

SKILLS, FEATS & EQUIPMENT



Skills, Feats & Equipment



Introduction

This supplement introduces more character creation and advancement options to *Labyrinth Lord*. Its purpose is to provide players with new ways to customize their characters. These rules are compatible with the *Labyrinth Lord* core rules or the *Labyrinth Lord Advanced Edition Companion*.

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This is version 4 of *Skills, Feats, and Equipment*. It was released in June 2018.

Backgrounds

Backgrounds represent various skills a character has developed in his lifetime. Each background indicates an occupation or lifestyle the character once had. Sample backgrounds are listed below but the list is far from inclusive. With the Labyrinth Lord's approval, players are encouraged to devise backgrounds appropriate to their character and the setting.

At 1st level, characters have 2 *background points*. They gain 1 additional background point for every even level earned (2, 4, 6, 8, 10, 12). The character may have as many backgrounds as desired, but no background may have less than 1 point or more than 4.

For instance, a 1st level character might have the following backgrounds: hunter 1, miner 1. The same character at 6th level might have these backgrounds: hunter 2, miner 2, cook 1.

Using Backgrounds

Backgrounds apply modifiers to ability checks. A character with a 2 point "hunter" background would receive +2 to his WIS during a WIS ability check to track an animal. If the character had 12 WIS, he would need to roll 14 or under to succeed on the unmodified WIS ability check.

In another example, a character with a 1 point "miner" background would receive +1 to his STR ability check to tunnel through rock with a shovel. If the character has 14 STR, he would need to roll 15 or under to succeed on the unmodified STR ability check.

When a character is required to roll an ability check, the player may suggest which (if any) of the character's backgrounds might apply. Only one background may be used per ability check. Whether a background is relevant to the current ability check is at the discretion of the Labyrinth Lord.

Ability checks should not take the place of a class or racial ability. For instance, dwarves and elves have the ability to spot secret doors. The Labyrinth Lord should not allow another character to make a WIS check to accomplish the same thing, even if they have a relevant background (i.e. architect). This is especially true of thief skills. Even if a fighter has a "burglar" background, he cannot *move silently* like a thief.

Backgrounds do not enhance the abilities of a character's class or race. For instance, a "burglar" background does not improve a thief's skills. However, the burglar might receive a bonus on a WIS ability check to predict the location of a castle's treasure room.

Sample Backgrounds

These 100 sample backgrounds demonstrate the vast scope of backgrounds available. This list is not intended to be inclusive, nor is it necessary for players to determine their characters' backgrounds randomly.

Backgrounds	(roll 1d100)		
1 Acrobat	26 Con Artist	51 Jailer	76 Sage
2 Apothecary	27 Cook	52 Janitor	77 Sailor
3 Animal Trainer	28 Courier	53 Jester	78 Scout
4 Architect	29 Courtesan	54 Knight	79 Scribe
5 Astronomer	30 Cutthroat	55 Librarian	80 Sculptor
6 Ball Player	31 Dancer	56 Lumberjack	81 Shepherd
7 Bandit	32 Diver	57 Marathon Runner	82 Sheriff
8 Barbarian	33 Engineer	58 Mayor	83 Shipwright
9 Barber	34 Exorcist	59 Merchant	84 Slave
10 Beggar	35 Explorer	60 Miner	85 Slaver
11 Bureaucrat	36 Equestrian	61 Minstrel	86 Smuggler
12 Burglar	37 Farmer	62 Missionary	87 Soldier
13 Butcher	38 Fisherman	63 Monarch	88 Soothsayer
14 Butler	39 Fugitive	64 Moneylender	89 Spy
15 Black Marketeer	40 Friar	65 Noble	90 Stonemason
16 Blacksmith	41 Gambler	66 Ninja	91 Tailor
17 Bounty Hunter	42 Gang Boss	67 Painter	92 Teacher
18 Brewer	43 Gardener	68 Parent	93 Thespian
19 Caravan Driver	44 Gladiator	69 Peasant	94 Torturer
20 Carpenter	45 Grave Robber	70 Physician	95 Tour Guide
21 Cartographer	46 Guard	71 Philosopher	96 Undertaker
22 Chancellor	47 Historian	72 Pirate	97 Vizier
23 Charioteer	48 Hunter	73 Poisoner	98 Warlord
24 Chemist	49 Innkeeper	74 Prisoner	99 Weaver
25 Clerk	50 Inventor	75 Revolutionary	100 Writer

Feats

Feats are special abilities that offer characters assorted benefits. At each odd level (1, 3, 5, 7, 9, etc.), the character gains a feat of his choice. A feat may not be taken more than once unless the feat's description states otherwise. Any class or race may take any feat unless stated otherwise.

