MYTHIC FANTASY

A supplement of new races, classes, and objects for OSR adventures

Eryssel's journeys

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INTRODUCTION

The present supplement has been created to offer a variety of new races, classes, and equipment 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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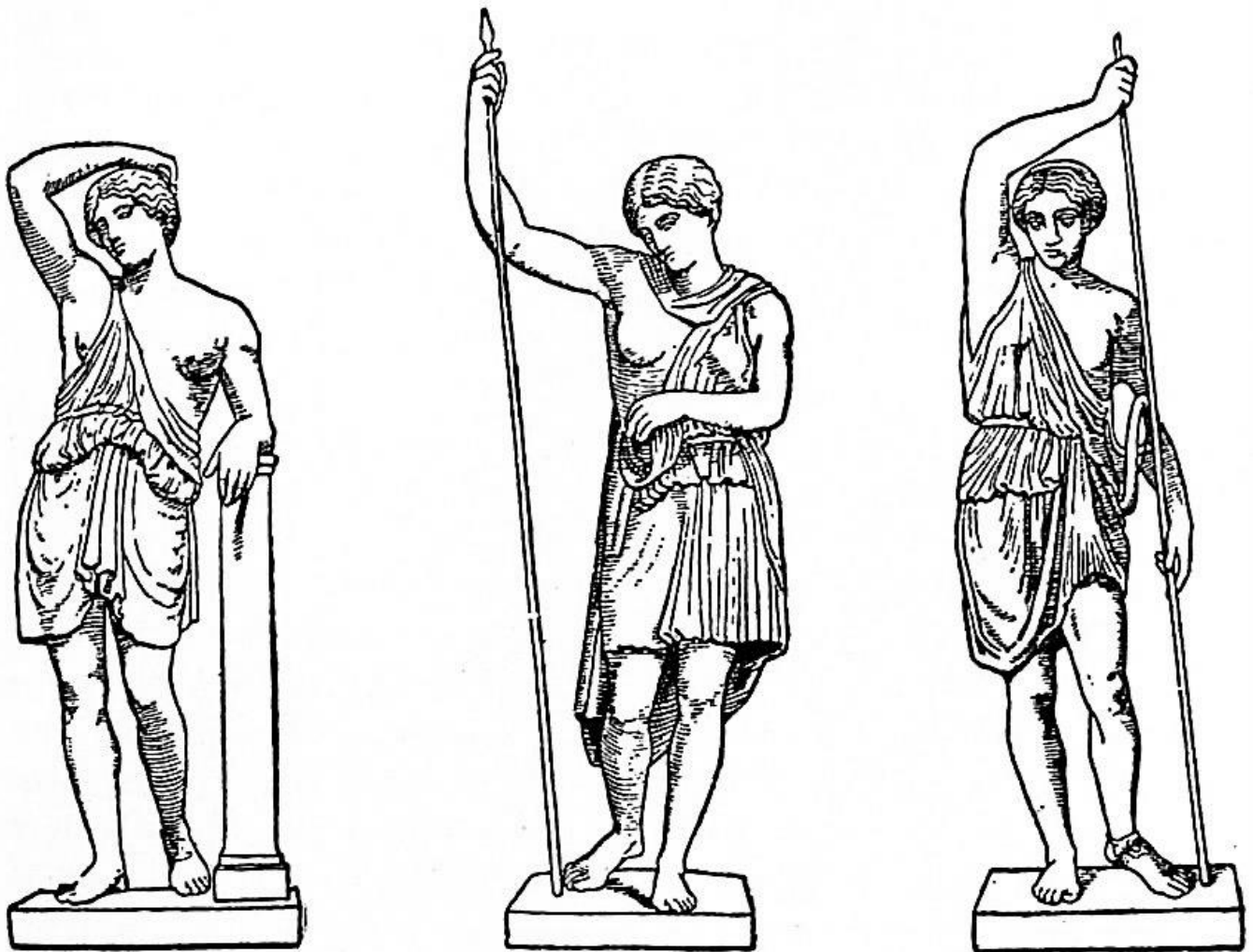
MYTHICAL ITEMS

MYTHICAL RACES

CENTAUR (RACE)

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

Centaurs (or Ixionidae) are a unique race with the head, arms, and torso of a human, and the body, legs, and tail of a horse. Although rare, female centaurs can also be found, and are called Centaurides. These creatures have earned a reputation for drunkenness and wreaking havoc wherever they go. They gather in clusters, called clans or tribes, and can sometimes wage war among themselves due to lineage or honor. Rarely do centaur clans come together. However, when they do, it is either in times of festival or in times of darkness, when the centaurs combine their resources to celebrate a big event or fight off a powerful foe.

Centaurs can use all types of weapons, but they can also perform unarmed attacks using their fists (2d4), hoofs (1d6), or both (fist/fist/hoof 1d4/1d4/1d6). A centaur may have access to all types of body armor, depending on their class, and may also wear a horse barding. However, if a centaur only wears armor on their torso, but not on their body, they will suffer a +2 penalty to AC (e.g. a Banded mail armor would count as offering AC 6, instead of AC 4). In order to receive the full value of their armor class, centaurs must wear both torso armor and a horse barding.

