

Greensinger



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Art by: Joe J. Calkins

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Greensinger

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Int 9, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d6

Maximum Level: 10th

All elves share an affinity for nature, but rare is the elf who learns to sing the songs of the babbling brook or head the pied-pipes of the western wind. Those few who do are known as Greensingers and they sing in tune with the rhythm of the natural world. Often they travel the world, from wild to wild, carrying with them songs unheard by mortal ears so that others might learn the depth, power and beauty of the earth upon which they cherish so dearly. They see themselves as the bearers of a legacy and a music that has existed since the beginning of time and

hope to honor and aid nature with their gifts.

Unlike other elves, the greensinger is limited in his weapon selection. They see the weapons they wield as those that are given to them by the natural world. As such they are able to wield clubs, javelins, long bows, quarterstaves, short bows, slings and spears. In spite of their prohibition from wielding a dagger in combat, greensingers are permitted to carry simple hand tools with metal parts simply for utilitarian purposes. Greensingers do not wear armor, but can carry shields – but only if that shield is wooden. They use the Attack Values and Saving Throws of an elf of equal level.

Like other elves, greensingers have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their connection to nature, elves are completely unaffected by the paralysis ghouls can inflict. Elves can speak their alignment language, common, elvish, gnoll, hobgoblin, sylvan, and orc. Because their first loyalty is to the earth itself, all greensingers are Neutral in alignment.

Greensingers who possess a 13 or higher in either DEX or CHA receive a +5% bonus to all experience points earned. If the greensinger has a 13 or higher in both CHA and DEX they receive a +10% bonus.

Reaching 9th Level: When a greensinger reaches 9th level they become known as a *Brethyle* – an ancient elven word meaning “Singer of Trees.” A *brethyle* never establishes a stronghold, but instead attracts 2d6 followers. The majority of these are natural animals, such as bears, wolves, or birds – though one of them may be a 1st level elf or greensinger who seeks to learn the songs of nature from the *brethyle*.

Experience	Level	Hit Dice (1d6)	Special Abilities	1 st Level Spells	2 nd Level Spells	3 rd Level Spells
0	1	1	Leaf Armor	-	-	-
4,065	2	2	Song of the Wind	1		
8,125	3	3	Speak with Animals	2		
16,251	4	4	Song of the Earth	2	1	
32,501	5	5	Speak with Plants	2	2	
65,001	6	6	Song of the Sun	2	2	1
130,001	7	7	Traceless Passing	2	2	2
200,001	8	8	Song of the Sea	3	2	2
400,001	9	9	Charm Animals	3	3	2
600,001	10	+2 hp only *	Song of the Stars	3	3	3

*Hit point modifiers from constitution are ignored.

Leaf Armor: Though they do not wear armor, greensingers have a deep and natural kinship with the earth and the trees that protects them. All greensingers wear a mantle of oak and ivy that grows and strengthens itself as they grow in power, eventually covering their entire body and offering an amazing level of protection. A greensinger receives a +1 bonus to their armor class at 1st level because of this leaf armor. With each experience level they gain, the armor strengthens itself and increases by +1. So a second level greensinger has a +2 bonus to their armor class, a 3rd level greensinger has a +3 bonus, and so on.

Song of the Wind: Once a greensinger has reached 2nd level they have learned the song of the wind and may use it to inspire their allies to new swiftness. By spending a round singing, the greensinger grants all allies in the party a +2 bonus to all ranged attack rolls and a +10' bonus to movement for the next three rounds. They may use this ability once per day.

Speak with Animals: Beginning at 3rd level a greensinger is acts as though they are under the effects of a *Speak with Animals* spell, permanently. While this functions exactly like the Cleric spell of the same name, it is not a magical

effect – the greensinger literally knows the tongue of all birds and beasts.

Song of the Earth: At 4th level the greensinger has learned the deep rumblings of the earth and the old songs of stone. By singing the great echoes of the earth, the greensinger is able to bring a new heartiness to their party, granting them a +2 bonus to all saving throws for the next three rounds. They may use this ability once per day.

Speak With Plants: Once a greensinger reaches 5th level they act as though they are under the effects of a *Speak with Plants* spell, permanently. While this functions exactly like the Cleric spell of the same name, it is not a magical effect – the greensinger literally knows the language of trees, flowers and plants.

Song of the Sun: At 6th level the greensinger can sing to the joy of the sun. By spending one round singing songs of light and of the dawn, they radiate light as per the Elf/Magic-user spell *Light*, except the radius of their light is 60' and the illumination lasts only one turn. This enchanted illumination banish all magical and natural darkness, grants a +2 morale bonus to all followers, hirelings and henchmen within 60'. In

addition, when a greensinger activates this ability they may attempt to Turn Undead as a cleric equal to their level. This ability may be used once per day.

Traceless Passing: Beginning at 7th level the greensinger leaves no traces of their passage wherever they go. They cannot be tracked by mundane means nor can they be scryed via any magical spell or item.

Song of the Sea: At 8th level the greensinger has learned the eternal music of the sea. By spending one round singing of the tides and the waters of the world, the greensinger can heal the wounds and weariness of all allies within 60' as if they had received the benefit of a *Cure Light Wounds* Cleric spell. In addition, the greensinger and all his allies can walk on the surface of any liquid for the next five rounds. This ability may be used once per day.

Charm Animals: By the time a greensinger has reached 9th level they have proven themselves to be an ally to all creatures of nature that they encounter. Whenever they come within 60' of any animal that creature must immediately make a saving throw vs. spells or act as though it had a *Charm Person* spell cast upon it by the greensinger. Unlike the spell, however, this effect only lasts for one hour.

Song of the Stars: The stars are eternal and so is the music of the greensinger. At 10th level they are able to summon up such great music that it reaches into infinity. By spending one round honoring the stars in the sky, they grant their allies the following benefits for the next five rounds: they cannot be blinded, nor their movement hindered by magical spells or effects. In addition, all weapons wielded by allies within 60' of the greensinger (and the greensinger himself) blaze with starlight, each glowing light. They function as +3 magical weapons and radiate a 30' light. Any foe struck by these weapons must make a saving throw vs. spells or be blinded for one turn.

This ability may be used once per day.

Spells: Beginning at 2nd level greensingers can cast spells in a manor similar to clerics, but commune with the earth for one hour each morning to gain their spells. Their spell list is limited to those listed below:

1st Level: Charm Person, Detect Evil, Detect Magic, Protection from Evil, Resist Cold

2nd Level: Know Alignment, Resist Fire, Snake Charm

3rd Level: Animal Growth, Dispel Magic, Locate Object



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