List of Feats (descriptions following)

Anti-Magic	Never Say Die
Berserker	Non-Lethal Combat
Blind Sight	Pet
Cleave	Phalanx
Control Undead	Psionic
Deathblow	Renown
Double Team	Retinue
Dying Action	Read Scroll
Elemental Affinity	Sage
Elemental Resistance	Secret Detection
Enhanced Ability	Secret Tongue
Enhanced Backstab	Sense Motive
Enhanced Healing	Shield Bearer
Enhanced Hit Points	Signature Spell
Enhanced Saving Throw	Silent Spell
Enhanced Thief Skill	Spell Book Boon
Enhanced Turning	Still Spell
Epic Success	Strider
Favored Foe	Super Cognition
Gift of Magic	Super Healing
Guild	Super Palate
Herbal Healer	Super Metabolism
Herbal Poisoner	Swimmer
Horde Breaker	Taunt
Income	Thief Training
Lucky	Two-Weapon Fighting
Magic Item	Unarmored Agility
Marksman	Unassuming
Martial Artist	Vagabond
Monster Lore	Vocal Mimicry
Mounted Combat	Weapon Proficiency
Mule	Weapon Specialization

Anti-Magic: The character is resistant to the spells of clerics, magic-users, and other spell casters. If the character is affected by a spell, he rolls 1d6. On a roll of 1-2, the spell instead has no effect. Both harmful and beneficial spells can be resisted. Spells from scrolls can also be resisted, but magic items cannot. For instance, a character with this feat would be affected normally by a *wand of magic missiles*. A character with this feat cannot cast spells.

Berserker: The character may become enraged once per day. While enraged, he gains 1 extra attack per round and +2 to hit and damage with melee attacks. He must continue fighting until all enemies are defeated or the rage subsides. The rage lasts for 1 round per level of the character. When the rage ends, the character instantly takes 1d3 damage for each round he was enraged. Becoming enraged does not take the character's action.

Blind Sight: The character compensates for blindness with his other acute senses. When blinded or in darkness, he may move, attack, or perform actions without penalty. He may also *hear noise* (like the thief skill) on a roll of 1-3 on 1d6. If a thief, assassin, or monk with this feat attempts to *hear noise*, he could use his thief skill or this feat (whichever is higher).

Cleave: This feat takes effect after the character attacks successfully with a two-handed melee weapon (i.e. a battleaxe or morningstar). When the player rolls the damage die, he rolls twice and uses the highest result.

Control Undead: This feat may only be taken by clerics and paladins. When turning undead, the character sometimes controls them. If a "T" or "D" result is indicated on the Turning Undead table, he may control 2d6 hit dice of undead (minimum 1 creature).

Controlled undead follow the character's verbal commands and will commit self-destructive acts if ordered. They remain controlled until the character is out of

sight, unconscious, or killed. Controlled undead count as retainers for the purpose of determining the maximum number of retainers allowed by the character's CHA.

Deathblow: This feat takes effect when the player rolls a natural 20 on an attack roll. If the character's level is equal or greater than the targeted opponent's hit dice, the attack kills the target instantly. *Deathblow* is not effective if the target would otherwise be immune to the attack. For instance, if the character uses a non-magical weapon to attack a wraith, even if the attack roll is a natural 20, the wraith would not be harmed.

Double Team: The character fights best while side-by-side with an ally. When he attacks an opponent that another character or creature has attacked this round or the previous round, he gains a +1 bonus to hit and damage. These attacks must be melee attacks (not missiles or spells). If two characters with this feat are both attacking the same opponent, they each gain a +2 bonus instead.

Dying Action: This feat can only be used when the character dies. Just before he is killed, the character can take one dying action. This action happens immediately, regardless of initiative. It is always successful (unless success is impossible) and no attack roll or ability check is required. The action cannot prevent the character's death.

Elemental Affinity: When taking this feat, the character chooses cold, fire, or lightning. When casting spells or using magic items of this element (i.e. a *fireball* spell or a *wand of cold*), the character adds 1 to each die of damage dealt by the attack. For instance, if a 6th level magic-user casts *lightning bolt*, the spell would cause 6d6+6 damage (instead of 6d6). An elemental summoned by a *conjure elemental* spell would also cause additional damage with its attacks.

Elemental Resistance: When taking this feat, the character chooses cold, fire, or lightning. He gains +3 to all saving throws versus magical or breath attacks of this element. In addition, 1 point is subtracted from each die of damage dealt by the attack. Each die still inflicts a minimum of 1 damage. If the character is resistant to cold or fire, he is unharmed by freezing (non-magical) cold or intense (non-magical) heat.

Enhanced Ability: The character gains 1 point in an ability of his choice (i.e. STR, DEX, CON). This feat may be taken multiple times, but no ability may exceed 18. If the character's CON increases and he would gain additional hit points, he will retroactively gain 1 hit point for each previous level. For instance, at 5th level, if the character's CON increases from 12 to 13. He would gain 5 hit points (1 per hit die).

Enhanced Backstab: This feat may only be taken by thieves or assassins. When backstabbing, the character multiplies all damage by 3 (instead of 2).

Enhanced Healing: *Cure wounds* spells cast by the character heal an additional +1 per level of the caster. For instance, if a 5th level cleric casts *cure light wounds*, he would restore 1d6+6 hit points. 1d6+1 is the base amount of *cure light wounds* and +5 is the adjustment from the *enhanced healing* feat.

Enhanced Hit Points: The character's hit die increases in size. A 1d4 hit die becomes 1d6; 1d6 becomes 1d8; 1d8 becomes 1d10. If the character takes this feat after level 1, he retroactively gains 1 hit point for each previous level. For instance, a 5th level character would gain 5 hit points (1 per hit die).