Because centaurs have the characteristics of a horse, their movement speed and carrying capacity work like those of an animal of burden. In other words, they may carry up to 200 lbs. and move at 120' (40'). A maximum of twice this encumbrance (i.e. 400 lbs.) can be carried, and will reduce their movement to 60' (20'). The centaur will not take any further weight beyond 400 lbs. Centaurs may help their fellow adventurers carry some of their loot as long as the centaur is provided with a saddle bag (up to 30 lbs. max), and as long as it has a good rapport with his companions. A centaur can carry a maximum of 2 saddlebags. Any more than that will be taken as an insult. If the centaur's rapport with his companions is exceptional, he may agree to carry one of them on his back. To carry a companion, a centaur will require a saddle.

Most inns, taverns, and other buildings in towns or cities will not allow any centaurs inside. This means that the centaur will have to camp in the wilderness, or find special accommodations that suit their dimensions. On dungeon grids or similar, centaurs will occupy the space of 2 humanoid creatures standing in a single file due to the added mass of their horse's body. Centaurs can be of any alignment. However, a lawful centaur can be a rare find. They will speak common, centaur, and sylvan.

Centaurs receive the following saving throw bonuses:

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

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

CENTAUR CLASSES AVAILABLE	
Class	Level Limit
Cleric	14
Fighter	Unlimited
Magic-User	12
Ranger	15

NYMPH (RACE)

Requirements: None
Ability Modifiers: DEX +1, CHA +1
Ability Min/Max:
STR 3/18*, DEX 9/19, CON 3/18, INT 3/18, WIS 6/18, CHA 6/19
*Only female nymphs exist

Nymphs resemble human females in many ways, especially form and facial features. In fact, most observers would see no dissimilarity between the two races upon casual inspection. However, a closer look may reveal their demi-human origin, including their specific group. These groups derive from the sphere of nature with which the nymph has established a symbiosis.

- Nymphs from the plains will be called *Alseids* and will receive a bonus on foraging (1-4 on 1d6), movement (always 120'), and direction (may not lose direction) while on the plains or grasslands. They will also be able to find 5 ounces of 1 specific herb if they are given 1 day of search, with a 80% probability of success.

- Nymphs from the forest will be called *Hamadryads* and will receive a bonus on hunting (1-4 on 1d6), movement (always 120'), and direction (may not lose direction) while on forests or jungles. They will also be able to successfully climb trees at will.

- Nymphs from the swamps, rivers and lakes will be called *Naiads* and will receive a bonus on hunting (1-4 on 1d6), movement (always 120'), and direction (may not lose direction) while on swamps, lakes or rivers. They will also be able to build a small raft of 10'x10' with a capacity of up to 500 lbs. if they are given 1 day to work

- Nymphs from the sea will be called *Nereids* and will receive a bonus on fishing (1-4 on 1d6), movement (always 120'), and direction (may not lose direction) while on oceans and the sea. They will grant protection against adverse weather conditions and storms while traveling through open waters.

- Nymphs from the mountains and caves will be called *Oreads* and will receive a bonus on movement (always 120'), and direction (may not lose direction) while on mountains, caves, or mines. They will be able to find 1d4 gems of 1d20x10 value every month, if given 1 day to search.

Nymphs have 60' infravision, and if actively searching, they can detect magic and illusions on a radius of 120' with a roll of 1-2 on 1d6. Nymphs may be of any alignment,

and may speak their alignment language, common, elvish, and sylvan. Oreads will speak dwarven and gnomish instead of elvish.

Nymphs receive the following saving throw bonuses:

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

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

NYMPH CLASSES AVAILABLE	
Class	Level Limit
Druid	Unlimited
Illusionist	Unlimited
Magic-User	Unlimited
Ranger	12
Thief	10

SATYR (RACE)

Requirements: WIS +9
Ability Modifiers: CON -1, WIS +1
Ability Min/Max:
STR 6/18*, DEX 3/18, CON 3/17, INT 3/18, WIS 9/18, CHA 3/18
*Only male satyrs exist

Satyrs have human upper bodies, facial hair (mustaches, beards, goatees, or long sideburns) and goat legs, tail and horns. They tend to be around the same height of dwarves, but depending on their origin, they may also be found in statures comparable to those of tall halflings. They tend to live in forested areas, especially those covering foothills at the base of mountain ranges. Historically, they have always been seen as wild, uncivilized barbarians with a tendency to drink to the point of intoxication. However, some groups among satyrs prefer to live peaceful lives, often as shepherds or musicians. Satyrs live in small communes, and those that have visited them say they have many similarities with halfling villages.

Like other small to medium races, satyrs may not use large and two-handed weapons, but may use any other weapon as indicated by class. Although they may wear any type of armor, satyrs will always incur in a +1 AC penalty due to the fact that they may not cover their legs. Helmets may prove uncomfortable to wear thanks to their horns, but a good blacksmith can always modify them to fit their heads for 1 or 2 GP.

Satyrs have the uncanny ability to disappear in the wilderness like halflings do. In bushes, shrubs, or other outdoor cover, satyrs can hide with 90% ability, as long as they hide their head and torso. If only their legs are seen, they can pass as a grazing wild goat. Due to their animal legs, satyrs may not ride horses.

