

Lost Boy



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

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

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A Player Character Class

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

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Requirements: Dex 9, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d6

Maximum Level: 8th

Lost boys appear as preteen human children with slightly elfin features. Most stand just under four feet in height, with slight builds, sparkling eyes of green or blue and an unkempt tangle of hair atop their heads. They come from a land far beyond the stars, which they call home. Claiming that they come to our world looking for adventure, they are spritely and eager adventuring companions. They are eternally youthful, both in mind and body. Because of this they often bring their allies to the edge of disaster and then use

their unique abilities to snatch victory from the jaws of defeat.

Lost boys are proficient in all one-handed melee weapons, light crossbows and short swords. Because of their small size, they are incapable of wielding larger weapons. Preferring to remain agile in battle, they only wear leather armor and may not use shields. Lost boys use the attack value of a thief of equal level and the saving throws of a halfling. They have little understanding of ordered society and as such they must be neutral or chaotic in alignment. Lost boys speak common and sylvan – the language of the fairies.

Because of their small size and surprising agility, all lost boys receive a +1 bonus to their armor class.

Reaching 8th Level: Upon reaching 8th level a lost boy earns the surname *Pann*, but does not immediately gain followers. In order to gain followers, the Pann must find small children (no older than a year), and steal them from their beds while they sleep, or convince the child to come with them back to their mysterious homeland. The child returns one month later as a preteen child and 1st level lost boy. A lost boy cannot have more than 2d6 such followers.

Ageless & Fearless: Lost boys are the incarnation of eternal youth. They are forever young and forever fearless. Because of their unique nature, they do not age naturally nor can they be made to age through magical or supernatural effects. In addition, they have never experienced the emotion of fear and are immune to all magical or supernatural effects that create fear in them, such as a revered *Remove Fear* spell.

Cock's Crow: Beginning at 2nd level a lost boy can inspire fearlessness in his companions and break them from the influence of magical charms. Instead of attacking, they may let out a loud crow. All allies within 30' of the lost boy who are under the influence of any charm or fear-based spells may make a new saving throw with an additional +2 bonus. The lost boy may use this ability three times per day.

Flight: Beginning at 3rd level a lost boy has become so eager for adventure and filled with happy thoughts that they are actually able to take flight. This ability functions exactly as the Magic-user/Elf spell *Fly* with a duration based on the level of the lost boy. The lost boy is not inhibited by armor when activating this power. He may use this ability up to three times per day.

Hide in Shadows: A lost boy will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Mimicry: Lost boys are capable of throwing their voice and copying the sounds of other animals or even the voices of other people. If a lost boy uses their mimicry skill they can throw their voice up to 60' from their own location. They can mimic the sounds of common animals and most monsters without penalty. If they wish to mimic the exact voice of another individual, they suffer a -5% penalty to their skill. In addition, they may attempt to use this skill while hidden in shadows

without being revealed, but they do so at an additional -10% penalty.

Move Silently: When successful, others will not hear the movements of a lost boy. However, the thief always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Growing Up: At 8th level the lost boy gains a unique ability that he may only use once, for it permanently changes his character. He may choose to "grow up," and forsake his unique nature as an eternal child.

Using this ability requires one round of concentration. In that time the lost boy transforms into a fully grown human. He immediately becomes a fighter, thief, magic-user, or cleric with 160,001 experience points and gains all the abilities and restrictions of his chosen class. He may immediately select what spells he has memorized at that moment if he has selected a cleric or magic-user. In addition, essential trappings of his class (such as a magic-user's spellbook, a thief's tools, or a cleric's holy symbol) magically appear.

This transformation is permanent and the lost boy loses all his previous class abilities. In addition within one week of the transformation, the lost boy will lose all memory of his life before this transformation. The thrill of his childhood adventures are gone forever. Any followers the lost boy has will abandon him within days of this transform.

Experience	Level	Hit Dice	Special Ability	Hide in Shadows	Mimicry	Move Silently
0	1	1d6	Ageless & Fearless	15%	25%	20%
2501	2	2d6	Cock's Crow	25%	35%	25%
5001	3	3d6	Flight	35%	45%	35%
10001	4	4d6		45%	55%	45%
20001	5	5d6		55%	65%	55%
40001	6	6d6		65%	75%	65%
80001	7	7d6		75%	85%	75%
160001	8	8d6	Growing Up	85%	95%	85%

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