Enhanced Saving Throw: The character chooses a category of saving throw (i.e. breath attacks, poison or death, petrify or paralyze). He gains a +3 bonus to saving throws of this type. This feat may be taken multiple times, but a different saving throw category must be chosen each time. For instance, a character can

take this feat twice to gain +3 versus breath attacks and +3 versus wands. However, he could never gain +6 versus breath attacks. Races with innate saving throw bonuses (i.e. dwarves, elves, halflings, or gnomes) cannot take this feat.

Enhanced Thief Skill: This feat may only be taken by thieves, assassins, or monks. The character chooses a thief skill. He performs this skill as if he is 2 levels higher. For instance, if a 3rd level thief chooses *pick locks*, his chance would be 35% instead of 27%. This feat may be taken multiple times but the character must choose a different skill each time.

Enhanced Turning: This feat may only be taken by clerics or paladins. The character turns undead as if he is 2 levels higher. Paladins still cannot turn undead until 3rd level.

Epic Success: This feat can be used only once in a character's life. When this character fails an attack roll, ability check, or saving throw, he may use this feat to succeed instead (unless success is impossible). This feat can ensure success in a crucial task, but afterward, the feat cannot be used again by this character.

Favored Foe: The character is especially adept at fighting a particular species of creature (i.e. orc, blue dragon, lich). The species is chosen when this feat is taken and cannot be changed. It can be any monster or animal from the *Labyrinth Lord* core rules or the *Advanced Edition Companion*, but it cannot be a human or a demihuman race (i.e. dwarf, elf, half-orc).

The character knows his favored foe's abilities, behaviors, and weaknesses. The *Labyrinth Lord* should not describe the creature's abilities numerically. For instance, a hell hound could be described like this. "For an animal, a hell hound has a cunning intellect. It is immune to non-magical fire and can breathe flames. It has been known to sometimes detect invisibility."

When attacking his favored foe, the character gains a +4 bonus to hit and damage. This feat may be taken multiple times with a different creature being chosen each time.

Gift of Magic: This feat cannot be taken by clerics, magic-users, or other spell casting classes. The character can cast one spell that is available to a cleric, magic-user, or other spell casting class of his level. For instance, a 5th level character could gain a 1st, 2nd, or 3rd level spell. He may choose any spell within the available levels. After casting the spell, he must rest for 8 hours to cast it again. This feat may be taken multiple times but a new spell must be chosen each time.

Guild: The character belongs to a powerful guild. He can access this guild in most towns and cities. The benefits of the guild are dependent on the character's class and ultimately at the discretion of the Labyrinth Lord. Possible benefits include the following:

Discounts: The character may gain a discount on purchasing weapons, armor, and equipment relevant to his trade. He might also be able hire henchmen at a discounted rate. This discount ranges between 10% and 20%.

Information: The character may find valuable information and opportunities for adventure. This could include intriguing rumors, mercenary jobs, or treasure maps.

Rarities: The character may be able to purchase rare and unusual goods. These could include magic items, scrolls, or exotic beasts.

Herbal Healer: The character knows the recipes of several herbal remedies. Once per day, he can brew any one of the following potions with commonly available herbs. The potion takes 6 turns (60 minutes) to make.

Healing Brew: This potion heals the imbiber 1 hit point per level of the brewer.

Curing Brew: The imbiber of this potion rolls a save versus disease. If successful, he is cured of any disease, including mummy rot and lycanthropy.

Cleansing Brew: The imbiber of this potion immediately vomits fiercely and suffers 3d6 damage. Following that, he rolls a save versus poison. If successful, any poison in his body is neutralized. He suffers no further effects from the poison and any temporary effects are ended. The potion does not reverse instantaneous effects such as hit point damage, or effects that do not go away after time. If a character dies of poison, this potion can revive him if it is fed to him no more than 5 rounds after his death.

Herbal Poisoner: The character knows the recipes of several herbal poisons. Once per day, he can brew any one of the following poisons with commonly available herbs. The poison takes 6 turns (60 minutes) to make. It can be imbibed or used to coat a single weapon. Once a coated weapon successfully hits a creature, its dose of poison is expended.

Sleeping Brew: The victim of this poison must roll a save versus poison. If he fails, he falls unconscious after 1d10 rounds. He stays unconscious for 4d4 turns (40-160 minutes).

Paralysis Brew: The victim of this poison must roll a save versus paralyze. If he fails, he is immediately paralyzed for 1d4 rounds.

Toxic Brew: The victim of this poison must roll a save versus disease. If he fails, he will grow sick and feverish after 1d4 hours. While suffering from this affliction, the victim has a penalty of -2 to hit rolls. After 2d12 days, he will die unless a *cure disease* spell is cast on him.

Horde Breaker: This feat takes effect when the character kills an opponent with a melee attack. The character may immediately make an additional attack against another opponent within melee range of himself. If that opponent is also killed, the character may attack again. He may continue attacking until he fails to kill an opponent or all opponents within range are dead.

The additional attacks granted by this feat do not count against the character's maximum number of attacks per round. For instance, a 15th level fighter attacks 2 times per round. If the *horde breaker* feat grants him an additional attack after his first attack, he could still make another attack after the additional attacks from *horde breaker* are completed.

Income: The character has a business or investment that produces regular income. Every week, the character earns $3d8 \times \text{their level}^2$ (squared) in gold pieces. For instance, a 3rd level character earns $3d8 \times 9$ gold, while a 5th level character earns $3d8 \times 25$ gold. If the Labyrinth Lord does not feel like keeping track of the passing weeks, the gold could instead be gained after each game session.