Satyrs receive the following saving throw bonuses:

- +2 save versus breath attacks
- +2 save versus petrify or paralyze
- +4 save versus poison

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

SATYR CLASSES AVAILABLE	
Class	Level Limit
Assassin	11
Druid	10
Fighter	15
Thief	12

Satyr thieves receive the following bonuses to thief abilities:

SATYR THIEF SKILL ADJUSTMENTS	
Skill	Skill Level Limit
Find and Remove Traps	+5%
Pick Pockets	+5%
Move Silently	-10%
Climb Walls	+20%

MYTHICAL CLASSES

AMAZON (CLASS)

Requirements: None (Female characters only)
Prime Requisite: STR, DEX
Hit Dice: 1d8
Maximum Level: None
Subclass: Fighter

The collective Amazonian culture encompasses many individual tribes of warrior women. Most of these tribes are exclusively human, although it is possible to find Amazons of diverse races. The only requisite is for an Amazon to be born female. Amazons may be born of an Amazonian mother, or may choose to become an Amazon out of their own free will. They are self-sufficient, and will be welcome in any Amazon tribe they visit. Even though, Amazons rarely travel beyond the borders of their tribal domains, whenever they join an adventurer's group, they will make sure they are not the only female. Therefore, an Amazon warrior will never be found in a group with only male adventurers in it.

Amazons may wield all types of weapons, melee or ranged, and will specialize in one specific weapon of their choice. Because they rely on mobility and athletics, they may only wear padded, leather, or studded leather armor. They may not use shields or helmets.

Amazons 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, common, and Amazonian.

Reaching 9th level: When an Amazon reaches 9th level, she may establish her own tribe in any previously explored wilderness area, preferably of forested or jungle terrain. She will obtain the mantle of queen, and will attract 2d6 1st level Amazons that will fight for her, as well as 2d8 0-level females of her own race that will make a living in her tribe. She must treat them fairly, and provide protection for them, or they will abandon her tribe in favor of another one, or in favor of an ordinary life. Up to 2 of her warriors may accompany her in any adventures she follows. However, if any of these Amazons die, replacements will have to be taken from among the 0-level females of her tribe, who will be automatically promoted to 1st level Amazons. Each year, the tribe will receive 2d8 new 0-level females (from any race in this case). Also, 1d6 of the tribe's existing 0-level population will be leveled up to 1st level Amazons, and 1d4 of any existing Amazons 1st level or up, will be leveled up to their immediately next level.

Weapon Mastery: Due to the Amazons' devotion to the art of war, Amazon warriors will be able to specialize in one type of weapon. This specialization will grant them a bonus of +2 to hit and damage inflicted with their weapon of choice. Additionally, every five levels, an Amazon warrior will gain one additional attack per round with any weapon she wields, as well as a +1 bonus to hit and damage to the weapon of her specialty.

Herbology: Thanks to the special education Amazons receive, an Amazon will be able to produce 1 Potion of Healing every five days. She will need 10 ounces of any herb or herb combinations from her inventory, and 1 potion vial full of water. It will take her 1 day of rest to create the potion. She may carry a maximum of 2 of these potions at any given time. The potion will automatically heal 1d6-1 hp when consumed.

Athletics: Amazons are especially athletic. For that reason, any actions that involve jumping, vaulting, climbing, crawling, hurling, or throwing an object will succeed on a roll of 1-3 on 1d6.

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

* Hit point modifiers from constitution are ignored

BOUNTY HUNTER (CLASS)

Requirements: STR 9, DEX 9, INT 9
Prime Requisite: STR, DEX, INT
Hit Dice: 1d8
Maximum Level: None
Subclass: Fighter

Bounty hunters are a distinctive class of mercenaries. They specialize on tracking down and capturing, sometimes even killing, a wanted target. They do so to claim the juicy reward that accompanies the task. Depending on the bounty available, it is possible for more than one bounty hunter to take the same job. The best jobs tend to be those that require looking for a very dangerous target, of for a specific target whose location is currently unknown.

Bounty hunters may wield all types of weapons, melee or ranged. However, they may also employ non-lethal methods and combat techniques to immobilize and capture their targets whenever the job asks to turn them in alive. Because they rely on ensuring success, they need to choose in advance the type of armor they will wear for the task. A simple urban task may have them wear commoners' clothes to fit in and surprise

their target, while hunting down a dangerous fugitive may require them to armor themselves up and be ready to endure any type of harm from a possible ambush.

Bounty hunters will use the attack value and saving throws of a Fighter of equal level. They may take any alignment they desire, although lawful bounty hunters will refuse to work on tasks that have not been officially issued by local authority figures. Bounty hunters can speak their alignment language, common, and any other specific language native to their race. Most bounty hunters know how to read, even if it is at a basic level. Otherwise, they would not be able to interpret wanted posters, notices, and signs.

Reaching 9th level: When a bounty hunter reaches 9th level, he may open his own adventuring guild, specializing on capturing or hunting down specific targets. Depending on his alignment, the bounty hunter may have an officially recognized locale, or may work with illegal bounties in the most treacherous part of town. The bounty hunter may use his guild and his own connections to automatically solve low-level quests (1-6 HD). However, upon quest success, the bounty hunter would earn no experience points, but would receive the amount of gold given for the task. If the quest failed, the bounty hunter would lose both the gold and the total amount of experience points awarded for the quest, thus potentially losing his current level status. To check the probability of failure or success of a low-level quest, check the table below.

