

NEW RACE AND CLASS COMPENDIUM

for Fantasy Adventures



eryssel's journeys

2019

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**Written by:
Thredith Undomiel**

Labyrinth Lord
Compatible Product



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INTRODUCTION

The present supplement has been created to offer a variety of new races, and classes for both Labyrinth Lord™ and Advanced Labyrinth Lord™ RPG books. These were not included in the original works, nor in other class or race compendiums currently available for the game. All entries have been written with stylistic conventions that make them look as if they had been taken directly from the original LL manuals. By using the contents from this book, you will be able to access new skills and features that may make your games and adventures more exciting. All contents and materials contained herein are meant for entertainment purposes only.

Enjoy.

- Thredith Undomiel - 2019



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NEW CLASSES

FORESTER (CLASS)

Requirements: DEX 9, CON 9, WIS 9

Prime Requisite: DEX, WIS

Hit Dice: 1d6

Maximum Level: 10

Subclass: Fighter

All foresters possess a deep connection to the earth and feel great reverence for the wilderness. Many call them children of the woods because of their strong connection to trees and the woodlands. Foresters use the materials provided by the earth to elaborate their own tools and weaponry. Thus, most foresters prefer the bow and fletch to swords and other forged weapons.

Among the demi-human races, Elves and half-elves are the most common representatives of this class. However, it sometimes happens that the occasional human may become a forester as well. All foresters have access to some special abilities that are unique to this class. Additionally, thanks to their close contact with nature, it becomes possible for humans of this class to be gifted with infravision up to 40 feet.

Foresters depend on their sight and on freedom of movement, so they may easily climb on trees and use their bow and arrows. Therefore, they cannot wear armor heavier than leather or studded leather, and they may not use shields or wear any type of helmet. Additionally, foresters will only use the following weapons: dagger, darts, longbow, shortbow, quiver and arrows, scimitar, sling, short sword.

Foresters will use the attack value and saving throws of a Fighter of equal level. Foresters are restricted to the neutral alignment because as protectors of nature forces, they do not work according to definitions of law and chaos. They can speak their alignment language, common, elvish, and sylvan.

Thief Abilities: Foresters have access to the thief skills of **Move Silently**, **Hide in Shadows** and **Hear Noise** at three levels higher than those of an average thief (i.e. a level 1 Forester will use these skills like a level 3 Thief would). However, they will suffer a -20% penalty when using Move Silently and Hide in Shadows in any urban environments such as towns or cities.

Reaching 9th level: When a forester reaches 9th level, she becomes known as a *Tavastioni*, an ancient elvish word that loosely translates to “*Heir of the Woodland.*” Because of their nomadic nature, the forester does not attract followers, and nor do they typically build strongholds. Instead, they attract the service and loyalty of a nature spirit in the shape of a goat known as *Kundu*. These magical creatures come to the service of the forester of their own free will and are loyal unto death. If the *Kundu* dies, the forester must wait one year before another will come to her service.

FORESTER LEVEL PROGRESSION			
Experience	Level	Hit Dice (1d6)	Class Abilities
0	1	1	Eyes of the Moon & Sun
2,501	2	2	
5,001	3	3	Touch of the Forest
10,001	4	4	
20,001	5	5	Voice of the Water
40,001	6	6	
80,001	7	7	Spirit of the Flame
160,001	8	8	
310,001	9	9	Gift of the Wind
460,001	10	+2 hp only*	

* Hit point modifiers from constitution are ignored

Eyes of the Moon & Sun: Foresters spend their lives dedicated to the mastery of the bow. They believe that like the sun and moon themselves, they are able to see all things under the sky. Whether it is a blessing from the forest or a magical gift, they are master archers. They receive a +2 bonus to all hit and damage rolls made when wielding a longbow or a shortbow.

Touch of the Forest: At 3rd level, the forester has become so in tune with the woodlands that they will be able to climb trees effortlessly, with no need for checks, and traverse wooded and jungle areas with no penalties or movement reductions. In addition, they will always be able to scavenge and hunt for food successfully on a roll of 1-3 for 1d6 human sized beings in all terrains except for desolate areas or deserts.

Voice of the Water: Water is the universal voice of all that lives. As the forester deepens her connection with the earth, she leans to speak as the water speaks. At 5th level, foresters are able to speak the languages of all living creatures who are not of an extra-planar nature. In addition, they may cast each of the following spells, each once per day: *Speak with Animal*, *Speak with Plants*, and *Stone Tell*.

Spirit of the Flame: As nature gives life with sun, moon, and water, so too does it with fire. At 7th level, the forester is able to call upon the power of fire. As long as they have natural wood, they are able to whisper to it and kindle a fire. This allows them to easily start fires with even the poorest or wettest conditions. In addition, three times per day, they may call upon the power of fire to enchant an arrow. Laying this enchantment takes one round, and the arrow must be fired on the following round. The enchanted arrow does the normal damage of 1d6 of an arrow on its target plus an additional 5d6 of fire-damage that affects all creatures in a 20' radius. If the arrow misses its target, it will still cause fire-damage in a 20' radius around the area of its impact.

Gift of the Wind: The wind is swift and sharp; so too is the forester. Upon reaching 9th level, the forester may move at twice their normal movement speed, and when wielding a longbow or shortbow, they may make up to 1d4 attacks each round.

Kundu (Fey-Goat)

No. Enc: 1 (Unique)

Alignment: Neutral

Movement: 180'

Armor Class: 5

Hit Dice: 4 + 4

Attacks: 3 (hoof/hoof/horns)

Damage: 1d4/1d4/2d8

Save: F4

Morale: 10

Hoard Class: None

XP: 290

The Kundu is a nature spirit that often takes on the shape of an ordinary goat. They appear quite mundane, except for their horns, which resemble small tree saplings.

A Kundu will rarely attack, unless provoked. They are also highly intelligent, being able to understand both elvish and sylvan languages. This gives them the special ability to follow orders and commands very easily, and to be easily trained on a variety of tricks. Kundus make excellent scouts, and guard animals.

**SWASH-
BUCKLER
(CLASS)**

Requirements: STR 9, DEX 9

Prime Requisite: STR, DEX

Hit Dice: 1d8

Maximum Level: None

Subclass: Fighter

While most warriors in the world make their way through heavy arms and armor, some forgo brutal battlefield tactics and take a more elegant approach to combat. The swashbuckler is quick and agile in combat, relying on deft reactions and pinpoint strikes to defeat their foes, instead of the cumbersome protection of heavy armor or the slow strikes of larger weapons.

Swashbucklers may wield any one-handed melee weapon, though they typically favor short swords, long swords, scimitars, and daggers. They may use light crossbows and short bows in ranged combat as well. Because they rely on mobility and movement, they may only wear padded, leather, or studded leather armor. They may not use shields or helmets. Beginning at 15th level, a swashbuckler gains one additional attack per round.

Swashbucklers will use the attack value and saving throws of a Fighter of equal level. They may take any alignment they desire. They can speak their alignment language, and common, although an intelligent enough swashbuckler may learn other languages.

Reaching 9th level: When a swashbuckler reaches 9th level, they may establish a Fencing Academy in a city or other urban area. He will attract 2d6 1st level swashbucklers who wish to learn from him. He must treat them fairly, and devote some amount of time to their training, or they will abandon his Academy in favor of a better school. They may accompany him to his adventures. However, if any of these followers die, replacements will arrive in one year's time.

Initiative Bonus: Due to their lightning reflexes and keen senses, swashbucklers are able to notice threats quickly, and react to them fast. They receive privilege in Initiative Checks allowing them to always go first. If a swashbuckler is part of a team, he will go first while his team will depend on their initiative roll. If there are other swashbucklers in his team, then he and his fellow swashbucklers will all go first while their team will depend on their initiative roll. Swashbucklers cannot be surprised.

Armor Class Bonus: Because of their natural agility and deft movements, swashbucklers receive a bonus to their AC based on the progression shown below.

Saving Throw Bonus: Because of their sense of impending danger and light footwork, swashbucklers receive a bonus to their Breath Attacks and Petrify saving throws.

SWASHBUCKLER LEVEL PROGRESSION					
Experience	Level	Hit Dice (1d8)	AC Bonus	Breath Attacks	Petrify
0	1	1	0	0	0
2,035	2	2	1	0	0
4,065	3	3	1	0	0
8,125	4	4	1	1	1
16,251	5	5	1	1	1
32,501	6	6	2	1	1
65,001	7	7	2	2	2
120,001	8	8	2	2	2
240,001	9	9	2	2	2
360,001	10	+2 hp only*	3	3	3
480,001	11	+4 hp only*	3	3	3
600,001	12	+6 hp only*	3	3	3
720,001	13	+8 hp only*	3	4	4
840,001	14	+10 hp only*	4	4	4
960,001	15	+12 hp only*	4	4	4
1,080,001	16	+14 hp only*	4	5	5
1,200,001	17	+16 hp only*	4	5	5
1,320,001	18	+18 hp only*	5	5	5
1,440,001	19	+20 hp only*	5	6	6
1,560,001	20	+22 hp only*	5	6	6

* Hit point modifiers from constitution are ignored

ARCHER (CLASS)

Requirements: STR 9, DEX 9

Prime Requisite: STR, DEX

Hit Dice: 1d8

Maximum Level: None

Subclass: Fighter

While images of ironclad warriors riding across fields of battle are what most envision when the concept of war comes to mind, not all combatants are masters of blades and pikes. Just as often, noble lords train men (typically peasants and commoners) to serve as bowmen in their front lines of combat. These men are most commonly known as Archers.

