

Enchanter Class

For Labyrinth Lord and OSR Games



WELSH BARD GAMES

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This module is OSR Compatible and can be used with any old school RPG or modern clones. It was designed with the **classic** version of the game in mind but with minimal changes can be used with **original** or **advanced** rules or their clones.

Armor Class is given both descending and ascending values, with ascending values in parentheses. An unarmored character is AC 9 (10) and chainmail gives AC 5 (14).

Unless specified, all encountered creatures and men are assumed to have the same movement rates as normal men and to use the same saving throws as a fighter of the same level as their hit dice.

Labyrinth Lord
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Enchanter Class for Labyrinth Lord

Requirements: CHA 9
Prime Requisite: INT
Hit Dice: 1d4
Maximum Level: None

The most powerful spells of Prospero, the great magician of William Shakespeare's *The Tempest*, were not cast by his hand. He had his faithful air spirit, Ariel, cast them for him. Prospero is an Enchanter, cajoling a local spirit to do his bidding.

In this class for *Labyrinth Lord*, Enchanters can perceive and communicate with local nature spirits, such as nymphs, fairies, kami, and more. They don't cast spells, but rather they convince local nature spirits to cast spells for them. This class could also work with other kinds of spirits, such as spirits of the dead.

Enchanters have the same Hit Dice, Attack Values, and Saving Throws as Magic Users. They cannot wear metal armor because nature spirits are wary and distrustful of those who wear metal in large quantities, and they refuse to do their bidding. Enchanters may only use small weapons, such as daggers and darts.

Enchanters do not have spell lists or spellbooks, nor do they create magic items, since the spirits are casting the magic.



Class Abilities

Sense and Command Spirits: Enchanters are able to see and speak with nature spirits, and they can ask or command them to cast spells and otherwise do their bidding. Enchanters have a Spirit Level which determines which spirits are safe to work with. It is easier to command spirits of your Spirit Level or lower. Requesting spells from a spirit of higher level than the enchanter is possible, but dangerous. After the enchanter finds a spirit (see **Elemental Nature Spirits** below), which takes a combat round, the enchanter takes another combat round to negotiate with the spirit to cast a spell. At this time, the enchanter can make offers of money, gems, magic items, etc. to entice the spirit to work for the enchanter. These items must be available at the time of casting -- not promises to be fulfilled later, except perhaps offers to build shrines to the spirit within a timeframe. What these offers grant in terms of reaction bonus are up to the GM. Some spirits may require certain items to be offered, giving no bonus. Other spirits may give bonuses for simple offers, like pretty flowers or a kiss.

On the enchanter's initiative, the GM makes a reaction roll on 2d6, adding the enchanter's CHA Reaction Adjustment and Spirit Level, and subtracting the Level of the spirit. The GM checks the Spirit Reaction Table to see if the spirit will cast the requested spell or otherwise perform the task commanded by the enchanter. The spirit can be asked to cast the spell immediately (on the enchanter's initiative) or up to 1 turn per enchanter's Spirit Level later ("If anyone comes around that corner, cast Fireball!"). Details should be worked out with the GM.

Spirit Reaction Roll = 2d6 + CHA Reaction Adjustment + Spirit Level – Level of spirit

Spirit Reaction Table

Roll	Reaction
2-	Hostile, spirit attacks enchanter's party.
3-5	Unfriendly, spirit may attack enchanter's party or leave area.
6-8	Neutral, another round of negotiations needed.
9-11	Friendly, spirit will cast the spell, they may wander off afterward (50%) or stay nearby (50%).
12+	Enthusiastic, spirit will cast the spell and will react to further requests at +1 for two turns.

With a Neutral result, the enchanter must take another combat round of negotiation with the spirit. This process continues until the spirit agrees to cast the spell or until the spirit leaves or attacks.

Spirit Servant (5th Level): After getting an Enthusiastic reaction from a spirit, the enchanter can try to convince the spirit to become their servant (read henchman) for a negotiated period of time, often a year and a day. The enchanter makes another reaction roll, and, if they get another Enthusiastic reaction, the spirit agrees to serve the enchanter. Spirits employed in this manner can only cast one spell per level of the spirit per day.

Stronghold/Shrine (11th Level): An enchanter may build a stronghold, often a great tower, when they reach 11th level. They will then attract enchanter apprentices (1d6), who will range from level 1-3. Alternatively, they may build a shrine to the spirits in the area. They may attract local spirits that may inhabit the shrine.

Elemental Nature Spirits

Local nature spirits are affiliated with the elements. The elements are Fire, Water, Earth, and Air. The four elements also form two pairs of opposites. Fire is opposite Water, and Earth is opposite Air. (GMs wishing to use this magic system in Asian-styled settings should use the Oriental elements of Fire, Water, Earth, Wood, and Metal.) These spirits can only cast spells associated with their element. The GM decides which spells are associated with each element (surely Fireball is Fire-based, but is Haste Fire-based because it makes you go fast, or Earth-based because it affects the body?). All spirits have a Level which determines what spells they can cast (5th level spirits can cast 5th level spells).