AUTOMATIC LOW-LEVEL QUEST SOLVER		
QUEST LEVEL	% NEEDED TO PASS*	BONUS TO THROW**
1 HD	90%	-15%
2 HD	80%	-10%
3 HD	65%	-5%
4 HD	50%	0%
5 HD	40%	15%
6 HD	30%	10%

*If the bounty hunter wanted to automatically pass a level 4 HD quest, he would need to obtain a roll of 50 or less on a d%. If the bounty hunter rolled a 51%, he would automatically fail the quest, having to lose as many gold coins and experience points as the quest awarded.

**The bonus to throw is added to the d% roll. That way a result of 95% for a level 1 HD quest, would have a -15% bonus, so the final roll would be of 80%, which is about enough to automatically pass the quest and earn the associated money.

Headlock choke: A bounty hunter has the ability to perform a headlock choke on his target in case he wants to capture it without any harm. To do so, the bounty hunter must catch his target unaware of his presence, using the thieves' abilities *Move Silently* and *Hide in Shadows*. If both skill checks are successful, the bounty hunter will perform the lock on the target in a 1-2 on 1d6, rendering them automatically unconscious. They will remain in this state for 1d4 rounds, which will give the bounty hunter enough time to further immobilize and silence their target using manacles, a rope, a gag, or whichever method he deems necessary. However, he must be careful because other creatures nearby may not like the idea of having one of them knocked down unconscious and tied up. In addition, it is probable the target may try to escape or call for reinforcements if it is not properly immobilized or silenced. Lastly, this maneuver will only work with creatures the size of a human, and with clearly defined head and necks. If the target is larger or smaller than a human, the bounty hunter will only succeed on a 1. If they fail the lock, the target will enter combat mode having initiative advantage over the bounty hunter. If the creature has no defined head or neck, the maneuver cannot be performed.

Thief Abilities: Bounty hunters can use both Move Silently and Hide in Shadows, but with unique values for their class.

BOUNTY HUNTER LEVEL PROGRESSION				
Experience	Level	Hit Dice (1d8)	Move Silently	Hide in Shadows
0	1	1	23	13
2,035	2	2	23	17
4,065	3	3	23	20
8,125	4	4	27	23
16,251	5	5	27	27
32,501	6	6	30	30
65,001	7	7	30	33
120,001	8	8	37	37
240,001	9	9	43	40
360,001	10	+2 hp only*	43	43
480,001	11	+4 hp only*	53	47
600,001	12	+6 hp only*	57	57
720,001	13	+8 hp only*	63	63
840,001	14	+10 hp only*	67	67
960,001	15	+12 hp only*	73	77
1,080,001	16	+14 hp only*	83	83
1,200,001	17	+16 hp only*	93	87
1,320,001	18	+18 hp only*	95	90
1,440,001	19	+20 hp only*	97	97
1,560,001	20	+22 hp only*	99	99

* Hit point modifiers from constitution are ignored

CHRONICLER (CLASS)

Requirements: INT 9, WIS 9
Prime Requisite: INT, WIS
Hit Dice: 1d4
Maximum Level: 10
Subclass: Magic-User

A chronicler is a specialized scholar that has decided to travel the world in search for new information on places, biomes, plants, minerals, creatures, monsters, cultures, languages, and all there is to study. Chroniclers are few, but well appreciated because it is thanks to them that historians, linguists, librarians, and other intellectuals can access a wide array of vital and often obscure information.

Because they appreciate brains over brawn, chroniclers can only use very specific weapons such as daggers, slings, darts, and quarterstaffs. This makes them highly dependent on other adventurers in a party for survival. Fortunately, to counter their limitations, chroniclers may use any type of armor, and they may even buy it at half the price. However, it is important to note that if a chronicler wears armor heavier

than 20 lbs. his movement speed will be limited to a meager 30' (10') regardless of encumbrance. Otherwise, standard encumbrance rules will always apply.

Chroniclers will use the attack value and saving throws of a Magic-User of equal level. They may take any alignment they desire. They can speak their alignment language, common, and two other languages of their choice by default.

Reaching 9th level: When a chronicler reaches 9th level, he may start writing tomes on his discoveries, and he may sell them to other field experts in cities or towns. To write a tome, the chronicler will consume 3 vials (1 oz.) of ink, 2 quills, and 1 Spell book (blank). Besides the materials, the chronicler will require 600 gp + 1d4 x 100 gp in funds, and the necessary time to complete his investigation. Depending on the type of book he writes, it may take him a few months to an entire year to complete the task. However, his clients will pay him handsomely once the tome is finished. Writing tomes does not have to be a separate task from adventuring. In fact, the chronicler may write his tome while in an adventure, as long as he dedicates 2 uninterrupted hours a day to his book.

SPECIALIZED TOME WRITING		
Type of Book	Time Needed	Selling Price
Basic Manual	1 Month	1,800 gp + 1d6 x 100 gp
Intermediate Manual	3 Months	3,600 gp + 1d8 x 100 gp
Advanced Manual	6 Months	7,200 gp + 2d10 x 100 gp
Expert Manual	1 Year	14,400 gp + 2d20 x 100 gp

Eye for Details: A chronicler will easily identify any non-magical creature's level, AC, HD, and attacks if he spends 4 rounds uninterrupted examining the creature. This can be done from a distance of maximum 30'. He may also use this ability to differentiate poisonous plants from healing plants, if he uses this ability on a plant, mushroom, or herb. Again, it will take him 4 uninterrupted turns to succeed.