Lucky: Once per game session, the player may reroll one die roll he has just made. This can be a saving throw, ability check, attack roll, damage roll, etc. Once rolled, the new result must be used. This feat cannot be used to change a roll made by the Labyrinth Lord or another player.

Magic Item: The character gains a magic item chosen by the Labyrinth Lord or determined using the Random Magic Item table in the *Labyrinth Lord* core rules or the *Advanced Edition Companion*.

Marksman: When the character wields a ranged weapon (including thrown weapons), its maximum range is doubled. The character does not suffer a penalty to hit at long range.

Martial Artist: The character's unarmed attacks inflict 1d6 damage plus his STR adjustment. When unarmed, the character may also make 1 extra attack per round. This is cumulative with other extra attacks. For instance, a 15th level fighter normally attacks 2 times per round. With this feat, he attacks 3 times per round if unarmed. This feat cannot be taken by monks since they have special rules for their unarmed attacks.

Monster Lore: When the character encounters a monster or animal he has never encountered before, he has a 25% chance of knowing lore about the creature's species. This lore includes the creature's abilities, behaviors, and weaknesses. The Labyrinth Lord should not describe the creature's abilities numerically. For instance, a hell hound could be described like this. "For an animal, a hell hound has a cunning intellect. It is immune to non-magical fire and can breathe flames. It has been known to sometimes detect invisibility."

Mounted Combat: While riding a trained mount, the character gains +1 to hit and damage with melee attacks and reduces his armor class by 1. The mounted creature also gains those benefits.

Mule: The character's maximum carrying capacity is 320 lbs. (instead of the normal 160 lbs.). While carrying that amount, the character can walk or run without a movement penalty from encumbrance.

Never Say Die: Once per game session, when reduced to 0 or less hit points, the character may make a saving throw versus death. If the saving throw is successful, the character survives with 1 hit point remaining. This feat cannot be used in instant death situations that would kill the character regardless of his hit point total (i.e. deadly poison, *death spell*, or extreme falling damage).

Non-Lethal Combat: The character gains the following skills:

Disarm: This skill may be activated after the character makes a successful melee attack. The attack does no damage but knocks the opponent's weapon from his hand. The weapon is thrown 10' away from the two combatants.

Subduing Blow: This skill may be activated when the character reduces an opponent to 0 or less hit points with a melee attack. Instead of dying, the opponent is reduced to 1 hit point and knocked unconscious for 4d4 turns (40-160 minutes). If the Labyrinth Lord is using the optional rules for subdual damage in the *Advanced Edition Companion*, a character with this feat would use the *subduing blow* rule listed above instead.

Pet: The character gains a mount or pet. The pet is a creature of animal intelligence that is trained to obey the character. The exact nature of this pet is the decision of the Labyrinth Lord. The pet cannot have hit dice that exceed the character's level.

This feat may be taken multiple times. For instance, if the character took the feat at 1st, 3rd, and 5th level, he could have a 1 hit die pet, a 3 hit die pet, and a 5 hit die pet. Each pet counts as a retainer for the purpose of determining the maximum number of retainers allowed by the character's CHA.

Phalanx: This feat takes effect when the character is using a shield and is within 5' of an ally who is also using a shield. Under those circumstances, the character's armor class is reduced by 1. If two characters with this feat are using shields within 5' of each other, each character's armor class is reduced by 2 instead.

Psionic: The character has innate psionic talent. He has learned one of the three powers listed below and may use it as often as he likes. This feat can be taken multiple times with the character choosing a new power each time. These powers count as magical spells and can be negated by *dispel magic*, *anti-magic shell*, or similar effects. However, unlike other spells, these powers can be used by characters with the *anti-magic* feat.

Clairvoyance: This power creates an invisible psionic link between the character and one creature within range. This link allows the character to see whatever the creature sees. The process of linking with this creature takes 1 turn (10 minutes). This power is obstructed by lead or rock with a thickness of 2' or greater. After linking, *clairvoyance* lasts 3 turns.

ESP: To use this power, the character must focus his concentration for 1 turn (10 minutes). After this turn, he can perceive the thoughts of one creature within 20'. The character understands the meaning of all the creature's thoughts, even if he does not share the creature's language. This power is obstructed by lead or rock with a thickness of 2' or greater. After the 1 turn period of concentration, *ESP* lasts 3 turns.

Telekinesis: While focusing on nothing else and taking no other actions, the character may move objects or creatures by concentrating on them. A total of 5 lb. per level of the character may be moved 5' per round. Targeted creatures may resist with a save versus spell. *Telekinesis* last 5 rounds.

Renown: The character is remembered wherever he goes. Perhaps he has a flamboyant personality or performs memorable deeds. Non-player characters are likely to recognize him and know his exploits. The effect of this varies based on the alignments of the character and the NPC.

Retinue: The character gains a retinue of retainers. The number of retainers is equal to the maximum number allowed by the character's CHA. If the character gains CHA after taking this feat, he may gain additional retainers. If these retainers are killed, they can be replaced for free at any settlement where adventurers are present.

When the retainers first join the character, their experience points are equal to 10% of the character's total experience. Per the *Labyrinth Lord* core rules, these retainers grow in experience but suffer a 50% experience penalty. The nature and goals of these retainers is the decision of the Labyrinth Lord.

