

*Articles*

*of*

*War*

A Rules Supplement for  
Labyrinth Lord  
other old-school  
fantasy role-playing games

**Labyrinth Lord**  
**Compatible Product**

Written by: James M. Spahn

Art by: Billiam Babble

# Articles of War

## Optional Rules for *Labyrinth Lord*

Written by: James M. Spahn

Art by: Billiam Babble

The combat rules in old school fantasy role-playing have never been designed for realism. They're quick, they're fast, and they're often brutal. Present below are a few optional rules to simplify, streamline or modify combat.

### Weapon Damage By Class

This optional rule makes two fundamental changes to way weapon damage is determined and the weapons a character may wield. Instead each class having a specific list of weapons that they may choose from, any character class may wield any weapon they wish. However, the base damage of all weapons is determined by a character's class and *not* by the damage listed in the equipment section of the *Labyrinth Lord* core rules, per the chart below.

Class	One-handed Weapons	Two-handed Weapons	Ranged Weapons
Cleric	1d6	1d8	1d4
Dwarf	1d8	Not Applicable	1d6
Elf	1d6	1d8	1d6
Fighter	1d8	1d10	1d8
Halfling	1d6	Not Applicable	1d6
Magic-User	1d4	1d4	1d4
Thief	1d6	1d8	1d6

So for example, a magic-user wishes to wield a long sword in combat. When he fights with a long sword, he does a base of 1d4 points of damage. A magic-user with a Strength of 13 would do 1d4+1 points of damage, due to his ability modifier. However, if this magic-user were to hand the very same sword to his fighter ally, the fighter would roll a base of 1d8 for their damage – even though they were both wielding the same weapon.

The reason for this is because the fighter is more skilled, more trained, and more adept at wielding his weapons effectively than his magic-user ally – so he knows how to potentially inflict more damage on the foes he might face. So a weapon's damage is determined by how extensive the martial training of the class.

Other than the changes noted on the chart above, weapons function as normal. A *short sword*+1 still grants a +1 bonus to hit and damage, regardless of what die-type of damage it inflicts. For a cleric, it would be a 1d6+1 damage, while for a magic-user it would be a 1d4+1 damage.

### **Fighting With Two-Weapons**

Dwarves, Elves, Fighters, Halflings and Thieves may fight with a weapon in each hand. While doing so does not grant any extra attacks in a combat round, it does allow them choose freely which weapon they attack with from round to round. In addition, these weapons can be used to parry incoming attacks and at the Labyrinth Lord's discretion may grant a one-point bonus to the character's armor class against melee attacks.

### **Fighting With a Single One-Handed Weapon**

Often those who prefer a more elegant, refined style of combat fight with a single one handed weapon and keep the other hand free for balance and mobility. Elves, Fighters, Halflings and Thieves fighting in this fashion receive a +1 bonus to their attack roll – but only if they have a Dexterity of 13 or higher and only while wielding a one-handed melee weapon in their primary hand and nothing in their off-hand.

### **Sword & Flame**

Sometimes adventurers will carry a one-handed weapon in their primary hand and a torch in the other as they explore dungeons and caverns. A torch can make a handy improvised weapon in combat, though torches are not intended to be wielded as weapons. Attacking with a torch may be done instead of attacking with a primary weapon, though all such attack rolls suffer a -4 penalty because of its unwieldy nature and the fact that is being carried in the off hand. If the target is hit it suffers 1d4 points of damage. Strength ability modifiers do not apply to this damage. and there is a 5% chance per point of damage done that the target will catch fire if they are made of or wearing anything that can be ignited in such a fashion. If a foe is set on fire they will take a single point of damage for the next 1d4 rounds as flames spread across their body. A single target cannot be under this effect from multiplex torches.

Unfortunately, whenever a character successfully attacks with a torch there is a 25% chance the torch will be extinguished or broken, rendering it useless.

### **Shield Breaking**

Characters wielding a battle axe, war hammer, morning star or two-handed sword may attempt to break a foe's shield. They must declare they are attempting to do so before rolling. If they succeed in their attack roll, the attack minimum damage (as if a 1 were rolled on the damage die), but there is a chance their shield has been destroyed.

The Labyrinth Lord then rolls 1d6. On a 1-2 a wooden shield has been destroyed. On a 3 a metal shield has been destroyed.

Dwarves are particularly fond of this tactic and at the Labyrinth Lord's discretion they destroy wooden shields on a 1-3 on 1d6 and metal shields on a 1-2. Magical shields cannot be destroyed in this fashion.

## DESIGNATION OF PRODUCT IDENTITY

Labyrinth Lord™ is copyright 2007 - 2012, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at <http://www.goblinoidgames.com>.

Barrel Rider Games™ is copyright 2012, James M. Spahn. The Barrel Rider Games™ logo is copyright 2012, James M. Spahn.

Art is Copyright 2013, Billiam Babble, used with permission.

## DESIGNATION OF OPEN GAME CONTENT

All text not identified as Product Identity is Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you

are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.