



Lair of Sword and Sorcery

Labyrinth Lord
Conversion Rules

Issue
#7



EDITORS NOTES

Finally it's here!

All the conversion rules for using Lair of Sword & Sorcery materials in your favourite game system.

Now the world of Kartharka can be explored in your own games using familiar game rules.

These rules will also help with using other game materials in your games of Lair of Sword & Sorcery.

The charts are all here, along with an all new set of Lair templates for converted for use in other game systems.

So if you've ever wanted to enter the world of Kartharka now is the time!

Read on for all the info you've been demanding for so long!

~Ripley Stonebrook

BEHOLD!

The Full blooded Adventure game of Lair of Sword & Sorcery is now available as a set of optional rules for the game of Labyrinth Lord. Now you can experience the thrilling world of Kartharka in your favourite game system.

All of the authentic Sword & Sorcery action is here:

- A more brutal combat system
- Treasure that's really treasure
 - Guidelines for a magic-light sword and sorcery world.
- Rules for using the labyrinth lord
 - classes in the world of Kartharka

And so much more!

The most exciting feature of the Lair of Sword and sorcery game, the Lair templates, are now fully converted and ready for use by all Labyrinth Lords.

LAIR OF SWORD & SORCERY AS A CONCEPT INSTEAD OF A SET OF RULES

Lair of Sword and Sorcery is based on classic Sword and Sorcery adventure stories. Where heroes are much more powerful than regular folks. Combat is deadly, even for professional soldiers. And magic is rare, powerful, and dangerous.

Sword and Sorcery adventures usually involve a small band of heroes (or antiheroes) stumbling upon some person or place steeped in occult mystery. They must destroy this threat immediately or be trapped by it forever.

Examples include:

Stumbling across an ancient city or tower, commanded by an evil Sorcerer, priest, or even a mighty god.

Trying to rob a rich merchant or temple only to find they are now the ones being hunted.

Getting caught up in war or battle which takes them to fight some wholly unexpected evil.

But more than that LoSS is about adventure, excitement, and the unknown.

LoSS is about your heroes getting lost in a blizzard and finding themselves in a strange land with a green coloured sky. A sky filled with an army of flying lizards commanded by a dread sorcerer living in a castle of frozen fire.

The land of Kartharka is bizarre, mysterious, unexplainable, and beholden to no laws of physics or even common sense at times.

Sorcery is bizarre unexplainable and chaotic.

The only thing that can be trusted in the world of Kartharka is a strong sword, for even the most powerful sorcerer, or terrible nine armed fish god, can bleed.

THE WORLD OF KARTHARKA:

The game of Lair of Sword & Sorcery, as well as these additional rules, takes place in the Vast lands of Kartharka.

A world of frozen wastes, sprawling jungles, and barren deserts.

The world of Kartharka was blasted centuries ago with powerful magics which, twisted the landscape, locking the northern lands in ice and snow forever and scorching the deserts of the south with blasting heat.

Foul magics and terrible sorceries creep into the land from beneath, hiding in lost caverns, twisted forests and other dark and mysterious places.

These places, once found, either disappear or invade our world making it much worse.

These places are otherworldly, with different rules, like a summer valley full of dinosaurs in the middle of the northern snow covered mountains

The world is resistant to magic and sorcery however.

The heroes may interact with these places but once they bring it to the attention of the world it will soon be swallowed by earthquakes, disappear entirely, be covered in avalanche, or be washed away in flood.

You can learn all about the world of Kartharka in LoSS magazine, or, if you choose, can create your own world of Sword and Sorcery.

LAIR OF SWORD & SORCERY CORE VALUES

The Lair of Sword & Sorcery Adventure game, as well as most of the sword and sorcery genre is based on certain concepts that may be different from the more standard type of fantasy game you are used to.

These concepts are detailed below so that you can understand the purpose behind the rules additions and changes detailed later in this book.

Magic is rare and dangerous:

Regular people will never see or use magic. Unless they are it's victim. It often ends with the users destruction.

Combat is deadly:

Most fights will end in a death, usually in one or 2 hits.

Heroes are truly heroic:

Heroes have a little something extra that helps them survive. As if they had superhuman powers or are protected by the gods.