Read Scroll: This feat cannot be taken by clerics, magic-users, or other spell casting classes. When taking this feat, the character chooses between magic-user, cleric, or illusionist spells. The character can read and invoke spell scrolls of this type as if he is a spell caster of the same level. For instance, a 3rd level fighter could cast a 1st or 2nd level spell.

Sage: The character gains the following skills:

Read Aura: The character can examine a single object and know if it is magical and whether it is cursed. He does not need to handle the object, but he must be within 1' of it, able to see it, and concentrate on it for 1 minute.

Study Item: By studying a magic item, the character can determine its magical properties. For each 8 hour period spent in concentrated study,

the character must make an INT ability check. If the check is successful, he discovers one of the item's powers. If the Labyrinth Lord is not using the optional rule for ability checks, the character has a 50% chance to discover a power. Only a single item may be studied at a time. If a cursed item is studied, the character will be inflicted with its curse.

Studying an item does not reveal the specific "+" of a weapon or armor, although the character can tell if the item is strong or weak. The item's precise number of charges can only be estimated. The estimated amount may be up to 25% above or below the actual number.

Secret Detection: The character has a 2 in 6 (1-2 on 1d6) chance to detect traps, false walls, hidden construction, or secret doors. If the character is an elf, dwarf, half-elf, or half-orc, he has a 4 in 6 chance instead.

Secret Tongue: The character has developed his own language. The language may be spoken, written, signed, or all three. He may teach this language to other intelligent creatures with 48 hours of instruction.

Sense Motive: After observing an intelligent creature for 5 minutes, the character instinctively knows the creature's alignment.

Shield Bearer: Using a shield reduces the character's armor class by 2 instead of 1.

Signature Spell: The character chooses a favorite spell. After memorizing this spell, he may cast it one extra time per day. This signature spell is chosen when this feat is selected and cannot be changed. If the character memorizes his signature spell more than once, he can still only cast it one additional time. For instance, a character who memorizes *fireball* twice, could then cast it 3 times.

Silent Spell: The character may cast spells without speaking and may cast spells while affected by the *silence* spell. Casting gestures are still required unless he also has the *still spell* feat.

Spell Book Boon: This feat may only be taken by classes that memorize spells from a spell book (i.e. magic-users and illusionists). The character chooses 1 spell and adds it to his spell book.

Still Spell: The character may cast spells without making gestures. Speech is still required unless he also has the *silent spell* feat.

Strider: The character's movement speed is multiplied by 1.5. With this feat, most characters (with a base movement speed of 40') can walk 60' per round, run 180' per round, and hike 180' per turn.

Super Cognition: The character gains the following skills:

Photographic Memory: The character remembers everything he sees in perfect detail. He can recite anything he has ever heard or read. This skill does not enable him to memorize additional spells or use magic scrolls more than once.

Gift of Tongues: The character can learn a new language with 24 hours of study.

Navigation Sense: The character has an infallible internal clock and compass.

Super Healing: The character recovers 3d6 hit points per complete day of rest (instead of the normal 1d3). If not resting, he recovers 1d6 hit points per day.

Super Palate: The character gains the following skills.

Poison Taster: By tasting food or drink, the character can detect if it is poisoned or contaminated. When tasting a small sample, the character is unaffected by tainted food or drink.

Potion Taster: By tasting a potion, the character can identify its effects. Only a drop of potion must be tasted, so a potion can be identified without expending it. When tasting a small sample, the character is unaffected by the potion.

Super Metabolism: The character only needs 1 hour of sleep each night to feel alert and rested. He can go comfortably without food for 1 week and water for 3 days. In dire situations, he can live for 2 months without food and 1 week without water. Spell casters must still rest for 8 hours to memorize or pray for new spells.

Swimmer: The character can swim at his normal movement speed even while wearing armor or otherwise encumbered. For most characters, this is a relaxed speed of 40' per round (120' per turn), or a sprinting speed of 120' per round. The character can also hold his breathe for up to 15 minutes (approximately 5 times longer than average).

Taunt: By taunting, the character can provoke an opposing creature or person to attack him. This feat can only be used during combat against a hostile opponent. It cannot be used outside of combat for provoking friendly or ambivalent creatures. Since taunting is primarily verbal, the character does not need to spend his action to taunt. The taunt has a 3 in 6 chance (1-3 on 1d6) to provoke the targeted opponent. Once provoked, the opponent will attack the character until the opponent fails his morale check or dies. If the taunt fails, the character cannot taunt the same opponent again. This feat is useful for drawing a creature's attention away from a weak or wounded ally.

Thief Training: This feat may not be taken by thieves, assassins, or monks. When taking this feat, the character chooses a thief skill (i.e. *move silently, climb walls, pick pockets*). He can use this skill as if he is a thief of the same level. This feat may be taken multiple times with a different skill being chosen each time.

Two-Weapon Fighting: The character may wield a one-handed melee weapon in each hand and attack with both in a single round. Both attacks suffer a -2 penalty to hit. The attacks inflict damage based on their respective weapons. For instance, a character wields a dagger and a magic short sword +1. The dagger suffers a -2 penalty to hit and causes 1d4 damage. The short sword +1 suffers a -1 penalty to hit (including its magic bonus) and causes 1d6+1 damage.

