

EIDOLON



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

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Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Eidolon

A Player Character Class

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

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Requirements: Wis 12

Prime Requisite: None

Hit Dice: 1d6

Maximum Level: 8th

Not all who are slain find peace. Many cannot release their hold on the mortal life and linger as spirits with unfinished business. Driven to complete these incomplete obligations, they can find no peace until their business is complete. They are the restless spirits bound to the land of the living by a

thread of passion. Appearing as pale blue or sickly green ghostly spirits, Eidolons wander the world of the living in hopes of completing their chosen task. Often they are pale reflections of their once mortal forms – warriors in rusted armor wielding broken weapons or magic-users in tattered robes who lean on splintered walking sticks. They will stop at nothing to complete their final task. They are the Eidolon.

Eidolons are wield spectral weapons in combat, though these ghostly trappings inflict cold, life-draining energy as determined by their level. They are often clad in incorporeal garb, which is simply a spiritual reflection of how they once dressed in life. As such they wield no actual weapons, nor wear literal armor in combat. They are quite comfortable in darkness and possess infravision at a range of 60'. Eidolons use the Attack Values of a Cleric and the saving throws of a Halfling of equal level. Because of their unique nature, they do not gain bonus experience points from high attributes. Eidolons are diverse in life and equally so in death and as such they can be of any alignment.

Reaching 8th Level: Upon reaching 8th level, the Eidolon becomes known as a *Revenant*, a spirit of vengeance and purpose. They are so deeply removed from the mortal realm of existence that they may turn invisible at will and fade from perception, as per the Elf/Magic-user spell *Invisibility*.

Eidolons never attract a permanent cadre of followers.

Eidolon Character Progression Chart

Experience	Level	Hit Dice (1d6)	Special Abilities
0	1	1d6	Driving Passion, Incorporeal, Unliving, Spectral Attack
4,065	2	2d6	
8,125	3	3d6	Aura of Fear
16,251	4	4d6	
32,501	5	5d6	Unassuming Dead
65,001	6	6d6	
130,001	7	7d6	Control Undead
200,001	8	8d6	

Driving Passion: All Eidolons are driven to continue their tortured existence by an all consuming passion. This passion must be selected at character creation and cannot be changed. Whether it's a quest for revenge, the desire to recover a long lost artifact or to protect a loved one who still dwells amongst the living – this is the very desire which drives the Eidolon to exist. The exact nature of this passion is up to the player and must be agreed upon by the Labyrinth Lord.

Whenever the character is actively and directly engaging in a task that will further or accomplish their passion they receive a +2 bonus to all attack rolls, ability checks and saving throws.

If, for any reason, the source of the Eidolon's driving passion is destroyed or rendering utterly impossible to complete, the Eidolon ceases to exist as the source of their will to carry on is no more.

Incorporeal: Because Eidolons are insubstantial phantoms and spirits, they have no physical form. As such they have several unique qualities. Firstly, they may move at a speed of 120' via flight. They are also immune to damage from mundane sources, such as non-magical weapons. In addition, it may also pass through physical obstructions, such as walls – though doing so is painful for an Eidolon and for every ten feet of such obstruction through which it passes it suffers 1d4 points of damage – to a minimum of 1d4 points of damage.

Their lack of a physical form also prevents the Eidolon from using most magic items, as they must be worn or consumed to be of use. They are also very limited in their ability to manipulate physical objects due to their lack of mass or physical form. Instead of direct physical manipulation, they are able to concentrate their will and achieve an effect that mimics the Elf/Magic-User spell *Telekinesis*.

They may use their telekinetic ability once each day at 1st level, twice upon reaching 4th level and three times per day at 8th level. It functions as if it cast by a Magic-User of equal level to the Eidolon.

Unliving: Because they are not living creatures Eidolons are immune to many magical effects and unable to benefit from magical healing. They are immune to the following spells and their as well as magical items that generate similar effects: *Cure Light Wounds, Remove Fear, Cure Disease, Cure Critical Wounds, Raise Dead, Heal, Regenerate, Resurrection, Charm Person, Sleep, ESP, Confusion, Feeblemind, Magic Jar, Reincarnation, Irresistible Dance, Mass Charm, Mind Blank, Trap the Soul.*

In addition, Eidolons are immune to all poisons and diseases, as they have no physical form. Finally, because they have a broken soul, nothing short of a *Wish* can restore a defeated Eidolon to its spectral condition if it is destroyed or reduced to zero hit points.

Eidolons can, however, be the target of a Cleric's Turn Undead ability. If they are within 60' of a Cleric who successfully turns the Eidolon, they must flee from the sight of the Cleric as fast as possible and are unable to come within that same distance of the Cleric for one hour.. If the Cleric successfully "Destroys" the Eidolon, they are not necessarily slain outright. Instead, the Eidolon suffers 1d6 points of damage for each level of the Cleric.

A Cleric's ability to turn an Eidolon is based upon the Cleric's level and the Eidolon's hit dice as shown on page 9 of the *Labyrinth Lord* core rule book.

An Eidolon cannot be healed by magical means. Instead they naturally heal 1d4 points of damage at midnight each night as their all-consuming passion reweaves their spectral form back into being.

Spectral Attack: Eidolons are capable of inflicting a chilling, blood-freezing touch attack with their incorporeal hand. This melee attack inflicts 1d8 points of damage, plus the Eidolon's Strength modifier. It is considered to be a magical weapon for purposes of inflicting damage on targets immune to mundane damage.

Aura of Fear: Beginning at 3rd level the Eidolon is able to radiate an Aura of Fear, similar to the *Cause Fear* spell. When this ability is activated all characters within 30' of the Eidolon must make a saving throw vs. spells or immediately suffer the effects of a *Cause Fear* spell. This ability may be used once per day at 3rd level and twice per day once the Eidolon reaches 6th level.

Creatures immune to *Cause Fear* or similar effects are also immune to this ability.

Unassuming Dead: Beginning at 5th level, the Eidolon's broken existence has become so unnatural that most undead creatures recognize him as one of their own. Skeletons, spectres, wights, wraiths and zombies will ignore an Eidolon in combat, unless he actively attacks

them. Highly intelligent undead such as liches or vampires recognize an Eidolon for what he is and make no such mistake.

Control Undead: Upon reaching 7th level the Eidolon is actually able to exert his fierce will on other restless dead. When they encounter skeletons, zombies, or wights they may attempt to use this ability to control such creatures who come within 60' of the character. The Eidolon rolls 2d6 and consults the chart below to determine if they are successful.

Creature	Difficulty	Number Controlled
Skeleton	5	2d4
Zombie	7	1d6
Wight	9	1d4

These creatures remain under the control of the Eidolon for one turn before returning to their mindless existence. An Eidolon can attempt to use this ability only once per character level on an undead creature, regardless of whether or not they are successful.

Becoming an Eidolon

At the Labyrinth Lord's discretion, player characters who are slain may rise again as 1st level Eidolons. These characters lose all of the previous abilities associated with their class. Former thieves cannot pick pockets and former magic-users cannot cast spells, for example.

If the Labyrinth Lord offers the option for a slain character to become an Eidolon, that character must first succeed in a Saving Throw vs. Death based upon the level and class had when they were alive. If successful, they rise in 4d6 hours as a 1st level Eidolon. The player of newly reborn Eidolon and the Labyrinth Lord will need to work together to determine the character's Driving Passion.

Only player characters with a Wisdom of 12 or higher have the option of becoming Eidolons.

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