Gold is valuable, equipment and supplies cost a lot:

Gold is extremely valuable. A couple of coins is more than most people will have in their whole lives. A chest full of gold is reward enough for the hero to retire and live to an old age. Of course they never would, the lure of adventure is too great.

Everything other than food and shelter cost a fortune. Equipment, travel, hiring protection, buying weapons, education and research.

Lawlessness:

The land is primarily lawless, but actions still have consequences much worse than fines and prison

There is only one true law of the Winterlands: "Protect your own!"

If a merchant is attacked on the road, they should be strong enough to protect themselves and their merchandise.

If a bandit makes off with their goods, they are free to sell it in the nearest town, and any there will gladly buy it.

However, if the merchant should live, they are well within their rights to hire a gang of thugs to hunt down the thieves and cut them down in the streets.

Of course, if any of the thieves survive, they are again left able to take their revenge on the thugs or the merchant that hired them.

IRON AND PLATINUM IN KARTHARKA

The world of Kartharka is more primitive than that of most fantasy games. In most of the world the primary metal used for tools and weapons is bronze. Iron is incredibly rare in the world of Kartharka and is more valuable than gold.

This does not mean that people do not know how to work iron into steel, just that it is so rare that the knowledge on how to work it is also rare and well protected.

Platinum is even rarer than Iron. It is incredibly valuable. The emperor's lust for platinum is so great that they have made it illegal to own. Any platinum found must be immediately traded to the empires agents for its value in gold.

THE RULES

This Section contains all the additional rules and guidelines to run a sword and sorcery game in the world of Kartharka using the Labyrinth Lord rules.

Pick and choose which you want to use in your game. It's your game after all.

COMBAT

This collection of rules are all grouped as "combat" rules. A sword & Sorcery game has quick combat that is more lethal than usual fantasy games. Players will need to keep this in mind, especially as their characters gain higher levels. They are most certainly not invincibly and are often easily taken down if they rush in without a battle plan.

WEAPONS

In the game all weapons as shown on the lists should be considered to be made of bronze. There is no need to apply a modifier for this as everyone else is considered to be using a bronze weapon as well.

Steel weapons are much better than their bronze counterparts and so are considered to be at least a +1 weapon.

Well-made steel swords are even rarer but can go all the way up to +4.

This means that any "+1 weapons" generated in a treasure table or in an adventure are not magical. They are merely well made weapons. However any creature that can only be harmed by "magical" weapons in it's description should be able to be damaged by a +1 or greater steel weapon.

The labyrinth lord may decide that the enemy can still only be harmed by a magical weapon but keep in mind that these are unbelievably rare in a sword & sorcery setting.

The modifiers for the weapons can be seen in the list below.

+1: Steel

+2: Well worked steel

+3: Superior steel

+4: Well worked superior steel

These would be a bonus both to hit and damage.

Magical weapons don't add bonuses to hit or damage they instead add a special ability to a weapon.

In Lair of Sword & Sorcery combat is quick and dangerous. To give the characters a chance at surviving they will need some extra Hit Points to bring them in line with the optional combat rules.

HIT POINTS

Character Creation

When creating a character don't roll for HP, just take the maximum possible roll along with any modifiers for constitution etc.

This total amount is considered to be your "physical" hp. The amount that actually represents being injured in combat.

Also take the same amount again, but track this separately. This is considered your "hero hp". It represents luck, skill, and endurance to sustaining extending periods of fighting.

Whenever gaining hp for levelling up, roll for the hp increase as normal and add the amount, including con bonuses, to your hero hp.

The most important Combat rule:

Always lose 1 hp in a round of combat.

To represent combatants tiring, and being overwhelmed by multiple enemies, they always lose 1 hp when in combat.

This means that:

If you attack an enemy, and you win the combat, you still take 1hp of damage yourself.

If you attack an enemy, and you lose the combat, you still take 1hp of damage yourself.

It also means that:

If you attack an enemy, and win the combat, you roll for damage as per normal Labyrinth Lord rules. If for any reason the damage does not total at least 1 point of damage, then you cause 1 point of damage.

If you attack an enemy and lose the combat, you will still cause one hp of damage. Even if they have some power which absorbs damage you will always cause at least one point of damage.