Adjustment to hit for high or low STR is applied to each weapon attack. For instance, if a character has 18 STR (+3 to hit) he would have a +1 bonus to hit instead of a -2 penalty.

If the character can make multiple attacks per round, his attacks are doubled when wielding two weapons. For instance, a 15th level fighter can attack 2 times per round. With this feat, he can attack 4 times (twice with each weapon).

If the Labyrinth Lord is using the optional rules for two-weapon fighting in the *Advanced Edition Companion*, a character with this feat would use the rules listed above instead. Compared to the AEC rules, this feat offers the character lower penalties to hit. Also, the character's STR adjustment can give the character a bonus to hit instead of just eliminating the two-weapon penalty.

Unarmored Agility: When unarmored, the character's DEX adjustment to his armor class is doubled. For instance, a character with 16 DEX would have -4 to his armor class (instead of the normal -2). This feat still takes effect if the character is using a shield.

Unassuming: This unremarkable character leaves little impression on those he meets. People tend to forget his name and face the moment he is out of sight. For those not intimately familiar with him, he is impossible to describe or identify.

Vagabond: This feat is only available if the Labyrinth Lord is using the optional *backgrounds* rule in this supplement. The character gains 1 additional background point to increase an old background or develop a new one. This feat may be taken multiple times.

Vocal Mimicry: The character can reproduce any person's voice or creature's call that he has heard. A call's volume cannot exceed the capabilities of the character's lungs and vocal chords. For instance, the character might be able to imitate the roar of an adult dragon, but not with the same earth-shaking intensity.

Weapon Proficiency: With this feat, clerics, magic-users, and other characters with weapon restrictions are able to use any weapon. Dwarves and halflings can wield two-handed weapons.

Weapon Specialization: The character is very adept with a particular weapon. Upon taking this feat, he chooses a weapon (i.e. long sword, long bow, quarterstaff). He gains +1 to hit and damage with this weapon. The character may instead specialize in unarmed combat, although monks who take this feat cannot. This feat may be taken more than once to gain cumulative bonuses or to select another weapon. For instance, a character who has taken this feat 3 times might have +3 to hit and damage with a long sword. Or instead, he might have +1 with a long sword and +1 with a long bow. The *weapon specialization* bonus for a particular weapon cannot exceed +3.

Advancement Chart

The chart below details the growth of feats and background points per level. The left table represents the suggested number of feats. Using this table, the character receives a reward every level and is more powerful. The right table is an alternate system with fewer feats awarded.

More Feats (every other level)

Level	Reward
1	1 feat, 2 background points
2	1 background point
3	1 feat
4	1 background point
5	1 feat
6	1 background point
7	1 feat
8	1 background point
9	1 feat
10	1 background point
11	1 feat
12	1 background point
13	1 feat
14	1 background point
15	1 feat
16	1 background point
17	1 feat
18	1 background point
19	1 feat
20	1 background point

Less Feats (every 3rd level)

Level	Reward
1	1 feat, 2 background points
2	1 background point
3	1 feat
4	1 background point
5	—
6	1 feat, 1 background point
7	—
8	1 background point
9	1 feat
10	1 background point
11	—
12	1 feat, 1 background point
13	—
14	1 background point
15	1 feat
16	1 background point
17	—
18	1 feat, 1 background point
19	—
20	1 background point

Subclasses

Subclasses are an alternative way to implement feats. Instead of players choosing freely from the complete list of feats, they choose a subclass with a limited selection of feats. It is up to the Labyrinth Lord whether or not the players must use subclasses.

Each subclass is only available to a particular class. This supplement contains subclasses for every class in the *Labyrinth Lord* core rules and the *Advanced Edition Companion*. This includes the race classes from the core rules.

Subclasses start with 1 feat and gain new feats every odd level (or optionally every 3rd level). For more details about gaining feats, see the Advancement Chart earlier in this supplement.

Each subclass includes 12 feats that can be chosen in any order by the player. Some feats may be taken more than once. The number beside the feat indicates how many times the particular subclass may take it.

Cleric

Healer: enhanced ability (2), enhanced healing, enhanced saving throw (2), herbal healer, income, non-lethal combat, shield bearer, signature spell, super cognition, super palate

Necromancer: blind sight, control undead, dying action, enhanced ability (2), enhanced turning, monster lore, pet, secret detection, sage, secret tongue, signature spell

Shaman: control undead, enhanced ability (2), enhanced healing, herbal healer, herbal poisoner, monster lore, pet, retinue, sense motive, super palate, vocal mimicry

War Priest: double team, enhanced ability (2), enhanced hit points, enhanced turning, horde breaker, mounted combat, pet, phalanx, shield bearer, weapon specialization (2)

Fighter

Barbarian: berserker, cleave, deathblow, dying action, enhanced ability (2), enhanced hit points, never say die, pet, strider, super healing, swimmer

Brigand: double team, enhanced ability (2), non-lethal combat, retinue, secret detection, secret tongue, sense motive, thief training (2), weapon specialization (2)

Gladiator: deathblow, enhanced ability (2), enhanced saving throw, epic success, martial artist, never say die, non-lethal combat, renown, taunt, weapon specialization (2)

Soldier: double team, enhanced ability (2), enhanced hit points, horde breaker, lucky, mounted combat, mule, phalanx, retinue, shield bearer, super metabolism