Unlike fighters, archers focus on ranged combat instead of melee combat. They are proficient with clubs, daggers, short swords, and long swords, as well as all ranged weapons such as bows, crossbows, darts, javelins, slings, and other throwing weapons or missiles. Because they wish to remain mobile on the battlefield, they may wear up to chain mail armor and helmets, but are not proficient with shields. Beginning at 15th level, an archer gains one additional attack per round.

Archers will use the attack value and saving throws of a Fighter of equal level. They may take any alignment they desire. They can speak their alignment language, and common, although an intelligent enough archer may learn other languages.

Reaching 9th level: Upon reaching 9th level, an archer can build a fort or wooden camp in a rural area, typically near a village or castle to which they are loyal. Would-be bowmen will come to serve the archer, as will peasants and commoners looking to dwell in the character's protection. The archer is expected to provide for them and treat them fairly, or both bowmen and peasants will leave.

Short Range Attack & Damage Bonus: When firing a ranged weapon at a target in the weapon's short-range category, the archer receives a bonus to attack and damage based on the chart below.

Medium Range Attack & Damage Bonus: When firing a ranged weapon at a target in the weapon's medium-range category, the archer receives a bonus to attack and damage based on the chart below.

Long Range Attack & Damage Bonus: When firing a ranged weapon at a target in the weapon's long-range category, the archer receives a bonus to attack and damage based on the chart below.



ARCHER LEVEL PROGRESSION					
Experience	Level	Hit Dice (1d8)	Attack Bonus / Damage Bonus		
			Short Range	Medium Range	Long Range
0	1	1	+1/+1	-	-
2,035	2	2	+1/+1	-	-
4,065	3	3	+1/+1	-	-
8,125	4	4	+2/+2	+1/+1	-
16,251	5	5	+2/+2	+1/+1	-
32,501	6	6	+2/+2	+1/+1	-
65,001	7	7	+3/+3	+2/+2	+1/+1
120,001	8	8	+3/+3	+2/+2	+1/+1
240,001	9	9	+3/+3	+2/+2	+1/+1
360,001	10	+2 hp only*	+4/+4	+3/+3	+2/+2
480,001	11	+4 hp only*	+4/+4	+3/+3	+2/+2
600,001	12	+6 hp only*	+4/+4	+3/+3	+2/+2
720,001	13	+8 hp only*	+5/+5	+4/+4	+3/+3
840,001	14	+10 hp only*	+5/+5	+4/+4	+3/+3
960,001	15	+12 hp only*	+5/+5	+4/+4	+3/+3
1,080,001	16	+14 hp only*	+6/+6	+5/+5	+4/+4
1,200,001	17	+16 hp only*	+6/+6	+5/+5	+4/+4
1,320,001	18	+18 hp only*	+6/+6	+5/+5	+4/+4
1,440,001	19	+20 hp only*	+7/+7	+6/+6	+5/+5
1,560,001	20	+22 hp only*	+7/+7	+6/+6	+5/+5

* Hit point modifiers from constitution are ignored

GAMBLER (CLASS)

Requirements: None
Prime Requisite: CHA
Hit Dice: 1d6
Maximum Level: 14
Subclass: Thief

Gamblers live for the thrill of game, and some of them may see adventuring as the ultimate experience. They are adept at conning guards, reading their opponents, and at securing extra funds while in urban environments. They owe this to the several thieving skills they picked up after years of working in underground markets and red districts, away from the law. While not the best fighters in a group, they have gained some combat ability from all the scrapes they have gotten themselves into.

Gamblers are proficient with one-handed melee weapons such as clubs, daggers, maces, morningstars, and short swords. They are also excellent dart throwers, and may use slings. Because they live for gambling and socializing, they rather wear padded or leather armor. Other types of armor are best suited for bulky fighters and similar. Shields and helmets are not part of their attire, and never will be.

Gamblers will use the attack value and saving throws of a Thief of equal level. They may only be neutral or chaotic in alignment. However, they can speak all alignment languages by default (including lawful), and common.

Reaching 9th level: Upon reaching 9th level, a gambler can open his own gambling house. If the gambler chooses to open his own gambling house, he will gain access to a two-level building in a city or town of his choice, which he may rent for 1d8x10 gp x month. The place will be fully equipped, and will automatically attract 1d6+2 employees. New employees will cost 200 gp each to hire. There can be no more than 10 employees

working at a gambling house at a time. Each employee will produce 3d00 gp x month, and will cost 1d4x10 gp x month to hire. After covering expenses for the locale and staff, all money made will immediately go to the gambler's purse. If the gambling house' fails to generate enough gold to pay for the monthly rent and its employees, the gambler must pay out of his personal money. If the gambler cannot cover the costs of an employee, the employee will quit. If the gambler cannot cover the costs of the rent, the gambling house will close and this opportunity will be lost. After all, opening your own business is a gamble in and of its own!

Thief Abilities: Gamblers have access to the Thief skills of **Move Silently**, **Hide in Shadows** and **Remove Traps** of their same level.

Con/Detect Lies: Gamblers are very adept at both telling lies and detecting them in others. When trying to con an opponent (or detect a lie someone is telling) of equal or lower level, the gambler rolls a d% and compares it to his skill (see advancement chart). If successful, they bluffed their way past the obstacle (or they detected the deceit). The gambler may not use this skill with opponents that are beyond his own level.

Gambling: While in urban locations, the gambler may choose to gamble, as long as he has gold in his purse. To do so, he may attempt a d% once per day and check against his skill (see advancement chart). On a successful roll, they win the amount of gp listed in parenthesis next to the percentage. If they fail the roll, they lose half the amount of gp listed in the parenthesis from their own purse. At the Labyrinth Lord's discretion, they may also "go for broke" once per day. In that case, they may win ten times the amount listed in parenthesis while gambling. If they fail, they lose ten times the amount listed from their purse.

GAMBLER LEVEL PROGRESSION				
Experience	Level	Hit Dice (1d6)	Gambling**	Con/Detect Lies
0	1	1	30 (1d20)	30
1,501	2	2	35 (2d20)	35
3,001	3	3	40 (3d20)	40
6,001	4	4	45 (4d20)	45
12,001	5	5	50 (4d20)	50
24,001	6	6	55 (5d20)	55
48,001	7	7	60 (5d20)	60
100,001	8	8	65 (6d20)	65
200,001	9	9	70 (6d20)	70
300,001	10	+1 hp only*	75 (7d20)	75
400,001	11	+2 hp only*	80 (7d20)	80
500,001	12	+3 hp only*	80 (8d20)	85
600,001	13	+4 hp only*	80 (9d20)	90
700,001	14	+5 hp only*	80 (10d20)	95

* Hit point modifiers from constitution are ignored

** Value in parenthesis is possible winnings or losses (halved). If "go for broke", value is x10

JESTER (CLASS)

Requirements: INT 12, WIS 12, CHA 13, DEX 9

Prime Requisite: DEX, CHA

Hit Dice: 1d4

Maximum Level: None

Subclass: Thief / Magic-User

Clowns, jokers, tricksters, and harlequins all fall under the jester class. This absurd class lives by its wits, quick tongue, and ability to entertain, bedazzle, and influence an

audience's mood. Comedy and mirth are the jester's trademark, along with a host of special abilities that complement the class' calling.

Jesters may use clubs, darts, daggers, slings, staves, and all types of swords. They may also use two weapons exclusive to the class: the jester's scepter, and laughing gas bombs. They may wear leather armor, and if they want, they may employ a shield as long as they have one hand free.

A jester will use the attack value and saving throws of a Thief of equal level, gaining a +1 bonus in all throws due to their uncanny luck. They may only be neutral in alignment. Should a jester become lawful or chaotic, they would lose all their special abilities and would not be able to use their special jester items. In addition, they would be treated as a Thief with just Climb Walls and Pick Pockets skills from then on. He could recover his status as a jester by dedicating himself to serve at a noble's court or castle for a period of six months, uninterrupted. After such process, the Jester would revert to neutral alignment, and would recover his class' skills and jester status. However, this would cost him all his gold so far as tribute. His inventory would be intact though.

A jester can speak all alignment languages by default along with common. Every 4 levels, a jester can learn an additional language of his choice.

