts to memorize *Cure Light Wounds*, *Magic Missile*, and *Continual Light*. Because his version of *Continual Light* is the Magic-user/Elf version it is a 2nd level spell, whereas the Cleric version of the spell of the same name is a 3rd level spell.

Metaphysician Spell Progression

Class Level	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells	5 th Level Spells	6 th Level Spells	7 th Level Spells
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	2	1	—	—	—	—
6	3	3	2	—	—	—	—
7	4	3	2	1	—	—	—
8	4	3	3	2	—	—	—
9	4	4	3	2	1	—	—
10	5	4	3	3	2	—	—
11	5	4	4	3	2	1	—
12	5	5	4	3	3	2	—
13	6	5	4	4	3	2	—
14	6	5	5	4	3	3	—
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3



DESIGNATION OF PRODUCT IDENTITY

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

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

Adamant Entertainment™ is Copyright Adamant Entertainment 2007.

DESIGNATION OF OPEN GAME CONTENT

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

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

are distributing are Open Game Content.

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

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

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

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

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

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

15 COPYRIGHT NOTICE

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