Magic-User

Alchemist: enhanced ability (2), enhanced saving throw, guild, herbal healer, herbal poisoner, income, magic item (2), spell book boon, super cognition, super palate

Elementalist: elemental affinity, elemental resistance, enhanced ability (2), enhanced hit points, pet, signature spell, spell book boon (2), strider, super healing, swimmer

Sage: enhanced ability (2), guild, monster lore, renown, sage, secret detection, secret tongue, spellbook boon (2), super cognition, super palate

Warrior Mage: deathblow, enhanced ability (2), enhanced hit points, magic item (2), never say die, strider, unarmored agility, weapon proficiency, weapon specialization (2)

Thief

Arcane Trickster: enhanced ability (2), enhanced thief skill, gift of magic (4), signature spell, silent spell, still spell, taunt, vocal mimicry

Burgler: deathblow, enhanced backstab, enhanced ability (2), enhanced thief skill (2), income, magic item, mule, secret detection, strider, unassuming

Con Artist: enhanced ability (2), enhanced thief skill, epic success, lucky, psionic, secret tongue, sense motive, super cognition, taunt, unassuming, vocal mimicry

Tomb Raider: anti-magic, enhanced ability (2), enhanced saving throw, lucky, magic item (2), monster lore, mule, sage, secret detection, super palate

Assassin

Sniper: deathblow, enhanced ability (2), enhanced thief skill (2), marksman, strider, super metabolism, swimmer, unassuming, weapons specialization (2)

Thug: double team, enhanced ability (2), enhanced backstab, enhanced hit points, non-lethal combat, retinue, secret tongue, two-weapon fighting, unassuming, weapon specialization (2)

Druid

Beastmaster: double team, enhanced ability (2), enhanced healing, monster lore, pet (4), non-lethal combat, signature spell, vocal mimicry

Witch: blind sight, elemental affinity, elemental resistance, enhanced ability (2), herbal healer, herbal poisoner, lucky, magic item, pet, sage, sense motive

Illusionist

Arcane Spy: enhanced ability (2), secret detection, silent spell, still spell, thief training (2), unarmored agility, unassuming, weapon proficiency, weapon specialization (2)

Stage Magician: enhanced ability (2), income, lucky, pet, psionic, renown, sense motive, signature spell, silent spell, still spell, vocal mimicry

Monk

Ninja: enhanced ability (2), enhanced thief skill (2), gift of magic (2), guild, herbal poisoner, non-lethal combat, read scroll, retinue, secret tongue

Psionic: anti-magic, blind sight, dying action, enhanced ability (2), lucky, psionic, secret detection, sense motive, super cognition, super healing, super metabolism

Paladin

Cavalryman: cleave, enhanced ability (2), enhanced hit points, epic success, horde breaker, mounted combat, pet, renown, retinue, weapon specialization (2)

Defender: elemental resistance, enhanced ability (2), enhanced healing, enhanced hit points, enhanced saving throw, mule, never say die, phalanx, shield bearer, super healing, taunt

Ranger

Archer: deathblow, enhanced ability (2), epic success, herbal poisoner, marksman, strider, swimmer, thief training (2), weapon specialization (2)

Survivalist: elemental resistance, enhanced ability (2), herbal healer, monster lore, secret detection, strider, super healing, super palate, super metabolism, swimmer, vocal mimicry

Dwarf

Artisan: enhanced ability (2), gift of magic (2), guild, income, magic item (2), renown, read scroll, sense motive, super cognition

Monster Slayer: berserker, cleave, enhanced ability (2), epic success, favored foe, horde breaker, monster lore, mule, renown, super healing, taunt

Elf

Knight: double team, enhanced ability (2), enhanced hit points, favored foe, mounted combat, phalanx, renown, retinue, shield bearer, weapon specialization (2)

Scout: enhanced ability (2), marksman, secret detection, silent spell, still spell, strider, super metabolism, swimmer, thief training (2), two-weapon fighting

Halfling

Commando: blind sight, double team, enhanced ability (2), favored foe, secret tongue, swimmer, thief training (2), two-weapon fighting, weapon specialization (2)

Wanderer: enhanced ability (2), lucky, magic item, martial artist, mule, pet, psionic, read scroll, strider, swimmer, unassuming

Equipment

These optional equipment rules enable characters to purchase better weapons, armor, and gear. The availability of this high quality equipment is at the discretion of the Labyrinth Lord.

Superior Quality Weapons: Superior quality weapons cost 10x the weapon's base price and inflict +1 damage. For instance, a normal flail costs 3 gold and causes 1d6 damage, while a superior quality flail costs 30 gold and causes 1d6+1 damage.

Master Quality Weapons: Master quality weapons cost 100x the weapon's base price and inflict +2 damage.

Silver Weapons: Silver weapons cost 10x the weapon's base price. Superior and master quality silver weapons can be purchased, but the price is double that of a normal superior or master weapon. For instance, a master quality silver flail would cost 600 gold. A normal flail costs 3 gold, and a master quality flail costs 300 gold. To make it silver, the price of the master quality flail is doubled, so the total is 600 gold.

Superior Quality Armor: Superior quality armor costs 10x the armor's base price. While its armor class is unchanged, superior quality armor is indestructible.