Reaching 9th level: Upon reaching 9th level, a jester can be hired by the inhabitants of any urban location he visits to entertain them with a special comedic show. To find out the degree of success of his performance, the jester must roll on the Public Reaction chart below. Depending on how satisfied his patrons are, he may earn easy money, or he may get himself and his companions into trouble! A jester's special comedic show can only be presented once a month, and cannot take place in the same location as the previous show presented.

PUBLIC REACTION		
2d6	REACTION	RESULT
2	Very pleased	Party gains d00x100 gp
3-5	Pleased	Party gains d00x50 gp
6-8	Neutral	Nothing happens
9-11	Displeased	Party loses d00x50 gp
12	Very displeased	Party loses d00x100 gp

Thief Abilities: Jesters have access to the Thief skills of **Climb Walls** of their same level, and **Pick Pockets** as a Thief 2 levels lower than the jester.

Immunity to Insanity: Jesters are immune to insanity of any kind.

Catching Trick: Years of practicing feats of juggling have given the jester the ability to catch items thrown at them, including thrown weapons and propelled items. A jester may catch a dagger, an axe, a javelin, a spear, an arrow, a dart, a crossbow bolt, or a sling stone once per combat session to avoid being hit, or to save an ally in a 10' radius from being hit. This ability is usually activated during an enemy's turn. If the missile or thrown object is magical, the trick cannot be performed.

Tumbling: Years of honing their acrobatic skills have given the jester the ability to avoid incoming melee attacks. A jester who forgoes taking any action in a round may double his DEX bonus AC Modifier for 1 round to avoid any melee attacks against him (see Armor Class Modifier in the Dexterity Table). This does not work if the melee attack is done by magic means, or if it involves a magic weapon.

Ventriloquism: Effects similar to the Magic-User spell of the same name, but with a range of 30'.

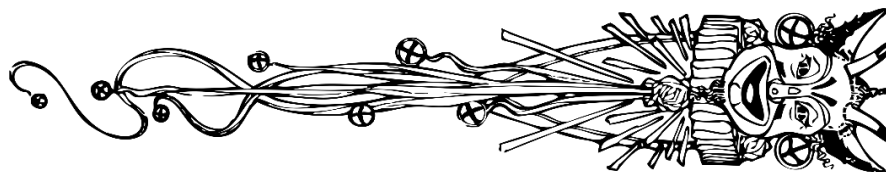
Spell Casting: Jesters are able to cast a small number of spells, some exclusive to their class and others shared with Magic-Users. Jesters record their spells in special spell books that can only be read by other jesters. Jesters may cast spells while wearing leather armor. Jesters may not cast spells from scrolls, and they cannot learn any new spells from scrolls either. They may only learn new spells by leveling up.

JESTER LEVEL PROGRESSION			
Experience	Level	Hit Dice (1d4)	Add New Language
0	1	1	-
1,251	2	2	-
2,501	3	3	-
5,001	4	4	+1
10,001	5	5	-
20,001	6	6	-
40,001	7	7	-
80,001	8	8	+1
160,001	9	9	-
280,001	10	+2 hp only*	-
400,001	11	+4 hp only*	-
520,001	12	+6 hp only*	+1
640,001	13	+8 hp only*	-
760,001	14	+10 hp only*	-
880,001	15	+12 hp only*	-
1,000,001	16	+14 hp only*	+1
1,120,001	17	+16 hp only*	-
1,240,001	18	+18 hp only*	-
1,360,001	19	+20 hp only*	-
1,480,001	20	+22 hp only*	+1

* Hit point modifiers from constitution are ignored

Jester Weapons:

- **Jester's Scepter:** A jester's scepter resembles a rod topped with a sculpted, weighted head. The head of the weapon is usually crafted in the likeness of something fanciful, like a bell-capped jester's bust. A jester's scepter is treated as a modified mace of 1d8 DMG and a weight of 3 lb.
- **Laughing Gas Balls:** Small glass balls containing mystical laughing gas. When thrown (Range: 10'/20'/30'), the glass ball shatters affecting a 5' radius or 1 human sized creature. Bigger creatures that occupy more than 5' in space are unaffected by the gas. However, victims that can be affected must do a check of Saving Throw vs. Poison. If they fail, they succumb to uncontrollable laughter that lasts for 1d4 rounds. During this time, the victim may perform no actions other than moving at ½ their normal pace. Laughing gas balls may only be purchased from Jester Academies, Clown Schools, Circuses, and Thieves' Guilds in Medium to Large Towns (also known as cities). The cost for one laughing gas ball is of 15 gp.



JESTER SPELL PROGRESSION								
Class Level	Spell Level							
	1	2	3	4	5	6	7	8
1	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-
3	2	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-
5	3	2	-	-	-	-	-	-
6	3	2	1	-	-	-	-	-
7	4	3	2	-	-	-	-	-
8	4	3	2	1	-	-	-	-
9	4	4	3	2	-	-	-	-
10	4	4	3	2	1	-	-	-
11	4	4	4	3	2	-	-	-
12	4	4	4	3	2	1	-	-
13	4	4	4	4	3	2	-	-
14	4	4	4	4	3	2	1	-
15	4	4	4	4	4	3	2	-
16	4	4	4	4	4	3	2	1
17	4	4	4	4	4	4	3	2
18	4	4	4	4	4	4	4	3
19	4	4	4	4	4	4	4	4

Jester Spell List:

As mentioned above, jesters are able to cast a small number of arcane spells. Some of these spells are taken from the Magic-User spell list. Others, noted as “Jester” after the spell’s name, are exclusive to the Jester alone. Jestors acquire their spells by levelling up, and cast them in the same manner as Magic-Users do.

LEVEL 1

1. Charm Person
2. Sleep Ventriloquism
3. Read Magic
4. Giggle (Jester)
5. Contortion (Jester)
6. Befuddling Pun (Jester)

LEVEL 2

1. Mirror Image
2. Invisibility
3. Knock
4. Joke (Jester)
5. Uncanny Contortion (Jester)

LEVEL 3

1. Clairvoyance
2. Fly
3. Hold Person
4. Blasphemous Obscenities (Jester)

LEVEL 4

1. Charm Monster
2. Confusion
3. Belly Aching (Jester)
4. Extended Joke (Jester)

LEVEL 5

1. Feeblemind
2. Hold Monster
3. Gut Bursting Joke (Jester)
4. Grievous Insult (Jester)

LEVEL 6

1. Geas
2. Laughing Death (Jester)

LEVEL 7

1. Power Word Stun
2. Charm Crowd (Jester)

Spell Description:

The following descriptions are for the jester-specific spells only. Refer to the LL rulebook for spell descriptions of the Magic-User list.

Befuddling Pun

Level: 1

Duration: 1d4 + jester's level rounds

Range: 30'

The jester utters a clever pun, which on a failed save, causes the victim to stand inert for 1 turn as he contemplates the esoteric quip.

Belly Aching

Level: 4

Duration: 1d6 + jester's level rounds

Range: 60'

It causes a victim to laugh uncontrollably for a number of rounds equal to 1d6 + jester's level. During this period, the victim may not attack, and will move only at ½ speed. A successful save from a victim of 4 HD (level) or less will half the duration of the spell. If the victim possesses more than 4 HD, a successful save will negate the spell's effects.

Blasphemous Obscenities

Level: 3

Duration: 1d6 rounds

Range: 60'

The spell renders Clerics and other religious foes ineffective for 1d6 rounds due to embarrassment (no save). It acts as a Giggle spell on non-clerics and non-religious foes.

Charm Crowd

Level: 7

Duration: Special

Range: 5' per jester's level

This spell makes all nearby humanoid creatures regard the jester as their trusted friend and ally. Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the jester to control the charmed crowd, but it makes them perceive the jester's words and actions in the most favorable way. The crowd can be given

LEVEL 8

1. Irresistible Dance
2. Laughing Death: Encore! (Jester)

orders, but actions they wouldn't ordinarily do based on their nature or alignment may be abstained from. An affected crowd never obeys suicidal or obviously harmful orders, but they may be convinced that something very dangerous is worth doing. Any act by the jester or his apparent allies that threatens the charmed crowd breaks the spell. The jester must speak the crowd's language to communicate commands, or else be good at pantomiming. The targets affected by the spell need to be within a 60' square area and are not penalized on their Saving Throw. This spell can be negated by the Magic-User spell *dispel magic*.

Contortion

Level: 1

Duration: 1 round

Range: Self

The jester may magically contort his body, avoiding attacks for 1 turn. During this time, the jester is treated as having an AC of 1.

Extended Joke

Level: 4

Duration: +50% additional time of the original spell

Range: Same as spell being extended

Extended joke lengthens the duration of another of the jester spells by 50%. Only spells of level 1-3 can be affected by Extended Joke.

Giggle

Level: 1

Duration: 1d4 rounds

Range: 20'

This spell affects all thinking creatures of 1 or 2 HD (levels) within 20' of the jester. Those that fail their saving throw are overcome with an uncontrollable case of the giggles, which lasts 1d4 rounds. While in this state, victims suffer a -2 to hit due to the distracting nature of their condition.