Internal Compass: A chronicler in the group will prevent the party from getting lost while exploring the wilderness. He will also be able to point to the exact location of the entrance to a dungeon, cave, or similar, as long as there is a map of the place.

Sigils: Chroniclers have access to sigils, which are a set of unique magic symbols with special properties that work similarly to spells. See below to learn how they work.
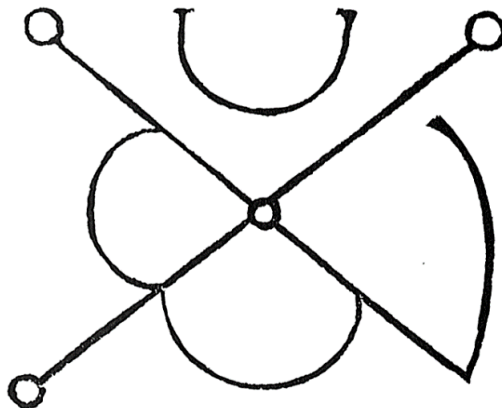
CHRONICLER LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d4)
0	1	1
2,501	2	2
5,001	3	3
12,501	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	10

CHRONICLER SPELL PROGRESSION				
	Spell Level			
Class Level	1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	2	1	-	-
4	2	2	-	-
5	3	2	-	-
6	3	2	1	-
7	4	3	2	-
8	4	3	2	1
9	4	4	2	2
10	4	4	2	2

Chronicler Spell List:

As mentioned above, chroniclers are able to cast a small number of arcane spells known as "sigils". Some of these sigils derive from Magic-User spells. Others are exclusive to the chronicler alone. Chroniclers learn their sigils by levelling up, but unlike Magic-Users, they require ink, a quill, and either Parchment or Paper to cast them. One sigil will use 1 sheet of Parchment or Paper. Depending on the sigil, a specific color of ink may be required. One vial (1 oz.) of ink can last for 1 year. A vial of colored ink costs around 50 gp. A vial of golden ink costs around 1,000 gp. If the chronicler has all materials at hand, the casting of a sigil takes the same amount of time it would take a Magic-User to cast a spell.

LEVEL 1 (Black ink)

1. Unlock (Chronicler)
2. Ghost Light (Chronicler)
3. False Trap
4. Identify
5. Mending

LEVEL 3 (Blue ink)

1. Conjure Elemental
2. Hold Portal
3. Knock
4. Part Water

LEVEL 2 (Red ink)

1. Alter Weather (Chronicler)
2. Continual Light
3. Dispel Magic
4. Explosive Letter (Chronicler)
5. Arcane Lock

LEVEL 4 (Golden ink)

1. Clone
2. Dimension Door
3. Hallucinatory Terrain
4. Power Word Blind

Alter Weather
Level: 2
Duration: 6 turns (1 hour)
Range: 1 Hex

This spell differs from the Cleric and Magic-User spells of similar name because its duration is limited to only three rounds. However, it will affect 1 hex in range, which makes it ideal for wilderness exploration scenarios. If used in urban locations or similar, it is assumed that the spell affects the entire city or location. Once the effects of the spell are over, the previous weather for the location will return. Possible weather and their effects are listed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Rainy	Missile attacks hit at -2. Mud forms in 3 turns, and movement is divided by 2

Explosive Letter
Level: 2
Duration: See below
Range: Touch

The chronicler takes a previously written document such as a poster, letter, scroll, book, map, or similar object bearing written information, and charges it with explosive power. If a creature or monster takes the object and reads it, the object will detonate causing 1d20 points of damage to the reader. If the roll results in a natural 1, the target is left with 1 hp and is immediately disfigured. If the roll results in a critical 20, the target is insta-killed.

DISFIGUREMENT TABLE	
2d6	**Disfigurement**
2	Arm or limb severed at shoulder or primary articulation point
3	Arm or limb severed at elbow or secondary articulation point
4	Hand, wing or paw severed
5	Eye plucked out
6	Ear or horn cut in half
7	Lost a finger or claw
8	Ear or horn chopped off
9	Nose, beak or snout cut off
10	Foot or posterior paw severed
11	Leg or posterior limb severed at knee or secondary articulation point
12	Leg or posterior limb severed at hip or primary articulation point

Ghost Light

Level: 1

Duration: 12 turns (2 hours)

Range: 60'

The chronicler creates 1 ghost torch out of thin air. This torch will function similarly to a normal torch, except that its effects will be doubled. The ghost torch does not need to be held to function. It will float in front of the chronicler, and will move along the character. Because it is a magical source of light, it will also shine underwater, and will not be affected by any adverse weather conditions.

Unlock

Level: 1

Duration: Instantaneous

Range: 10'

The chronicler is able to unlock a locked object or container, as would a thief using the Pick Locks skill, but with 90% chance of success. However, the object or container to unlock cannot be of magical origin, nor can it be currently locked due to magic or spells.

HOPLITE (CLASS)

Requirements: STR 12
Prime Requisite: STR, CON
Hit Dice: 1d8
Maximum Level: None
Subclass: Fighter

Hoplites are meticulously trained warriors who value a solid defense and good protection over dexterity and other skills. They are known for their efficient military tactics, and their resilience in the battlefield, thus being the perfect tanks to help protect much weaker party members.

