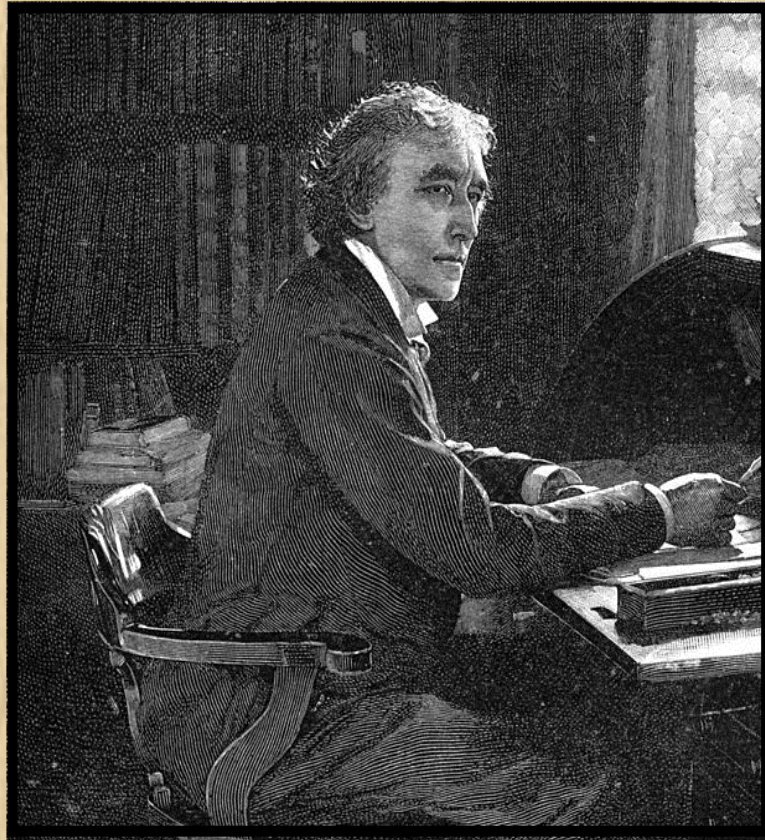


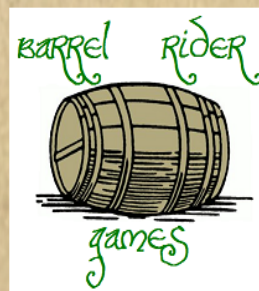
# METAPHYSICIAN

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

Written by: James M. Spahn



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



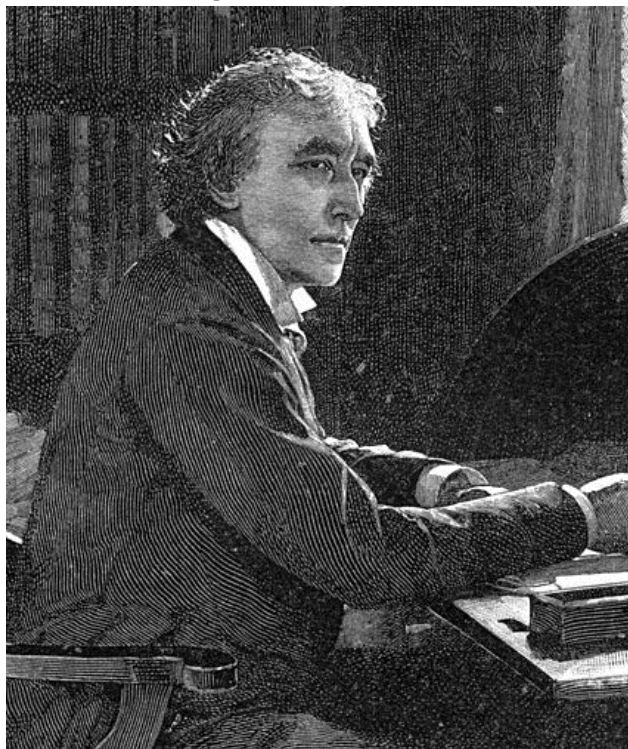
# Metaphysician

## A Player Character Class

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

Written by: James M. Spahn

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**Requirements:** Int 12, Wis 12, Cha 9

**Prime Requisite:** INT and WIS

**Hit Dice:** 1d4

**Maximum Level:** 20<sup>th</sup>

A metaphysician is a man of all supernatural sciences. He studies legends, folklore, theology and thaumaturgy in hopes of gaining deep insight into the nature of evil so that he might combat it and bring that which is dark and sinister to its end. Metaphysicians are looked down upon as crackpots and madmen by most, for they study both the divine and the blasphemous, the necromantic and the arcane – all with equal fervour. Knowledge is their greatest weapon.