Grievous Insult

Level: 5

Duration: 2d6 + jester's level rounds

Range: 90'

This spell will have one of two effects upon its victim. Either it will cause the victim of the spell to flee in embarrassment, or it will send the target into such a fit of rage that they will attack the jester as an extra turn. There is an equal chance that the target's reaction will be embarrassment or rage (1-50% embarrassment, 51-100% rage).

Gut Busting Joke

Level: 5

Duration: 1d4 + jester's level rounds

Range: 60'

Identical to the jester's Belly Aching spell. In addition, 1d4 points of damage are inflicted on the target per round of uncontrollable laughter.

Joke

Level: 2

Duration: 1d6 rounds

Range: 30'

The incantation for this spell is a magically charged joke. All those within the spell's range must successfully save, or they will suffer an attack penalty of -4 (save negates the spell's effect).

Laughing Death

Level: 6

Duration: 1 round

Range: 60'

This spell affects all those within a 60' cube who can hear the joke. This deadly magical joke will cause up to 2d8 creatures with less than 9 HD to die laughing (literally). A successful Saving Throw by the victim(s) of this spell will negate the effects.

Laughing Death: Encore!

Level: 8

Duration: 1 round

Range: 240'

This spell is identical to the jester's Laughing Death spell. Unlike the Laughing Death spell, Laughing Death: Encore! may affect creatures of 9 HD or more. Such creatures are afforded a chance to save, with a successful save negating the effects of the spell. Creatures with less than 9 HD succeeding in a Saving Throw will take damage equal to ¼ of their maximum hit points. Laughing Death: Encore! affects 2d10 creatures as opposed to the previous spell's 2d8.

Uncanny Contortion

Level: 2

Duration: 1 round

Range: Self

Same as the jester's spell Contortion, but gives the jester an AC of -1 for the duration of the spell.

NEW RACES

AASIMAR (RACE)

Requirements: STR 9, WIS 9
Ability Modifiers: STR +1, CON -2, WIS +1
Ability Min/Max:
STR 9/19 (18), DEX 3/18, CON 3/17, INT 6/18, WIS 9/19, CHA 6/18

Aasimar are humans with celestial ancestry. They radiate a divine aura and have a graceful appearance, which sometimes leads others to mistake them for half-elves. Aasimar show signs of their divine blood and have traits like silver hair or golden eyes.

Unlike many other humanoids with relatives on other planes, the celestial ancestors of the aasimar tend to watch over their offspring and guide them. However, they may also punish aasimar who leave the right path. Therefore, aasimar can only be lawful in alignment. If for any reason an aasimar changes alignment to neutral or chaotic, they must perform a Saving Throw vs. Death. On a successful roll, they are given a chance to find and donate all their gold and equipment to a church or other holy place to be redeemed and made lawful again. On a failed roll, the celestial ancestors of the aasimar will send a ray of transmutation, and the character will be automatically made of the Human race. This new human will lose all memories of being an aasimar, and will become a level 0 character (see the level 0 human section for details). There is no way to revert the effects of this celestial punishment.

Aasimar have twilight vision, which means their eyes perceive no difference between light and dark conditions, thus allowing them to see clearly in complete darkness. They are also immune to charm and any other spells that focus on mind control, or that try to fool the senses by making use of illusions or deceit. In addition to these abilities, aasimar possess a higher natural resistance to magic and status altering conditions than other demi-humans, as reflected in their saving throws. An aasimar character will speak common tongue, celestial, aural, and lawful.

Aasimar receive the following saving throw bonuses:

- +2 save versus poison
- +4 save versus petrify or paralyze
- +4 save versus spells or spell-like devices

Aasimar may select from the following classes (and similar homebrew derivatives), with the indicated level limits. They may never pick a class or subclass that falls or follows chaotic alignment.

AASIMAR CLASSES AVAILABLE	
Class	Level Limit
Cleric	Unlimited
Paladin	Unlimited
Monk	Unlimited

Aasimar do not have any limitations regarding level limit, thus working exactly as humans.

AIR GENASI (RACE)

Requirements: WIS 9, DEX 9
Ability Modifiers: STR -1, DEX +1, WIS +1
Ability Min/Max:
STR 6/17 (16), DEX 9/19, CON 3/18, INT 3/18, WIS 9/19, CHA 6/18

The air genasi is the offspring of a humanoid and an elemental being from the Plane of Air. Air genasi are wild and carefree, but also arrogant. They have light blue skin that is always cold to touch, and a breeze seems to be around them all the time. Most air genasi live among humanoids in human or elven settlements on the Plane of Air. On the Material Plane, they are very rare and found on floating islands, if at all.

Air genasi can use Levitate once per day. They can also fall from heights of maximum 20' without taking damage. Their alignment is neutral because of their elemental blood, which belongs to neither law nor chaos. They are naturally resistant to breath attacks, petrify, and paralysis, as are all genasi. They also have a small bonus to poison. However, they are vulnerable to wands, spells, and spell-like devices. An air genasi character will speak common tongue, auran (the language of the Plane of Air), elvish, and neutral.

Air genasi receive the following saving throw bonuses:

- Immune to breath attacks
- Immune to petrify or paralyze
- +2 save versus poison
- -4 save versus wands
- -4 save versus spells or spell-like devices

Air genasi may select from the following classes (and similar homebrew derivatives), with the indicated level limits. As Clerics, they serve the Gods of Balance.

AIR GENASI CLASSES AVAILABLE	
Class	Level Limit
Cleric	15
Druid	12
Paladin	12

ALAGHI (RACE)

Requirements: STR 9
 Ability Modifiers: STR +2, INT -2
 Ability Min/Max:
 STR 9/19 (18), DEX 3/18, CON 9/18, INT 3/18, WIS 3/18, CHA 3/18

The alaghi are a race of forest-dwelling humanoids and distant relatives of the yetis. They have short necks and legs, a flat face and are covered with brown fur. Alaghi are as tall as humans, but much heavier and have two small horns. They live as hunter-gatherers. Other races tend to distrust sedentary alaghi. Not all of them live in communities, though; some are hermits and sometimes druids. Despite their monstrous appearance, alaghi are shy and peaceful.

Alaghi can use a variety of weapons, but they prefer to hit with their fists for 2d4 points of damage when in close combat. They can hide in natural surroundings like a ranger, and have access to a few Thief skills. Alaghi are either lawful or neutral in alignment. However, sometimes specific individuals may turn chaotic. They will speak common, alaghi, and sylvan.

Alaghi receive the following saving throw bonuses:

- +2 save versus petrify or paralyze

Because of their close connection to forests and nature, Alaghi have a slightly advantage over immobilizing conditions, and as such, they receive bonuses to defend against these effects.

Alaghi may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

ALAGHI CLASSES AVAILABLE	
Class	Level Limit
Druid	12
Fighter	12
Ranger	12

Although alaghi may not become thieves, they get access to the following Thief skills:

ALAGHI THIEF SKILL ADJUSTMENTS	
Skill	Skill Level Limit
Pick Locks	7
Find/Remove Traps	5

ALICORN (RACE)

Requirements: INT 9, WIS 9
 Ability Modifiers: STR -1, CON -1, INT +1, WIS +1
 Ability Min/Max:
 STR 3/17 (16), DEX 6/18, CON 3/16, INT 9/18, WIS 9/19, CHA 3/18

The alicorn is a rare race resulting when a unicorn spirit chooses to incarnate into an elven body. They retain their elven looks, but have white hair, bright eyes, large ears, and a single small horn on their forehead. Alicorns grow up among elves or the creatures of the forest. Most are guardians of justice or the arcane.

An alicorn radiates an aura of good, which will draw the attention of other creatures nearby. This makes them lawful in alignment. Alicorns may not become neutral or chaotic. They simply cannot. They can use Detect Evil (Cleric spell) once per day as a racial trait. From 3rd level on, alicorn Magic-Users and Illusionists can use Cure Light Wounds (Cleric spell) once per day as a racial trait. If they chose to become Clerics, alicorns may use Cure Critical Wounds instead of Cure Light Wounds from 3rd level on, and Detect Evil's range is doubled (i.e. 240' instead of 120').

Alicorns have infravision of 60', and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their elven blood, alicorns are completely unaffected by the paralysis ghouls can inflict. Alicorns speak their alignment language, common, elvish, sylvan, and pixie.

Alicorns receive the following saving throw bonuses:

- +2 save versus death
- +4 save versus paralyze
- +2 save versus spells or spell-like devices

Alicorns may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

ALICORN CLASSES AVAILABLE	
Class	Level Limit
Cleric	15
Magic-User	17
Illusionist	14

AQUATIC ELF (RACE)

Requirements: DEX 9, INT 9
 Ability Modifiers: STR -1, DEX +1, CON -2
 Ability Min/Max:
 STR 3/17 (16), DEX 9/19, CON 3/16, INT 9/18, WIS 3/18, CHA 6/18

Aquatic elves are sea-dwelling relatives of the surface elves. They have the same grace and elegance of their terrestrial counterparts (even more so underwater), but are more fragile than the average elf when in land. Aquatic elves look mostly like surface elves, but they have webbed fingers and toes instead, as well as a pale skin with shades of green or blue. In comparison to many other sentient aquatic races, aquatic elves form nations and not just tribal societies. They suffer no penalties or speed reductions when swimming (and they may never drown), unless they do so in murky or contaminated waters.