Some places are strongly associated with a particular element. A forest will be more Earth-oriented, while a volcano Fire-oriented. Spirits of the given type are more prevalent than others, especially those of the opposite element.

Enchanter Class Progression

Experience	Level	Hit Dice (1d4)	Spirit Level
0	1	1	1
2,501	2	2	1
5,001	3	3	2
10,001	4	4	2
20,001	5	5	3
40,001	6	6	3
80,001	7	7	4
160,001	8	8	4
310,001	9	9	5
460,001	10	+1 hp only*	5
610,001	11	+2 hp only*	6
760,001	12	+3 hp only*	6
910,001	13	+4 hp only*	7
1,060,001	14	+5 hp only*	7
1,210,001	15	+6 hp only*	8
1,360,001	16	+7 hp only*	8
1,510,001	17	+8 hp only*	9
1,660,001	18	+9 hp only*	9
1,810,001	19	+10 hp only*	9
1,960,001	20	+11 hp only*	9

* = do not add CON bonus

When an enchanter wants to cast a spell, they first need to find a local spirit that can cast the spell for them. The GM will tell the player what kind of spirits they sense in the area. To aid the GM, here are tables for determining what spirits are available:

Area Spirit Table

d20 Spirits in the Area

1-4	No spirits, try again in 1 turn
5-12	A spirit of one element
13-17	Spirits of two elements, but not opposite elements
18-19	Spirits of three elements
20	Spirits of four elements

Spirit Element Table

d4 Element

1	Air
2	Fire
3	Water
4	Earth

Level of Spirit Table

d20 Level

1-10	1
11-15	2
16-18	3
19	4
20	4 + roll again



Optional Card Method

Alternatively, a quicker method to pick the type of spirit is to draw a card from a standard 52-card deck of playing cards for each spirit. The GM could also use a Tarot deck, using the Major Arcana as special spirits, perhaps spirit lords. If you get an opposed element when you can't use one, just draw another card.

Suit Element

♠	Air
♣	Fire
♥	Water
♦	Earth

Rank Level

2-7	1
8-10	2
J-Q	3
K	4
A	4 + roll again

Example

Prisby the Enchantress and her companions are traveling through heavy woods, trying to follow game trails to reach water. They become lost, circling around the same tree for hours. Prisby is a 7th level enchanter with a Charisma of 15 (+1 reaction adjustment). This gives her a Spirit Level of 4. She would like to cast *Locate Object* to find water.

First, Prisby looks for the local spirits. The GM rolls a 16 and finds two. Because they are in forest, the GM determines that one of the spirits is an earth spirit (because of the forest) and the other is a water spirit (not opposite Earth). Then the GM rolls for their spirit levels, rolling a 3 and a 5, respectively. This makes them both 1st level spirits. Neither of them can cast *Locate Object*, a level 2 spell. But the GM decides that spirits know their surroundings and can lead the party to water without a spell.

Prisby chooses the water spirit as the best for her purposes. She begins to negotiate with the spirit. Her Charisma gives her a +1, and her relative Spirit Level gives her a +3 (her 4 minus the spirit's 1). The GM rolls the spirit's reaction and gets a 7, plus 4 is 11. The spirit is convinced to lead the group to the nearby lake.

After the group drank their fill and filled their water skins, a giant crab attacks them. The fighters hold off the enormous crustacean, while Prisby finds that the water spirit has left the area. She looks for another spirit. The GM rolls and Prisby finds a 2nd level Water spirit (because of the lake), 1st level Air spirit, and a 3rd level Earth Spirit (both not opposite Water). Prisby wants to cast a *Sleep* spell, and the GM decides that either the Water or Earth spirit could cast *Sleep* (sleep and dreams are often associated with water, and earth governs the body). The Enchantress picks the Water spirit, since it is lower level and easier to persuade.

This time, Prisby's bonus is a total of +3 (+1 from CHA and +2 from higher Spirit Level than the water spirit), and the GM rolls a 5, plus 3 gives an 8, a neutral result. So, the round ends and Prisby's companions are still having trouble penetrating the giant crab's hard shell. Prisby takes another turn to negotiate, this time upping the ante by offering the water spirit a flask of Holy Water, worth a +1 by GM fiat. Now the reaction roll is at +4, and again the GM rolls a 5, plus 4 = 9, a success. The water spirit casts *Sleep*, putting the giant crab into a deep slumber. The crew easily kills it, and they feast on boiled crab that evening. Prisby finds her flask of Holy Water empty and the water spirit gone.

