

## Warlord class for Labyrinth Lord

Hit Die: d6 (*Using the AD&D Hit Die type raises this to d8.*)

Max Level: unlimited.

Weapons: Any.

Armor: Any, including shields.

Saves: Cleric

Attacks: Fighter.

Prime Requisite: Wisdom. Wis 13, +5% XP;

Wis 16, +10% XP.

Ability Requirements: none

### Class Abilities:

Instead of making an attack, the Warlord may grant one ally within 30 feet an extra melee attack. This extra attack is made on the warlord's turn, but uses the ally's attack bonus and damage. The extra attack can only be with a weapon that is already in hand. This ability is usable at will.

Instead of making an attack, the Warlord can grant a +2 bonus to all allies within 30' AC and saving throws for one round.

Instead of making an attack, the Warlord can grant a -2 penalty to all enemies within 30' to AC and saving throws for one round.

A Warlock's spells are drawn from the Cleric list, however he only gets ½ as many spells per day (round up) as a Cleric of the same level, and his list is dramatically shorter than the Cleric's.

<i>Lvl</i>	<i>XP Required</i>	<i>HD</i>
1	0	1d6
2	2,000	2d6
3	4,000	3d6
4	8,000	4d6
5	16,000	5d6
6	30,000	6d6
7	60,000	7d6
8	120,000	8d6
9	240,000	9d6
10	340,000	9d6 +2
11	440,000	9d6 +4
12	540,000	9d6 +6
13	640,000	<i>etc.</i>
14	740,000	
15	840,000	
16	940,000	
17	1,040,000	
18	1,140,000	
19	1,240,000	
20	1,340,000	

### **The Warlord's Spell List:**

#### **First-Level:**

Cure Light Wounds  
Protection from Evil  
Remove Fear

#### **Second-Level:**

Bless  
Find Traps

#### **Third-Level:**

Locate Object  
Remove Curse  
Striking

#### **Fourth-Level:**

Cure Serious Wounds  
Neutralize Poison  
Prot. Evil 10'

#### **Fifth-Level:**

Commune  
Dispel Evil  
Quest  
Truesight

#### **Sixth-Level:**

Cureall  
Find the Path  
Speak with Monsters

#### **Seventh-Level:**

Holy Word  
Restore