Aquatic elves have darkvision. This means they can see normally in the dark, but only in shades of grey. They can breathe both water and air, but will lose one point of constitution per day if they do not hydrate themselves with the contents of at least 2 waterskins (i.e. two days' worth of fresh water), as opposed to the average 1 waterskin per day. However, they can help obtain fresh water by using Purify Food and Drink (Cleric spell) once every 4 days as a unique racial trait.

Because of their elven blood, aquatic elves are completely unaffected by the paralysis ghouls can inflict. Aquatic elves can be of any alignment. They speak their alignment language, common, elvish, aquan, and merfolk.

Aquatic elves receive the following saving throw bonuses:

- -2 save versus poison
- +4 save versus paralyze
- +2 save versus spells or spell-like devices

Aquatic elves may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

AQUATIC ELF CLASSES AVAILABLE	
Class	Level Limit
Assassin	10
Illusionist	11
Magic-User	11
Thief	12

Aquatic elven thieves receive the following bonuses and penalties to thief abilities:

AQUATIC ELF THIEF SKILL ADJUSTMENTS	
Skill	Adjustment
Pick Locks	-15%
Pick Pockets	-20%
Move Silently	+5%
Hide in Shadows	+10%
Hear Noise	+1*

*Water elves receive a better dice range for hearing noises. For example, 1st level aquatic elven thieves hear noises on a 1-3, and at 9th level, it is 1-5. Hear noise may never be better than 1-5.

BLINKING (RACE)

Requirements: STR 9, CON 9
 Ability Modifiers: STR +1, CON +1, INT -4
 Ability Min/Max:
 STR 9/19 (16), DEX 3/18, CON 9/18, INT 3/8*, WIS 3/18, CHA 3/18

Blinkings are similar in size to a halfling. To the untrained eye, they may look like hairy kobolds. However, upon closer inspection, it becomes clear that their features are canine instead of draconic. They combine the cheerfulness of smaller races with the sense of community of a pack of dogs. They are humanoid, but their origin is still a mystery.

Because of their size, blinkings may not use large and two-handed weapons, but may use any other weapon and armor as indicated by class.

A blinking can use Blink (Magic-User spell) once per day, hence its name. They are surprisingly strong for their size, as well as incredibly resilient, but they are known for not being very smart. In fact, most blinkings do not speak any human or demi human languages. They just limit themselves to feral growls and random sounds. Nonetheless, there have been some historical reports of blinking individuals being able to write very simple words in common tongue, and even being able to read basic sentences. Blinkings tend to fall under the chaotic side of the spectrum, but they are not evil by nature.

Blinking receive the following saving throw bonuses:

- +2 save versus breath attacks
- +4 save versus poison
- +4 save versus petrify or paralyze
- +3 save versus wands
- +4 save versus spells or spell-like devices

Blinkings may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

BLINKING CLASSES AVAILABLE	
Class	Level Limit
Fighter	15
Monk	7
Thief	9*

Blinking thieves may not obtain the Thief 4th level ability to read languages. However, they may use scale mail armor and helmets from then on as unique exception to their race.

Blinking thieves receive the following bonuses and penalties to thief abilities:

BLINKING THIEF SKILL ADJUSTMENTS	
Skill	Adjustment
Find and Remove Traps	+10%
Move Silently	+10%
Climb Walls	-15%
Hide in Shadows	+10%
Hear Noise	+1*

*Blinkings receive a better dice range for hearing noises. For example, 1st level blinking thieves hear noises on a 1-3, and at 9th level, it is 1-5. Hear noise may never be better than 1-5.

CHANGE- LING (RACE)

Requirements: INT 9, DEX 9
 Ability Modifiers: DEX+1, CON -1, INT +1
 Ability Min/Max:
 STR 6/18, DEX 9/19, CON 3/18, INT 9/18, WIS 3/18, CHA 3/18

Changelings are the offspring of a doppelgänger and a human. They have the pale skin and androgynous looks of a doppelgänger, but appear less alien and have a psyche more similar to common humanoid races. Changelings are genderless, but like to appear as one gender of their choice most of the time.

Due to their chaotic blood, changelings have the ability to see in the dark with infravision up to 60 feet. Moreover, changelings can see through illusions and deceptions easier than other races (very similar to tieflings), as they like to use these tactics themselves. This makes them immune to charm and any other spells that focus on mind control, or that try to fool the senses by making use of illusions or deceit.

A changeling can alter its appearance at will, which takes one turn to execute. If it is done more than once per day, the time needed to change into a new guise doubles semi-permanently with each new transformation. This forces the changeling to pass three consecutive days without transforming before being able to change in just one turn again. The illusion is good, but not as convincing as the one of a full-blooded doppelgänger. However, this grants them an advantage if they choose to become Assassins because they can disguise themselves without suffering the 5%-8% penalty when changing into another race or as the opposite sex.

Changelings are all chaotic by nature. They will speak common tongue, demonic, abyssal, and all three alignment languages.

Changelings receive the following saving throw bonuses:

- +4 save versus poison
- +4 save versus petrify or paralyze
- +4 save versus spells or spell-like devices

Changelings may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

CHANGELING CLASSES AVAILABLE	
Class	Level Limit
Assassin	10
Illusionist	11
Magic-User	11
Fighter	10
Thief	12

Changelings do not have any limitations regarding level limit, nor do they receive any bonuses or penalties to thief abilities, thus working exactly as humans.

DRAGON- BORN (RACE)

Requirements: STR 9, CON 9, WIS 9

Ability Modifiers: STR +1, DEX -1

Ability Min/Max:

STR 9/19 (19), DEX 3/17, CON 6/18, INT 3/18, WIS 9/18, CHA 3/18

The dragonborn are a race of scaly, dragon-like humanoids. Their bloodline is said to originate from an ancient, god-like dragon. A dragonborn has a reptilian face, but no wings or tail. Dragonborns are wandering soldiers, sell-swords, and adventures. They once ruled over a vast empire, which shattered centuries ago. Dragonborn are born fighters and do not like to be ordered around without good reason. Most of them are honorable and respect friend as well as foe.

As a true dragon, dragonborn can use dragon breath. This breath will be either burning red fire or acidic emerald fire. The breath weapon does 1d6 points of damage for every five levels of the dragonborn. The target is allowed a Saving Throw vs. Breath Attacks for half damage. It has a reach of 20' and can hit up to three targets standing next to each other (which is to say, in a radius of 15'). Depending on his breath weapon, the dragonborn gets a +3 saving throw bonus against Breath Attacks or Poison. A dragonborn character can be of any alignment,

although lawful tends to be the most popular. They will be able speak draconic, reptilian, common, and their alignment language.

Dragonborns receive the following saving throw bonuses:

- +4 save versus breath attacks if flaming dragon breath
- -2 save versus breath attacks if acidic dragon breath
- +4 save versus poison if acidic dragon breath
- -2 save versus poison if flaming dragon breath

Dragonborns may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

DRAGONBORN CLASSES AVAILABLE	
Class	Level Limit
Cleric	15
Fighter	17
Monk	9
Paladin	15

DARK AASIMAR (RACE)

Requirements: INT 9, WIS 9

Ability Modifiers: CON -1, INT +1, WIS +1

Ability Min/Max:

STR 3/18 (17), DEX 3/18, CON 3/17, INT 10/18, WIS 9/19, CHA 6/18

Dark aasimar are, like regular aasimar, decedents of humans and divine creatures. However, their ancestors were fallen angels, or other corrupted celestials. They still radiate a divine aura, but it is tainted. Dark aasimar are not necessarily evil, but often egoistic and uncertain of their destiny. Therefore, they are most commonly chaotic in alignment. Unlike regular aasimar, their ancestors do not punish dark aasimar if they change their alignment.

Dark aasimar have abyssal vision, which means their eyes see better in dark conditions than in light conditions. For this reason, dark aasimar will see perfectly in complete darkness, while under the sunlight or any other type of light, they will be able to see up to 60' ahead and in shades of grey. They are also immune to charm and any other spells that focus on mind control, or that try to fool the senses by making use of illusions or deceit like normal aasimar do. In addition to these abilities, dark aasimar possess as well a higher natural resistance to magic and status altering conditions than other demi-humans, as reflected in their saving throws. A dark aasimar character will speak common tongue, celestial, abyssal, and their alignment language.