THE MOST IMPORTANT COMBAT RULE:

Exception: Bows, missile weapons, and spells

Bows, missile weapons, and spells do not cause the minimum 1hp of damage. Also someone attacking with a missile weapon or spell does not take the minimum 1hp of damage.

HEALING

RESTING

Hero Hp can be recovered by Resting.

When they have finished resting then they receive half of their lost hero hp.

Anytime a group has completed a combat they may choose to "rest". When the group rests they are considered to rest, relax, bind their wounds and generally get themselves back together.

They may not rest again until after they have completed another combat.

The group may also rest at the end of the day when they sleep for the night. They then receive half of their lost hero hp.

Resting cannot heal body hp.

Resting takes 2 turns.

HEALING BODY HP

Body hp cannot be healed by resting. Body hp may only be recovered from Healing magic, either from a cleric or healing potion. If magical healing is not available then body hp will have to be healed at the normal 1hp per day for any day not spent adventuring.

XP

XP for treasure:

Characters earn no xp for treasure

Traps or other impediments:

Characters earn no xp for disarming or getting around traps or other obstacles.

Xp is earned in exactly the same way as laid out in the Labyrinth Lord Rule books with a few exceptions.

XP for encounters with enemies

Instead of earning xp for "defeating" an enemy, whether through combat, trickery, or diplomacy, the group earns xp by "surviving an encounter with a group of enemies of equal or greater power".

A group of enemies of an equal number of hit dice as the group

of characters is considered to be "equal" to the party.

Surviving an encounter means that the heroes must have an altercation or combat with the enemies and have survived the encounter, whether they win the combat or are forced to flee.

If the characters survive they earn the xp the enemies are worth.

If they come back and survive the encounter again they also earn the same amount xp again.

MONEY AND TREASURE

In a Sword & Sorcery world gold and treasure is extremely rare. Food and shelter are extremely cheap but hard goods are extremely expensive. Things like rope, clothing, weapons and metal goods are all more expensive than most regular people could afford. Regular folk are far more likely to make the things they need rather than buy them, or to trade their own goods for these things.

- All treasure found should be divided by 20
- When rolling for treasure on the Labyrinth Lord treasure tables divide the total amounts by 20.
- This includes coins, the value of gems, and the value of treasure items and jewellery.
- All cost for equipment should be divided by 20 as well.
- When the characters are purchasing from the equipment lists divide the costs by 20.
- The minimum cost for any item is 1 gp.
- Food, lodging and travel, will all have their costs divided by 50 with a minimum of 1 cp.

Alternatively you can use the price lists included in the Lair of Sword & Sorcery Core rules

1 iron coin is worth
10 gold coins.
1 platinum coin is worth
10 Iron Coins

All equipment purchased is assumed to be Bronze.

Steel weapons are as rare and valuable as magic items usually are in a regular fantasy game.

If a magical weapon is generated in on a treasure table you should instead replace it with a steel weapon of the equivalent bonus, like a +1, +2 etc.

Platinum used to make magical items (see below) but also has an intrinsic value like money.

Iron is used to make iron items but also has an intrinsic value.

Gold is extremely valuable as well and is consider the money of the rich like royalty or merchants.

Iron and Platinum are both found in coin form, with platinum jewellery also being found.

Magic treasure is extremely rare in Kartharka but if the heroes are in places where these things could be found then they should get them.

This means that if you generate a magical item on a treasure table then you can go ahead and give those items to the heroes.

However keep in mind the following things.

- There will be no place to buy or sell magic items as there are no "magical" markets.
- The same goes for magic potions or healing potions.
- As you will see below "magic" is illegal and distrusted in the Winterlands so players will need to be careful about how they use it or talk about it.

BRONZE EQUIPMENT

PLATINUM, IRON GOLD

MAGIC TREASURE

CLASSES

Following are some guidelines for using the standard Labyrinth Lord classes in a Sword & Sorcery setting and specifically in the world of Kartharka.

MAGIC USERS Magic users have always been a part of Lair of Sword and Sorcery but they have not been revealed in the background yet.

“Magic” in the form of magic users, spells etc in the Labyrinth lord sense does exist in the game of Lair of Sword & Sorcery.