They specialize on using piercing weapons with long reach. For this reason, hoplites will only use spears, lances, and tridents, with the occasional short sword for

emergency close encounters. Some hoplites will also use javelins for helping them reach targets that are at throwing distance. Due to their heavy armor, hoplites tend to be slower than other less encumbered classes.

Hoplites 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, one racial language (in case of demi-humans) and common.

Reaching 9th level: When a hoplite reaches 9th level, he is so accustomed to wearing heavy armor that the weight of his armor will be lessened in half. This will allow him to be less encumbered, and to perform one additional attack per turn.

Piercing Thrust: If the hoplite has one or two enemies in a file right in front of him (first enemy at a distance of 5', and the second enemy at a distance of 10' directly behind the first), he may damage them both with one single attack upon a successful hit against the first enemy's AC. The enemy in the back would receive as many points in damage as the enemy right in front. If there is only one enemy in front of the hoplite, but it is at 10' (double the standard reach for any melee weapon), the hoplite may use this skill to get to his enemy and damage it as if it were at just 5'. A piercing thrust can only be performed if the hoplite is holding a spear.

Defensive Position: If a hoplite is holding a shield and foregoes both his movement and attack for 1 round, he will receive a -3 bonus to his AC instead of the default -1 of the shield for the rest of the combat. However, he must stand his ground. This bonus will not be lost if the hoplite attacks, only if he moves around.

Fully Equipped: If the hoplite wears a helmet, a shield, and an armor of AC 5 or lower, while also holding a spear, he will automatically gain a bonus of +1 to hit and DMG. However, his initiative will be penalized with a -2.

Hoplites may not use any thieves' skills, and will receive a penalty of -40% to any situation that requires them to Move Silently due to the clatter of their equipment.
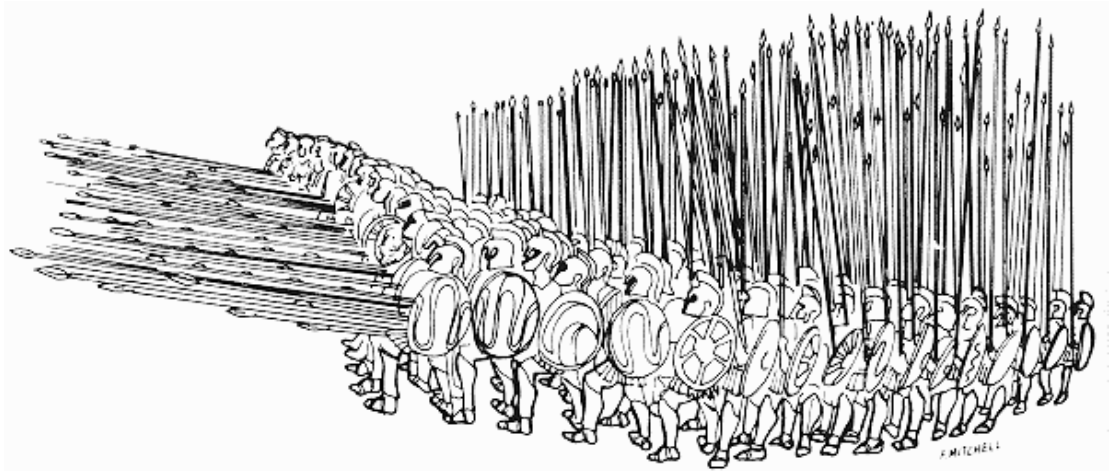
HOPLITE LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d8)
0	1	1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5
32,501	6	6
65,001	7	7
120,001	8	8
240,001	9	9
360,001	10	+2 hp only*
480,001	11	+4 hp only*
600,001	12	+6 hp only*
720,001	13	+8 hp only*
840,001	14	+10 hp only*
960,001	15	+12 hp only*
1,080,001	16	+14 hp only*
1,200,001	17	+16 hp only*
1,320,001	18	+18 hp only*
1,440,001	19	+20 hp only*
1,560,001	20	+22 hp only*

* Hit point modifiers from constitution are ignored

GLADIATOR (CLASS)

Requirements: STR 9, CON 9, DEX 9
Prime Requisite: STR, CON, DEX
Hit Dice: 1d8
Maximum Level: None
Subclass: Fighter

The gladiator is a true fighter in its most basic sense. He lives to battle, using his time between adventures only to practice his combat skills. While the majority of gladiators have short life spans, the successful (and therefore long-lived) ones often find themselves given tribute and respect by their admirers wherever they go. Although most gladiators are male, a female gladiatrix can also be found.

Gladiators may use certain weapons and types of armor, according to their specialization. They may use magic weapons and magic armor they find, as long as they belong to the type they are allowed to use. Armor coverage will depend on the gladiator being of type A, B, or C.

Type A: Amor coverage on head and limbs only. The chest and the groin area will count as Unarmored for the effect of localized attacks.

Type B: Armor coverage on head and torso only. Limbs and the groin area will count as Unarmored for the effect of localized attacks.

Type C: Armor coverage on head only. Limbs, torso, and the groin area will count as Unarmored for the effect of localized attacks.

- **(B) Retiarius:** It is one of the most well-known gladiators across the world. They specialize on lightning fast attacks, and they depend heavily on their reflexes to survive. A retiarius will fight with a net and a trident. The may wear up to studded leather armor. They may not use shields or helmets. They may do double damage with their trident.