Dark aasimar receive the following saving throw bonuses:

- +2 save versus poison
- +4 save versus petrify or paralyze
- +4 save versus spells or spell-like devices

Dark aasimar may select from the following classes (and similar homebrew derivatives). In case of choosing Cleric or Magic User class, the dark aasimar spells will be by default reversed (if they can be reversed). Those spells that cannot be reversed may be available for reversal according to the Labyrinth Lord's judgment.

DARK AASIMAR CLASSES AVAILABLE	
Class	Level Limit
Assassin	Unlimited
Cleric	Unlimited
Magic User	Unlimited
Thief	Unlimited

Dark aasimar do not have any limitations regarding level limit, nor do they receive any bonuses or penalties to thief abilities, thus working exactly as humans.

EARTH GENASI (RACE)

Requirements: STR 9, CON 9
 Ability Modifiers: STR +1, CON+1, DEX -2
 Ability Min/Max:
 STR 9/19 (18), DEX 3/16, CON 9/19, INT 3/18, WIS 6/18, CHA 3/18

Leathery skin, a blocky body and dark eyes are the features of the earth genasi, crossbreeds of humanoids, often dwarves, and elementals from the Plane of Earth. Earth genasi are slow and proud, but also even-tempered and reliable. Most of them are the offspring of elementals and dwarves.

Earth genasi can use Passwall (Magic User spell) once a day and have exceptional knowledge about geology and related topics. Their alignment is neutral because of their elemental blood, which belongs to neither law nor chaos. They are naturally resistant to breath attacks, petrify, and paralysis, as are all genasi. They also have a small bonus to poison. However, they are vulnerable to wands, spells, and spell-like devices. An earth genasi character will speak common tongue, terran (the language of the Plane of Earth), dwarf, and neutral.

Earth genasi receive the following saving throw bonuses:

- Immune to breath attacks
- Immune to petrify or paralyze
- +2 save to poison
- -4 save versus wands
- -4 save versus spells or spell-like devices

Earth genasi may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

EARTH GENASI CLASSES AVAILABLE	
Class	Level Limit
Druid	12
Fighter	15
Ranger	15

FIRE GENASI (RACE)

Requirements: DEX 9, WIS 9
 Ability Modifiers: DEX+1, WIS +1, CHA -2
 Ability Min/Max:
 STR 6/18 (17), DEX 9/19, CON 3/17, INT 3/18, WIS 9/19, CHA 3/16

The fire genasi are children of humanoids and creatures from the Plane of Fire. They have red or black hair, hot skin, and glowing eyes. Fire genasi are impatient and prefer acting to talking. Due to the destructive nature of fire, many fire genasi consider themselves superior to other races.

A fire genasi's fists strike as a fire-based weapon dealing 1d4 of additional fire damage per successful unarmed hit. This effect cannot be suppressed, which explains why fire genasi can become deadly monks. Their alignment is neutral because of their elemental blood, which belongs to neither law nor chaos. However, fire genasi are prone to becoming chaotic, unlike other elementals. They are naturally resistant to breath attacks, petrify, and paralysis, as are all genasi. They also have a small bonus to poison. However, they are vulnerable to wands, spells, and spell-like devices. A fire genasi character will speak common tongue, ignan (the language of the Plane of Fire), draconic, and their alignment language.

Fire genasi receive the following saving throw bonuses:

- Immune to breath attacks
- Immune to petrify or paralyze
- +2 save to poison
- -4 save versus wands
- -4 save versus spells or spell-like devices

Fire genasi may select from the following classes (and similar homebrew derivatives), with the indicated level limits. As Clerics, they serve the Gods of Balance or Chaos, depending on alignment. Also, their spells tend to be reversed.

FIRE GENASI CLASSES AVAILABLE	
Class	Level Limit
Cleric	15
Fighter	10
Monk	Unlimited

GOLIATH (RACE)

Requirements: STR 10, CON 10

Ability Modifiers: STR +2, CON +2, DEX -2

Ability Min/Max:

STR 10/19 (19), DEX 3/16, CON 10/19, INT 3/18, WIS 3/18, CHA 3/18

The goliaths are a race of huge humanoid nomads living in the mountains. They are taller than orcs, and sometimes may even be as tall as ogres. Goliaths have callous grey skin and are built sturdy. They are strong, but friendly towards most other races. Goliaths have good relations with the dwarves and like to trade weapons with them. Due to the goliaths' nomadic lifestyle and the harsh conditions of the mountains, a goliath who cannot contribute anything to their tribe will be exiled. Therefore, most goliaths found roaming the land without a clear destination are probably exiles of their original tribes.

Normal armor and clothing are usually too small for a goliath. They will need garments that would fit an ogre or another similarly large creature. Such items are usually twice as expensive as regular armor and clothes, and require twice as much time and resources to be forged by hired blacksmiths, or sewn by hired tailors. Goliaths may not be able to find any suitable garments or protection in small villages or towns. In addition to this, goliaths may also struggle handling small weapons such as daggers, darts, light crossbows, shortbows, and slings, thus having a -4 to hit penalty when using them. Short swords would be a goliath's equivalent of a dagger, and long swords and other large two-handed weapons would be a one-handed weapon when held by one of this enormous beings. Custom two-handed weapons to fit a goliath's size can be made and sometimes found in large cities or monster treasure coves. However, their cost would be double the price of that of a normal-sized two-handed weapon (but so would be their damage and weight). These special weapons would be unusable for any human-sized creatures and smaller. Magic weapons, magic armors, and magic garments would present no issues to goliaths because their special properties would make them automatically fit their gigantic size.

A goliath's alignment depends on their individual choices, although many tend to be either lawful or neutral. Chaotic goliaths are not common, but they are not unheard of either. Goliaths are naturally resistant to poison, but are especially vulnerable to wands, spells, and spell-like devices. A goliath character will speak common tongue, dwarven, gnomish, goliath, terran, and their alignment language.

Goliaths receive the following saving throw bonuses:

- +1 save to breath attacks
- +1 save to petrify or paralyze
- Immune to poison
- -4 save versus wands

- -4 save versus spells or spell-like devices

Goliaths may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

GOLIATH CLASSES AVAILABLE	
Class	Level Limit
Cleric	16
Fighter	Unlimited
Paladin	15
Ranger	7

KOAL-INTH (RACE)

Requirements: STR 10

Ability Modifiers: STR +2, DEX -1, WIS -1, INT -1, CHA -1

Ability Min/Max:

STR 10/19 (18), DEX 3/17, CON 6/18, INT 3/17, WIS 3/17, CHA 3/17

The koalinth are a race of sea-dwelling goblinoids and close relatives of hobgoblins. They have green skin, gills, and webbed fingers and toes. Koalinth have a hierarchic society and are exclusively militant. They fight a constant war with other aquatic races and use their ability to also live on land as an advantage. Koalinth sometimes ally with humanoid pirates.

Koalinth have darkvision. This means they can see normally in the dark, but only in shades of grey. They can survive on land, but will lose one point of strength, constitution, and dexterity for everyday they do not stay in water for at least one hour. Unlike other aquatic races, koalinth do not have access to magic because they are highly superstitious.

Koalinth can have any alignment, and will speak goblin, orcish, and their alignment language. They do not speak common, and they have no interest in doing so.

Koalinth receive the following saving throw bonuses:

- +4 save to breath attacks
- +4 save to petrify or paralyze
- -2 save to poison
- -4 save versus wands
- -4 save versus spells or spell-like devices

Koalinth may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

GOLIATH CLASSES AVAILABLE	
Class	Level Limit
Fighter	Unlimited

KOBOLD (RACE)

Requirements: None

Ability Modifiers: STR -2, CON -2, DEX +2

Ability Min/Max:

STR 3/17 (16), DEX 3/19, CON 3/17, INT 3/18, WIS 3/18, CHA 3/18

Kobolds are draconic-like humanoids that may sometimes be the size of a halfling or slightly smaller. They have a tail, scales, two short horns atop their heads, and speak with a cackling voice. For this reason, humans tend to consider them as miniature dragonborns, and sometimes capture them to keep them as pets. Kobolds suffer from the fact that most other races are physically stronger and taller than they are, so they are very vulnerable when facing other creatures alone. Kobolds compensate their shortcomings with a high reproduction rate, belligerence, and trickery. Kobolds always strive to be taken seriously by the larger races. They are fascinated by gold and gems. They are also fascinated by magic, especially fire

magic due to their latent draconic blood, and sometimes learn to control it, although not to a high level.

If attacked by a creature larger than a human, kobolds get a +2 AC bonus due to their small size. In addition, they may not use two-handed weapons, helmets, shields, or any armor beyond scale mail (unless it's magical). Kobolds have darkvision, which means they can see normally in the dark, but only in shades of grey. Kobolds can have any alignment, and will speak goblin, orcish, draconic, common, and their alignment language.