They are the hidden secret power of the empire. After the wizard wars their source of magic was destroyed. But the empire discovered how to tap into the hidden sources of magic again, using amulets and items made of platinum. It is for this reason that the empire seeks and hoards platinum and makes it illegal throughout the land.

Even in the lands of the empire the magic users are a well kept secret.

Their power protects the black caravans with high level magic users guarding each one.

Magic users are a subset of the sages

In the Winterlands a secret core of the sages keeps the knowledge of magic alive. They continue to copy and memorize the spells of the magic users.

They know that platinum is the secret of using magic but have not found the secret of creating these platinum amulets yet. They do occasionally come across one that is lost by an imperial magic user in the Winterlands, or has been smuggled in from the Empire..

Spell/level slots instead of usual system

In Kartharka wizards learn spells in the usual way and must still carry their spell books but they do not memorize spells every day in the same way as in labyrinth lord.

They know all of their spells and may use any of them whenever they wish. Instead of having to decide which spells they learn at the beginning of each day they simply refresh themselves on the spells they have in their books.

MAGIC USER SPELL LEVEL/SLOTS

The magic user has a number of spell levels they may cast per day equal to the number of available spells they may cast as per Labyrinth Lord.

For example:

If a 5th level Magic user has

2 level 1 spells

2 level 2 spells

1 level 3 spells

Take the spell level times the number of spells to determine a total, in this example:

2 level 1 spells= 2 levels

2 level 2 spells= 4 levels

1 level 3 spells= 3 levels

With a total of 9 levels of spells

This means that:

They can cast 9 level 1 spells in a day, or 3 level 3 spells in a day, or anything in between.

Note that magic-users still may not use spells of a level higher than they can usually cast, in this example that would be level 3.

Platinum amulet, new one for each level

At each level the magic user is able to use a larger and more powerful amulet but must find or make one first. Until this happens they will still have the same limit. The amulet is the thing which controls their spell limits.

A magic user cannot an amulet that is too powerful.

CLERICS

Clerics in Kartharka work in the same way as in Labyrinth Lord.

However actual cleric class characters are very rare. There are many priests and acolytes but they do not receive spells from their gods.

Only the actual Cleric class characters and npcs receive spells from their patrons.

In Kartharka the gods are not far away on some distant plane. They are instead present in the physical world though usually far away or in inaccessible areas.

CLERIC SPELLS

Clerics have spell slots like magic users. They do not need to carry spell books and do not need to choose their spells in the morning or pray for them. Cleric spells are more akin to an innate talent.

For example:

If a 5th Cleric has

3 level 1 spells

2 level 2 spells

1 level 3 spells

Take the spell level times the number of spells to determine a total, in this example:

3 level 1 spells= 3 levels

2 level 2 spells= 4 levels

1 level 3 spells= 3 levels

With a total of 10 levels of spells

This means that:

They can cast 9 level 1 spells in a day, or 3 level 3 spells in a day, or anything in between.

Note that clerics still may not use spells of a level higher than they can usually cast, in this example that would be level 3.

CLERICS AND HEALING MAGIC

The healing ability of these clerics is not a spell, it is an ability and uses up half of their available "spell slots".

The other half can be used for any cleric spells at any time, there is no need to pray for them.

Always divide the available spell slots in two for tracking on the character sheet. One half may only be used for healing spells, the others may be used for healing spells or any other spells.

Devoutness and tenets:*The moral code of the Winterlands favours combat, war, defending your own rights and holding what you can. The tenets and morals of a Winterlands god is not based on "doing good" or "charitable works" it is about defending the Winterlands, their people and it's resources against outer powers. The clerics are meant to defend the people against the invasion of the empire and protect the people from being harmed by outside forces.*

The thief character class is exactly the same as it appears in Labyrinth lord with no changes.

THIEVES

Elves and Dwarves are extremely rare in the world of Kartharka. They live still but no one believes they are real.

ELVES AND DWARVES

The players may play them if they like but they would likely be attacked or imprisoned if they were ever found out, they would need to avoid towns and villages and stay covered or hidden on the road.

The Elf class uses spells slots in the same way as the magic user. Everything else remains the same.

The Dwarf character class works in exactly the same way as in Labyrinth Lord.

These rules should be considered extremely experimental. You may use them if you like but may end up being entirely unwieldy.