- **(A) Secutor:** They were usually faced with retiarii in the arena. They receive an extra +2 save versus petrify or paralyze rolls. They fight with a short sword and a shield. They may wear up to banded mail armor.

- **(A) Murmillo:** Often called a fish man. Their helmets usually come with a fish motif. They fight with a short sword and a long shield. They receive a bonus of -2 to AC with their shield. They may wear up to studded leather armor.

- **(C) Hoplomachus:** A hoplomachus is one of the most valiant types of gladiators that exist. They wear a helmet, and a small round shield called a hoplon. They fight with a lance in one hand, and a dagger in their hoplon hand. They fight unarmored, but receive the bonus of -1 AC from their shield (so, their AC is 8). If they are wounded in battle, they automatically add a bonus of +6 to hit and double the damage of all of their attacks.

- **(A) Thraex:** One of the public's favorites. The Thraex wears a helmet, and may use up to banded mail armor on their arms and legs. They will fight with a short curved sword in one hand, and a small shield on the other. This curved sword works as a standard short sword, but it causes up to 1d10 damage.

- **(B) Provocator:** Provocators use the highest protection among gladiators. They wear a helmet, and can use up to plate mail armor to cover their entire torso. They fight with a long shield in one hand, and a long sword on the other. Their shield grants them a -2 bonus to AC.

- **(C) Dimachaerus:** One of the deadliest types of gladiators that exist. They only wear a helmet. They can dual wield daggers or short swords. If they dual wield daggers, they receive a +3 to hit, and each dagger will cause 1d4+2 DMG. If they dual wield short swords, they will not gain any bonuses to hit, but each short sword is guaranteed to cause 1d6+3 DMG.

- **(B) Laquearius:** They are similar to retiarii, except that they will use a lasso instead of a net, and can choose between trident or spear. A laquearius may wear up to studded leather armor. They may not use shields or helmets. They do normal damage with their weapon, but they may move twice in their turn.

- **(C) Sagittarius:** The sagittarii were the only gladiators to use ranged weapons for attacking. They may only wear a helmet, but they may use any type of bow (short, long or Scythian) and add their DEX modifier as bonus to the DMG done by their arrows. In addition, whenever they buy arrows, they buy double the amount for the same price. They may also use a dagger when in melee, but they will fare better if they stick to their bow. They may not use shields.

Reaching 9th level: When a gladiator reaches 9th level, they will be able to open their own ludus in a city or town of their choice, to train other gladiators. They will automatically attract 2d6 1st level gladiators.

Roll 1d10 to find their specialization

1- Retiarius
2- Secutor
3- Murmillo
4- Hoplomachus
5- Thraex
6- Provocator
7- Dimachaerus
8- Laquearius
9- Sagittarius
10- Pick one

These gladiators may be sent to fight in the name of the ludus. Victories will award money, but defeats will see the sent gladiators killed. A maximum of 4 gladiators can be sent to fight at once. If a ludus loses all of its gladiators, it is automatically closed, and the owner will have to wait one year to re-open it. Every year, new 2d6 gladiators will come to the ludus.

GLADIATOR FIGHTS		
Number of gladiators	**% Success**	**Reward**
1	30%	1,000 gp
2	40%	2,200 gp
3	50%	2,800 gp
4	60%	3,000 gp

Memento Mori: Whenever a gladiator's hp is reduced to 0 (or a maximum of -3), they get 1d4 turns to roll a 1 on 1d6. If they succeed, they come back with half their hp points restored. However, doing so will permanently penalize them with -2 points to their CON. This can only happen once per combat. If a gladiator's CON falls below 5, they need to save vs. Death. If they fail, they die, with no option of being resurrected or brought back to life ever again.

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

* Hit point modifiers from constitution are ignored

MYTHICAL ITEMS

Following is a list of new weapons and equipment to be used in any and all Labyrinth Lord adventures. They are sure to be an interesting addition to your character's inventory. Magic versions of these items may exist. Just consult with your Labyrinth Lord for more information.

Weapon	Cost	Variable Damage	Weight
Bolo*	5 gp	1d6	3 lb.
Bow, Scythian*	60 gp		5 lb.
Quiver and arrows (20)	5 gp	1d10	3 lb.
Chakram*	100 gp	1d8°	2 lb.
Chobos	4 gp	2d6	4 lb.
Dagger, breast**	10 gp	1d4	1 lb.
Lasso	5 gp	-	2 lb.
Net*	1 gp	-	4 lb.
Sword, serrated	20 gp	1d8	5 lb.
Whip	10 gp	1d4	2 lb.

*These work as ranged weapons. **It can be both melee or ranged. °A chakram may hit more than once if it bounces off its first target. See weapon description below.

Missile Weapon Ranges			
	Attack Adjustment For Range		
	+1	**0**	**-1**
Weapon	**Short Range**	**Medium Range**	**Long Range**
Bolo	Up to 15'	...to 30'	...to 45'
Bow, Scythian	Up to 70'	...to 140'	...to 210'
Chakram	Up to 20'	...to 40'	...to 60'
Dagger, breast	Up to 15'	...to 30'	...to 45'
Net	Up to 10'	...to 20'	...to 30'

Bolo: The bolo consists of intertwined leather thongs that end in stones or other small, heavy objects. The wielder swings the bolo over their head, and then swings it at their target. It cannot be used by Magic-Users.