Kobolds receive the following saving throw bonuses:

- +4 save to breath attacks
- -4 save to petrify or paralyze
- -4 save to poison
- -2 save versus wands
- +2 save versus spells or spell-like devices

Kobolds may choose among all classes without restriction, but may not go any further than level 7 in any of them. To compensate, they may multiclass in maximum 4 different classes, and their combinations can be as crazy as the kobold desires (yes, even paladin/fighters are possible for them), but if they do, none of their secondary classes may go beyond level 4.

KOBOLD CLASSES AVAILABLE	
Class	Level Limit*
Assassin	7 (4)
Cleric	7 (4)
Druid	7 (4)
Fighter	7 (4)
Illusionist	7 (4)
Magic-User	7 (4)
Monk	7 (4)
Paladin	7 (4)
Ranger	7 (4)
Thief	7 (4)

*The number in parenthesis corresponds to the maximum level attainable if said class is chosen as 2nd, 3rd, or 4th option while multiclassing.

KOBOLD THIEF SKILL ADJUSTMENTS	
Skill	Adjustment
Find and Remove Traps	+10%
Move Silently	+10%
Climb Walls	-15%
Hide in Shadows	+10%

MERFOLK (RACE) Requirements: None
Ability Modifiers: None
Ability Min/Max: All 3/18

Merfolk have the upper body of a human, and a fish tail instead of legs. They are an aquatic race with colorful hair and bright personality. They are social and playful, but not necessarily friendly to strangers. Merfolk appear in many legends, sometimes as helpful and benevolent, and sometimes as cruel and malicious.

Merfolk can breathe both water and air. If on land, they have to water their skin once per day or lose one point of constitution. However, this does not tend to be a common affliction because they rarely leave the water body in which they live. The only way merfolk may mobilize on land is through special transportation means such as adapted wagons or carts. Nonetheless, these tend to be expensive, and cannot go over difficult terrain, nor resist strong weather conditions. If a merfolk undergoes a spell that changes their appearance to allow them to travel on land, they will be immediately considered human.

Merfolk have darkvision. This means they can see normally in the dark, but only in shades of grey. They also have access to special light and fire magic that allows them to use the elements of energy and fire underwater in a controlled manner. This secret is greatly sought after by humans and other races, but so far, no one has been able to discover it. Merfolk will speak common, aquan, merfolk, and their alignment language.

For all practical purposes, merfolk are considered the most common aquatic race in the material plane. This means that as a race, merfolk will act exactly like humans, thus having complex subaquatic societies, cities, and kingdoms. All elements that are considered common in human terms can also exist in a merfolk society.

This also means that merfolk have unrestricted access to all classes, and that they do not receive any bonuses or penalties to thief abilities in their underwater world.

MERFOLK CLASSES AVAILABLE	
Class	Level Limit*
Assassin	Unlimited (15)
Cleric	Unlimited
Druid	Unlimited
Fighter	Unlimited
Illusionist	Unlimited
Magic-User	Unlimited
Monk	Unlimited
Paladin	Unlimited
Ranger	Unlimited
Thief	Unlimited

MERG (RACE)

Requirements: CHA 9

Ability Modifiers: CHA + 1

Ability Min/Max:

STR 3/18 (18), DEX 3/18, CON 3/18, INT 3/18, WIS 3/18, CHA 9/19

Sometimes, merfolk mate with humans, usually sailors or fishers. The child of such a union is a merg. The merg looks mostly human, but may have colorful hair or the merfolk's playful personality. They always have scales on their legs of iridescent colors, can breathe both air and water, and suffer no penalties or speed reductions when swimming. Merg who grow up with their land-dwelling parent have an affinity for water. Once they reach adulthood, many follow the call of the ocean and join their relatives in the sea. Those that grow up with their water-dwelling parent, have an affinity for the human world and the surface kingdoms. Once they reach adulthood, they may follow the call of nature and become druids or rangers, or may even adopt a simple life as human peasants.

Thanks to their demi-human inheritance and double nature, merg have twilight vision. This means their eyes perceive no difference between light and dark conditions, thus allowing them to see clearly in complete darkness, as they would under sunlight. They also have access to the merfolk's special light and fire magic

that allows them to use the elements of energy and fire underwater in a controlled manner. However, merg will be highly jealous of this magic's secret.

Merg can be of any alignment they choose, and will speak common, aquan, merfolk, and their alignment language.



Merg have unrestricted access to all classes, and they do not receive any bonuses or penalties to thief abilities.

MERG CLASSES AVAILABLE	
Class	Level Limit*
Assassin	Unlimited (15)
Cleric	Unlimited
Druid	Unlimited
Fighter	Unlimited
Illusionist	Unlimited
Magic-User	Unlimited
Monk	Unlimited
Paladin	Unlimited
Ranger	Unlimited
Thief	Unlimited

MUL (RACE)

Requirements: None

Ability Modifiers: STR +1, INT +1

Ability Min/Max:

STR 3/19 (18), DEX 3/18, CON 3/18, INT 3/18, WIS 3/18, CHA 3/18

The mul is the offspring of a human and a dwarf. Muls are very rare, as the union of human and dwarf rarely leads to pregnancy. Due to the odd circumstances that lead to their conception, muls are often thought to be nothing but a legend. Muls are taller than dwarves, but shorter than humans. They are strongly built, have almost no body hair, and often shave off what little they have. Nevertheless, they can grow glorious beards if male, and luscious long hair when female. Most of them get along well with both parental races, and quickly learn to use their dwarven strength and human wit to their advantage.

They are one of the very few races that do not inherit any superior sight capabilities from their demi human side. Thus, a mul's eyesight is no different from that of a human. However, they do possess a very accurate sense of direction when exploring underground labyrinths and caves having no need for a compass. Muls may use all types of armor and weaponry, and they have access to all alignments, and classes. They will speak common, dwarven, and their alignment language.

They do not receive any bonuses or penalties to thief abilities.

MUL CLASSES AVAILABLE	
Class	Level Limit*
Assassin	Unlimited (15)
Cleric	Unlimited
Druid	Unlimited
Fighter	Unlimited
Illusionist	Unlimited
Magic-User	Unlimited
Monk	Unlimited
Paladin	Unlimited
Ranger	Unlimited
Thief	Unlimited

SAHUAGIN (RACE)

Requirements: None

Ability Modifiers: STR -2, CON +1, CHA -15

Ability Min/Max:

STR 3/16 (15), DEX 3/18, CON 3/19, INT 3/18, WIS 3/18, CHA 3/3

Sahuagin, also called sea devils, are a race of evil fish-like beings. They resemble anthropomorphic piranhas with long boney limbs, an unbearable putrid smell to their skin, and are known for being extremely chaotic. Sahuagin are hated the most by other aquatic races, as well as by sailors whose ships they like to capture and plunder. Sahuagin form small kingdoms and tribes that may be found near desolate shores, or in complex underwater cave systems. Sahuagin may not wear any armor nor protection. However, they may use any weapon at double its damage.

Sahuagin are sensitive to light and fight at a -2 to hit penalty in bright light. They have highly developed infravision and breathe water as well as air. Unlike other aquatic races, they do not depend on water on a daily basis, and receive no penalties from living away from water bodies. They can drink clean or murky water to the same effect, but they may only consume meat, be it dried or freshly killed, for their survival. They will always seek to wreak havoc, and only speak their own sahuagin language. They are certainly a very challenging racial choice for going in an adventure. However, their very wicked nature can offer a very memorable gameplay.

Sahuagin receive the following saving throw bonuses:

- -2 save to breath attacks
- +2 save to petrify or paralyze
- +2 save to poison
- -2 save versus wands
- -2 save versus spells or spell-like devices

Sahuagin may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

SAHUAGIN CLASSES AVAILABLE	
Class	Level Limit
Fighter	Unlimited

TIEFLING (RACE)

Requirements: INT 9, DEX 9, CHA 9

Ability Modifiers: STR -1, CHA +1

Ability Min/Max:

STR 3/17 (16), DEX 9/18, CON 3/18, INT 9/18, WIS 3/18, CHA 9/18

Tieflings are the descendants of nobles of a decadent human empire that entered into a series of alliances (both military and marital) with the forces of Chaos. They

resemble devilish humanoids with an aristocratic bearing, irresistible charisma, and a mysterious alluring energy. They often have reddish, bluish, grey, or stark white skin, horns, and tails. Some have cloven hooves for feet. In the Wilderlands, tieflings are also known as Viridians and tend towards green skin instead. Because of these notorious physical traits, they tend to be feared and rejected by other non-monstrous groups. Tieflings tend to be about the same height (not counting their horns) and weight as humans.

Due to their chaotic blood, tieflings have the ability to see in the dark with infravision up to 60 feet. Moreover, they are also immune to charm and any other spells that focus on mind control, or that try to fool the senses by making use of illusions or deceit. In addition to these abilities, tieflings possess a higher natural resistance to magic and status altering conditions than other demi-humans, as reflected in their saving throws. Further, a tiefling character will speak common tongue, demonic, abyssal, and chaotic. Tieflings cannot be lawful or neutral in alignment.

