

Contract

for

Adventure

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

Labyrinth Lord
Compatible Product

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Contract for Adventure

Optional Rules for *Labyrinth Lord*

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Old-School fantasy role-playing games are designed to be played fast and loose with a large amount of wiggle room for referees to interpret the rules as they see fit. To that end, *Contract for Adventure* is a brief supplement for *Labyrinth Lord* that lists a few house rules that offer new options for the seven classes depicted in the core rules. These are simply house rules, to be used at the *Labyrinth Lord*'s discretion. They are designed to give player characters a little edge, make the rules even faster, or simply give the class a touch of flexibility.

Cleric

Divine Weapon: The cleric may select one edged weapon which they may wield without violating the tenants of their faith. This weapon is typically associated in some fashion with their deity, divine patron, or philosophy.

Dwarf

Battle Training: Dwarves receive a +1 bonus to hit and damage when wielding an axe or war hammer. In addition, while dwarves are normally not permitted to wield two-handed weapons, they may purchase specially crafted one-handed versions of the battle axe and war hammer that are designed for their size at a 25% price increase above the listed cost in the *Labyrinth Lord* core rule book.

Elf

Sword-Dancer: Elves are specially trained in the a mystic form of elvish swordsmanship that allows them to parry blows while casting spells. On any round where an elf casts a spell while holding a sword they receive a -1 bonus to their armor class.

Fighter

Weapon Specialty: A fighter may select one weapon, melee or ranged, that serves as their specialty. When wielding this weapon they receive a +1 bonus to all attack and damage rolls. This is in addition to any bonuses received from high ability scores or magical weapons.

Armor Specialty: A fighter may select one type of armor, such as leather or

plate mail. When wearing that type of armor, they receive a -1 bonus to their Armor Class. A fighter may select “unarmored,” in which case they receive a -1 bonus to their Armor Class when they are wearing no armor at all. They may not select shields as an armor specialty.

Halfling

Nimble Fingers: Halflings are adept at acts of prestidigitation and slight of hand. A halfling may Pick Pockets as described in the thief special ability. His percentage chance of success is equal a thief of half his current level, rounded down, to a minimum level of skill equal to a 1st level thief. So a first or second level halfling can pick pockets as a 1st level thief with a 23⁰% chance of success.

Magic-User

Ritual Spellcasting: A wizard may cast a spell he has not memorized, but only if he casts it as a ritual. To do so he must purchase special components that cost 100gp per level of the spell being cast with through a ritual casting. In addition, it takes one full turn per spell level to cast the spell and it must be a spell that he could cast normally. So, for example, a 5th level magic-user could attempt to cast a 3rd level spell as a ritual – but he would need 300gp in components and the casting time would be three turns.

Thief

Simplified Thief Skills: Instead of having different percentage chances for each of the thief's special abilities, the Labyrinth Lord can optionally use the Hear Noise skill to determine success for all of the thief's special abilities. So, for example a 3rd level thief would have a 1-3 on a d6 chance of succeeding the following skills: Pick Locks, Find & Remove Traps, Pick Pockets, Move Silently, Climb Walls, Hide in Shadows, and Hear Noise. The thief's ability to Read Languages is not effected by these simplified rules and still functions at an 80% chance of success once he reaches 4th level and his ability to read magical scrolls still functions at a 90⁰% chance of success at 10th level.

Improved Backstab: A thief's backstab damage multiplier increases as they level. At 5th level a thief increases to a x3 multiplier on their backstab damage and at 10th level this modifier increases to x4.

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