SORCERER: NEW MULTICLASS

Any character may multiclass as a Sorcerer at any time.

They may buy a level of sorcery at any time instead of levelling up their usual class. Instead of levelling up take away xp till the character has the minimum required for their current level.

Each level of Sorcery gives the character another number of sorcery skills they can assign.

The character gets 2 points of sorcery skills to add to their character.

The rules of Sorcery work exactly the same as in Lair of Sword & Sorcery with the Wisdom stat being used in place of the Otherworld stat.

THE DEMONBOARD AND ADVENTURING

GENERAL ADVENTURING

Instead of having the entire adventures take place on a demonboard, with one adventure ending and leading to the next demonboard, the demonboard is used in a more free form way.

It is used to illustrate where the heroes are, what the rooms look like, and where the enemies are.

As heroes move from one room to the next take apart the first set of rooms and set up the next.

When moving through a dungeon the Demonboard is not even needed unless combat occurs, and may be ignored until combat occurs.

***On the Demonboard movement is as per
labyrinth lord.***

Each square equals 5 feet.

In a characters turn they get:

- One attack
- One action other than attacking
- Movement which may be used at any time during the turn including partial moves.

FLEEING

Fleeing is still allowed as per Lair of Sword & Sorcery.

Once they have fled they are safe and the adventure is over. They may or may not be allowed to return. This is more flexible than standard loss. In lab lord the large dungeon area may be able to be returned to but encounters should only be allowed one try before the enemies run off, move, stage an attack, defend their area, anything to keep the players from just coming back another day.

BALANCING SYSTEM

The LoSS balancing system will need to be adjusted when being used in Labyrinth Lord.

The new balancing system is based on Hit Dice.

Simply add up the total amount of Hit Dice the party has, this is the party total.

The enemy total is the total Hit Dice of the enemy.

FAME AND FAVOUR

The fame and favour rules can be used directly from the LoSS rule book.

Or it may be dispensed with entirely.

FOLLOWERS AND HENCHMEN

The follower system can be used directly from the Lair of Sword & Sorcery Rule book.

CONVERSION CHARTS LOSS TO LABYRINTH

When converting LoSS adventures to Labyrinth Lord use the following guidelines.

ATTK

For monster enemies their ATTK score is equivalent to HD for attacking. So a monster with an ATTK of +2 fights as if it were a 2 HD monster. For heroes or characters ATTK is equivalent to fighter levels for attacking. ***So a character with a +2 ATTK fights as a level 2 fighter.***

ENDURANCE TO HP

Use the following table for Endurance to HP conversion

END	HP
-2	1
-1	2
0	5
1	10
2	15
3	20
4	25
5	35
6	40
7	45
8	50
9	55
10	70

DEFENSE TO AC

Use the following table for Defense to AC conversion.

DEF	AC
-1	9
0	8
1	7
2	6
3	5
4	4
5	3
6	2
7	1
8	0
9	-1
10	-2

THE LAIR AND STORY TEMPLATES

Included in this book are updated Lair and Story templates for use in Labyrinth Lord.

The guidelines for using the sheets can be found in the LoSS rule book.

The most important changes to the sheets are that the combat stats are now Labyrinth Lord stats, and the addition of the Large map.

The large map is where you plan out your large dungeon. It shows the full map of the dungeon with all of the encounter areas and lairs and how they are interconnected.

The standard Lair sheets are used to detail specific Lair areas in more detail.

STORY FLOWCHART

SETTING:

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

STORY BACKGROUND

STORY _____

HOOK _____

WANDER IN

READ ALOUD TEXT FOR THE HEROES

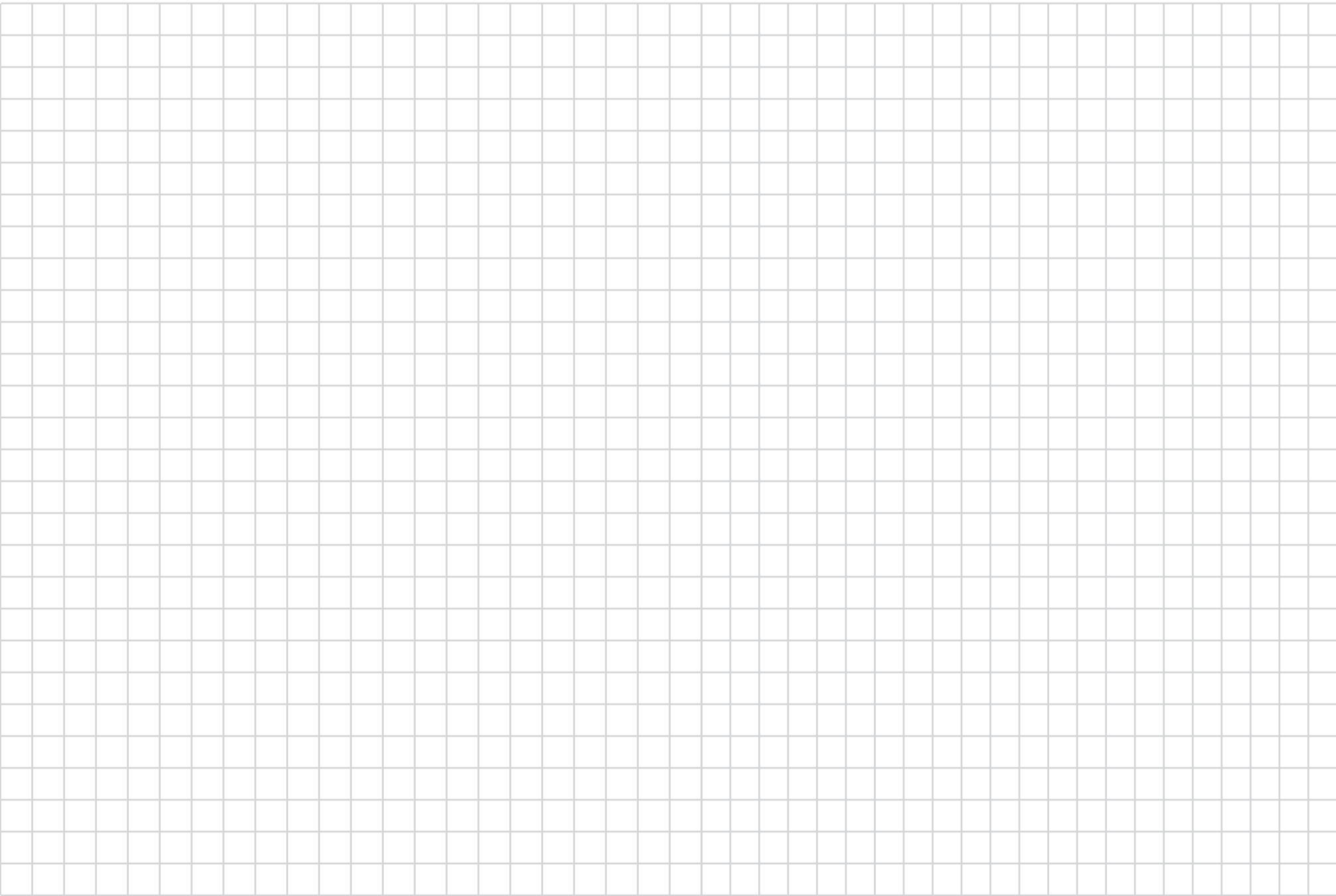
LOCATION _____ HIGHEST ENCOUNTER TOTAL HD _____

STORY BACKGROUND FOR LABYRINTH LORD

DUNGEON LAYOUT

1 SQUARE=10FT

NOTES



LAIR:
SETTING:

SCENARIO:
ACTIVE:

STORY:
BACKGROUND:

LAIR OUTLINE

OBJECTIVE:

PUNISHMENT

REWARD

SPECIAL FEATURES

FOLLOWERS AVAILABLE

SETUP

KEY:

1 SQUARE=5FT

This image shows a full page of blank handwriting practice paper. It features 20 evenly spaced horizontal blue lines across the entire page, providing a guide for letter height and placement. The lines are consistent in color and thickness throughout.

HD / AC / HP
HD / AC / HP
HD / AC / HP
HD / AC / HP
HD / AC / HP

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page, leaving small margins at the top and bottom. There are no vertical margin lines, text, or other markings on the page.

NAME
EQUIP
XP _____ MOVE _____
NAME
EQUIP
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NAME
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