Tieflings receive the following saving throw bonuses:

- +4 save versus poison
- +4 save versus petrify or paralyze
- +4 save versus spells or spell-like devices

Tieflings are chaotic beings, resistant to magic and poison, and as such, they receive bonuses to defend against these effects.

Tieflings may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

TIEFLING CLASSES AVAILABLE	
Class	Level Limit
Illusionist	Unlimited
Magic-User	Unlimited
Thief	Unlimited

Tieflings do not have any limitations regarding level limit, nor do they receive any bonuses or penalties to thief abilities, thus working exactly as humans.

WATER GENASI (RACE)

Requirements: DEX 9, INT 9, WIS 9
 Ability Modifiers: STR -2, CON -1, DEX+1, INT +1, WIS +1,
 Ability Min/Max:
 STR 3/17 (16), DEX 9/19, CON 3/17, INT 9/18, WIS 9/19, CHA 3/18

The water genasi are crossbreeds of humanoids and creatures associated with the Elemental Plane of Water. They have pale, cold skin, wavy hair, and barely visible scales. Water genasi value their independence immensely, and do not stay in their home community for long, even if they have loving parents. They are explorers and always curious.

Water genasi are natural swimmers. They can breathe air as well as water, despite the fact they lack physical gills. Water genasi can use Create Water (Cleric spell) once a day, and have acute infravision, but only underwater. Their alignment is neutral because of their elemental blood, which belongs to neither law nor chaos. They are naturally resistant to breath attacks, petrify, and paralysis, as are all genasi. They also have a small bonus to poison. However, they are vulnerable to wands, spells, and spell-like devices. A water genasi character will speak common tongue, aquan (the language of the Plane of Water), merfolk, and neutral.

Water genasi receive the following saving throw bonuses:

- Immune to breath attacks
- Immune to petrify or paralyze
- +2 save to poison
- -4 save versus wands
- -4 save versus spells or spell-like devices

Water genasi may select from the following classes (and similar homebrew derivatives), with the indicated level limits.

WATER GENASI CLASSES AVAILABLE	
Class	Level Limit
Druid	12
Illusionist	14
Magic-User	17

BONUS

0-LEVEL HUMAN (BONUS)

Adventurers are exceptional individuals who choose to undertake quests, combat evil, and brave the labyrinths of your campaign world. During the course of their travels, they often interact with ordinary people who, in game terms, seldom possess extraordinary skills, powers, or abilities. These 0-level humans, as they are called, are referenced several times in the Labyrinth Lord™ core rulebook, however, no detailed guidelines are provided for their creation and/or role in the game.

Armor Class:

A 0-level human has an Armor Class of 9. High Dexterity and/or armor and shields may modify this Armor Class normally.

Hit Points:

A typical 0-level human has 1d4 hit points. As a rule of thumb, children have 1 hit point. Women, teens, and sedentary men (scribes, artists, nobles, etc.) have 2-3 hit points. Male laborers (blacksmiths, woodcutters, carpenters, stonemasons, etc.) have 3-4 hit points. Constitution scores may also modify these hit points.

Weapons and To-Hit:

A 0-level human may pick up and wield any type of weapon; however, most 0-level humans have no formal combat training. 0-level humans use Table 1 to-hit.

Saving Throws:

A 0-level human uses Table 2 for saving throws.

Ability Scores:

The typical 0-level human possesses a default score of 10 for all ability scores. This score is most commonly referenced if the Labyrinth Lord uses optional Ability Checks.

CHARACTER ATTACK TABLE																
Class	Attack Values: 1d20 to hit AC listed															
	Armor Class															
Level Ranges	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
0-lvl Human	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
0-LEVEL HUMAN																
Breath Attacks	Poison or Death			Petrify or Paralyze			Wands			Spells or Spell-like Devices						
17	14			16			15			18						

Exceptional Ability Scores:

A 0-level human may have up to 0-2 exceptional ability scores. These may be naturally high ability scores (such as a scholar with high INT) or work-related (such as a blacksmith with high STR). To determine whether a 0-level human possesses an exceptional ability score or not, roll 1d6. On a roll of 1- 3, the 0-level human has no exceptional ability scores. On a roll of 4-5, the 0-level human has one exceptional ability score. On a roll of 6, the 0-level human has two exceptional ability scores.

Once a 0-level human is determined to possess an exceptional ability score, roll 1d6+12 to determine the actual score.

Talents:

At the Labyrinth Lord's discretion, a 0-level human may possess some extraordinary gift, skill, or power. These talents, as they are called, may be similar to class-based abilities, situational, or even supernatural in nature. There are no hard and fast rules to determining what talents a 0-level human possesses, so the Labyrinth Lord must tailor them to suit the encounter, as needed.

A few examples of talents include:

- a blacksmith who can put a keen edge on any custom-forged weapon (+1 to-hit)
- a hay cutter who has been repeatedly struck by natural lightning (immune to lightning-based attacks)
- a high priest's daughter who can heal by touch (cast cure light wounds once/day)
- a human whose ancestor married a faerie (can detect invisible at will)
- a farmer whose family was slaughtered by orc raiders (+1 to-hit vs. orcs)
- a miner whose ancestors were honored friends of a dwarven king (possesses infravision 10')
- a street urchin with a 40% chance to pick pockets
- a strong-willed nanny (+1 saving throw vs. mind-affecting spells)
- a weathered sailor with extremely tough skin (natural AC 8)
- an alchemist who is immune to natural poisons
- a woodsman who's especially skilled with a longbow (to-hit with longbow as F2)
- an very loyal retainer (never checks morale when protecting his employer)
- the stonemason who has a 1 in 6 chance of detecting traps, false walls, and hidden construction

Morale:

The typical 0-level human is a noncombatant with a morale of 7. Most 0-level humans prefer to flee if attacked, and only fight if cornered or in defense of loved ones.

Wealth:

A typical 0-level commoner possesses 1d4 silver pieces while a typical 0-level nobleman possesses 1d4 gold pieces at any given time. The Labyrinth Lord is free to increase or decrease these amounts, as needed.

Statting It All Out:

When statting a 0-level human, the Labyrinth Lord should make note of any notable weapons, gear, wealth, exceptional ability scores, and talents. The stat line for a typical 0-level human can use the following format:

William Johnson: treat as 0-level human with 3 hp and DMG 1d4 (dagger).

The stat line for a 0-level human with exceptional ability scores can use the following format:

Jon the Blacksmith: treat as 0-level human with AC 7 (leather armor + shield), 4 hp, DMG 1d6+1 (hammer + STR), and STR 15.

A 0-level human with a talent can use the following format:

Laila of Brookshire: treat as 0-level human with 2 hp and DMG 1d4 (dagger). Laila has lived among halflings most of her life, can speak fluent halfling, and can hide in outdoor surroundings with 45% ability.

0-Level Demi humans:

A Labyrinth Lord may also use these rules as a guideline for statting up 0-level NPC demi humans. The demi human possesses any normal abilities typical of the race (chance to locate secret doors, spot construction, attack modifiers, chance to

remain hidden, etc.). Any racial modifiers to ability scores should be added or subtracted to the base 10. Alternatively, the Labyrinth Lord may instead choose to use the entries for the typical races in the Monsters section of the Labyrinth Lord™ core rulebook.

0-Level Player Characters:

As a change of pace, the Labyrinth Lord may wish to start player characters at 0-level. The player should write up a brief background on the character and describe why he or she has decided to become an adventurer.

Humans:

0-level human PCs would be average, everyday humans who have decided to become adventurers. The character starts with 1d4 hit points, 2d6 gold pieces, and one weapon chosen by the player. The player rolls for ability scores normally instead of using the default of 10. The character possesses one talent, which must be approved by the Labyrinth Lord and should reflect the character's background and/or desired profession.

For example, a 0-level thug who desires to become a Thief may have all thief skills at 10% while an aspiring cleric may have the ability to Turn Undead of 1 HD or less on a roll of 10.

Demi humans:

Demi human characters (elves, dwarves, and halflings) who wish to start at 0-level are handled a bit differently. The character starts with 1d4 hit points, 2d6 gold pieces, and one weapon chosen by the player. The player rolls for ability scores normally instead of using the default of 10. The character begins with all racial abilities, however, 0-level demi humans cannot cast spells and do not possess talents.

Advancing to 1st Level:

The Labyrinth Lord should provide several opportunities during each adventure for 0-level characters to choose a particular class. This may take the form of holy sites and altars to protect (cleric), new weapons or intense combat (fighter), locating dusty scrolls or magical tomes (magic-user or elf), or walls to climb and traps to detect (thief). Upon attaining 1,000 experience points as a 0-level human, the character must choose a class in order to continue gaining experience points. The character then begins the chosen class at 1st level. (demi human classes are predetermined, unless the Labyrinth Lord is using the Advanced Edition Companion™) Upon reaching 1st level, human and demi human characters may reroll their hit points and keep the highest result.

Note: Due to the high mortality rate of 0-level characters, the player may wish to have more than one character on hand.

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