Bow, Scythian: The Scythian composite bow requires great strength to draw and fire, but it can inflict more damage per shot than other ranged weapons. This bow differs from the standard or stave version in that it is doubly convex: the segments above and below the handgrip are curved, lending additional resistance, and therefore additional firepower, to the weapon. It cannot be used by Magic-Users or Thieves.

° Chakram: Chakrams originated in a long forgotten culture, and are considered a rare and expensive weapon. They are round in shape, resembling a big flat ring. However, they are very sharp, and therefore extremely dangerous. Chakrams can be thrown at an opponent or inanimate target, causing deep cuts regardless of material. If a thrown chakram is sent towards exposed flesh or bone, it will cut through effortlessly causing disfigurement. A good chakram thrower may cause the weapon to ricochet off objects several times, thus increasing its damage. To check how many times the chakram will bounce off after hitting its first target, roll 1d4. Then, roll 1-2 on 1d6 as many times as previously defined to see how many successes it gets. The thrower may use the last bounce to make the chakram return to their hand. However, when attempting to catch a returning chakram, the thrower must do a hit and damage check versus their own

stats (AC and hp, no bonuses apply), to see if they catch the weapon effortlessly, or if the chakram hurts them instead. It cannot be used by Magic-Users.

Chobos: Known in some parts of the world as escrima sticks, these weapons, seeming unimpressive, can cause massive amounts of damage in a short amount of time in the hands of a skilled chobos master. They are generally made of heavy curated wood, which is why each chobo weighs as much as a short sword. These are blunt weapons, and are held one in each hand, each chobo dealing up to 1d6 damage. They cannot be used by Magic-Users.

Dagger, breast: Similarly to other daggers, a breast dagger is perfect for executing stealth attacks, or cutting things. However, its T shaped handle allows it to be discreetly concealed by a female inside of her blouse or armor (hence the name). It also offers better control if used as a ranged weapon, adding extra distance when thrown. It can be used by Magic-Users, due to its ease of use.

Lasso: A lasso is a 20' silken rope with several complex knots tied throughout its length. While lassos do not cause damage in and of themselves, they allow capturing the target and keeping it in check. However, a tightly tied lasso around limbs or neck may cut the flow of blood or air, thus damaging its target. It cannot be used by Magic-Users.

Net: The net has a function similar to that of the lasso: an assault weapon intended not to inflict damage, but to render the target incapacitated. Individuals caught within a net must roll 1-2 on 1d6 to extract themselves from their confinement. If the individual is hurt, or has reduced mobility, they may only extract themselves from the net in a 1 on 1d6. It cannot be used by Magic-Users.

Sword, serrated: This sword is similar to a standard long sword. However, its serrated blade causes additional damage when attacking. It cannot be used by Magic-Users or Thieves.

Whip: While the whip inflicts only minor damage, it can also act like a lasso, wrapping around an object or body part. Unlike lassos and ropes, whips allow for better control and handling. To extricate an individual from a taut whip, the whip must be cut or freed from the wielder's grasp. This is done on a roll of 1 on 1d6 only. It can be used by Magic-Users, due to its ease of use.

NEW EQUIPMENT (GEAR & ITEMS)

Gear	Cost	Weight
Bell	10 cp	-
Clock, sun	30 gp	2 lb.
Clock, water	45 gp	4 lb.
Flute	5 gp	½ lb.
Flute, pan	5 gp	½ lb.
Harp, small	10 gp	2 lb.
Horn, battle	10 gp	2 lb.
Lyre	15 gp	2 lb.
Marbles (20)	50 sp	4 lb.
Wire (50 ft.)	20 sp	½ lb.

Bell: A small bell made out of cheap copper. It can be tied to a rope or wire to create a trap, or an alarm. Its annoying noise is sure to catch the attention of those around.

Clock, sun: A fantastic invention that is sure to make the life of any adventurers easier. All it needs is sunlight to function. By standing still and allowing sunlight to fall on the clock, the user will be able to tell the current time of the day. It will not work with other sources of light such as torches or magic. For obvious reasons, it will not work in the dark either, nor under dim conditions.

Clock, water: Perfect for taking control of time. It can hold up to 1 pint of liquid, and measure up to 4 hours (24 turns). It is ideal for keeping track of small amounts of time. However, it is recommended not to be used in stealth situations because the trickle of liquid pouring from its recipient is sure to call the attention of those around.

Flute: A simple wind instrument that can be played by almost everyone. Perfect for entertaining others while on the road, or by generating sound distractions.

Flute, pan: The default instrument of most satyrs and shepherds. It allows playing music tunes wherever its user goes.

Harp, small: Like all cord instruments, a harp requires a little bit more expertise and practice to be played than flutes. However, it will delight those who listens to its melodies thanks to its soft and harmonious tunes.

Horn, battle: A carefully crafted horn, of animal or monster origin. If blown, it will emit a powerful sound that is ideal for raising a warrior's morale before combat, or to instill fear in the heart of enemies. It can also be used to raise an alarm if needed.

Lyre: A beautifully crafted instrument, much more complex to play than a flute or harp. However, its delightful melodies and clever design make it the number one choice of bards and traveling musicians all around.

Marbles: Small round pellets made out of colored glass. They can be used to play games, or to trick unintelligent creatures into thinking they are some sort of treasure. Be careful though, if dropped, they can transform any surface into a slippery hazard.

Wire: Thin copper wire, very flexible. Ideal for all types of crafts.

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