Superior Quality Gear: Superior quality gear costs 10x the item's base price. Superior quality gear is indestructible.

Adventuring Gear

On the next page is an expansive list of common adventuring items available in many general stores. This includes all of the adventuring gear in the *Labyrinth Lord* core rules and the *Advanced Edition Companion* plus many additions.

Gear	Cost	Weight
Alcohol, antiseptic (1 pint flask)	3 gp	½ lb.
Backpack (empty, holds 40 lb.)	2 gp	2 lb.
Bandages (12)	3 cp	½ lb.
Barrel, wooden	1 gp	40 lb.
Bedroll	1 sp	5 lb.
Black powder (1 oz.)	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Book (empty, 200 pages)	20 gp	3 lb.
Boots, spiked climbing (pair)	10 gp	8 lb.
Bottle, glass (empty, 2 pints)	2 gp	—
Box, large iron	30 gp	60 lb.
Box, small iron	10 gp	8 lb.
Brand, personalized	20 gp.	3 lb.
Brand, generic	2 gp	3 lb.
Candles (10)	10 cp	—
Cards, dice, or board game	1 gp	1 lb.
Case, map or scroll	1 gp	½ lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk (3 sticks)	1 sp	—
Clothes, common	1 gp	5 lb.
Clothes, fine	30 gp	5 lb.
Compass or sextant	30 gp	1 lb.
Crowbar	2 gp	5 lb.
Crutches (pair)	3 sp	8 lb.
Dentures, wooden	20 gp	—
Eye, glass	20 gp	—
Fishing pole	2 gp	4 lb.
Flask (empty, 1 pint)	3 cp	½ lb.
Flag or standard, personalized	30 gp	12 lb.
Flag or standard, generic	3 gp	12 lb.
Flint and steel	2 gp	—
Garlic (3 cloves)	5 gp.	—
Goggles	3 gp.	1 lb.
Grappling hook	1 gp	4 lb.
Hairbrush	1 gp	½ lb.
Hammer	5 sp	2 lb.
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Holy water (1 pint flask)	25 gp	1 lb.
Hourglass or sundial	8 gp	3 lb.
Ink (1 oz. vial)	8 gp	—
Quill pen	1 sp	—
Ladder (10' ft. tall)	5 cp	—
Lantern	9 gp	3 lb.
Lock	20 gp	1 lb.
Magnet (holds 1 lb. of metal)	25 gp	½ lb.
Magnifying glass	10 gp	½ lb.
Makeup kit	8 gp	½ lb.
Manacles	15 gp	2 lb.
Map, local area	10 gp	—
Mirror, large metal	15 gp	8 lb.
Mirror, small silver	25 gp	½ lb.
Mirror, small steel	10 gp	½ lb.

Gear	Cost	Weight
Musical instrument	15 gp	5 lb.
Music box (plays 1 song)	25 gp	½ lb.
Muzzle and blinders, animal	3 sp	½ lb.
Needle and thread (150 ft.)	3 sp	—
Net (10 ft. diameter)	10 gp	10 lb.
Oil (1 pint flask)	1 sp	1 lb.
Paint (1 pint jar)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Perfume, common (1 oz. vial)	10 gp	—
Perfume, fine (1 oz. vial)	30 gp	—
Pick, miner's	3 gp	10 lb.
Pipe, smoking	3 sp	—
Pole, wooden (10' long)	2 sp	8 lb.
Pouch, large belt	2 gp	½ lb.
Pouch, small belt	5 sp	—
Rations, unpreserved (day)	2 sp	1 lb.
Rations, trail, preserved (day)	5 sp	1 lb.
Razor, shaving	1 gp	½ lb.
Ring, signet, personalized	10 gp	—
Ring, signet, generic	1 gp	—
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty, 60 lb.)	2 sp	½ lb.
Sack, small (empty, 20 lb.)	1 sp	½ lb.
Saddle	25 gp	25 lb.
Saddle bag (empty, 30 lb.)	1 sp	½ lb.
Saw	2 gp	3 lb.
Scale (weighs objects up 1 lb.)	15 gp.	5 lb.
Soap (bar)	1 gp	—
Spade or shovel	2 gp	8 lb.
Spectacles or monocle	10 gp	—
Spell book (blank)	15 gp	3 lb.
Spices, common (1 oz. vial)	1 cp	—
Spices, fine (1 oz. vial)	1 gp	—
Spikes, iron (12)	1 gp	8 lb.
Spyglass	15 gp	1 lb.
Skis and poles (pair)	10 gp	20 lb.
Sled or toboggan	15 gp	25 lb.
Snorkel and flippers	5 gp	3 lb.
Stakes, wooden (12)	3 sp	12 lb.
Tent, large (fits 4 people)	15 gp.	20 lb.
Tent, small (fits 2 people)	5 gp	10 lb.
Thieves' tools	30 gp	1 lb.
Toy or doll	3 sp	½ lb.
Torches (8)	3 sp	8 lb.
Umbrella	5 gp	2 lb.
Vial, crystal (1 pint)	1 gp	—
Watch, pocket	50 gp	½ lb.
Waterskin or wineskin	1 gp	4 lb.
Whistle	3 sp	—
Wine, common (2 pint bottle)	1 gp	½ lb.
Wine, fine (2 pint bottle)	5 gp	½ lb.

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