Metaphysicians have almost no martial training. They may only wield a dagger or quarter staff in combat. They do not wear armor or use shields. Metaphysicians have the Attack Values and Saving Throws of a magic-user of equal level. A metaphysician who has a 16 or higher in Intelligence or Wisdom gains a +5% bonus to all experience points earned. If he possesses a 16 or higher in both prime requisites he receives a +10% bonus. Due to their academic focus and disciplined minds they may only be Lawful or Neutral in alignment.

**Reaching 9<sup>th</sup> Level:** Upon reaching 9<sup>th</sup> level a metaphysician may become known as a *Professor*. Professors are typically offered positions of authority at academic establishments, should such places exist. These positions usually come with regular pay and a comfortable home. Instead, the professor can attempt to start his own university.

Metaphysicians wishing to do so will need to raise a large sum of gold, typically 10,000 gold pieces or more, to fund construction and hire the staff necessary to run their new academic establishment. After the university has been constructed (which usually takes 2 – 7 months), it will draw a staff of 3d4 instructors. These are typically magic-users, clerics, metaphysicians between 1<sup>st</sup> and 3<sup>rd</sup> level, or other highly learned individuals. Though these instructors will not aid the player character in their adventures, they can still act as advisers and assistants to the metaphysician between adventures.



## Metaphysician Class Progression

Experience	Level	Hit Dice (1d4)	Dark Insight	Read Languages	Forbidden Lore	Special Abilities
0	1	1	10%	13%	23%	Academic Spellcaster
2,235	2	2	13%	17%	27%	
4,465	3	3	17%	20%	30%	Turn Undead
8,925	4	4	20%	27%	37%	
17,851	5	5	27%	30%	40%	
32,701	6	6	30%	37%	43%	
71,401	7	7	37%	40%	53%	
135,001	8	8	40%	47%	63%	
255,001	9	9	47%	50%	73%	
375,001	10	+1 hp only*	50%	57%	83%	
495,001	11	+2 hp only*	57%	60%	93%	
615,001	12	+3 hp only*	60%	67%	95%	
735,001	13	+4 hp only*	67%	70%	97%	
855,001	14	+5 hp only*	70%	77%	99%	
975,001	15	+6 hp only*	77%	80%	99%	
1,095,001	16	+7 hp only*	80%	87%	99%	
1,215,001	17	+8 hp only*	87%	90%	99%	
1,335,001	18	+9 hp only*	90%	97%	99%	
1,455,001	19	+10 hp only*	97%	99%	99%	
1,575,001	20	+11 hp only*	99%	99%	99%	

\*Hit point modifiers from constitution are ignored

**Dark Insight:** The metaphysician dedicates himself to the study of the supernatural and monstrous. Due to this fanatical study, they are often able to recall the tactics and methods best suited to fighting the servants of darkness. By spending a single round studying the an individual, the metaphysician has a chance to successfully divine if their target is under the influence of evil influence or an evil creature masquerading as something more mundane. Successful use of this ability allows the metaphysician to determine if their target is under the influence of a *Charm* effect, curse (via *Bestow Curse* or other source), *Geas* spell, possessed (through the effects of a *Magic Jar* spell, or similar effect), *Quest* spell, and other mind-influencing magical effects. In addition, the metaphysician can also detect if the subject has been infected with lycanthropy, is currently

under the thrall of a vampire, or infected with mummy rot. He may also divine if the subject is a magically constructed *Simulacrum*, as described on page 39 of the *Labyrinth Lord* Core Rules.

This observation is made through academic observation and is not magical in nature. If the metaphysician fails using this ability they must gain one level of experience to use it for a second time on the same target.

**Forbidden Lore:** Metaphysicians are often well-versed in the folk lore and whispered history of a great many places and artifacts. The inquisitor may study any magical item they encounter by handling it for one full turn. If they successfully use this ability they are able to recall the general history of the item, though they may not identify any specific magical

properties of the item except that it is magical in nature and if the item is cursed. If the metaphysician successfully examines an item using Forbidden Lore they may recognize it as cursed and are also able to do so without being affected by the curse during the examination. However, if they fail their Forbidden Lore ability check while examining and handling a cursed item they may suffer the effects of that cursed item, at the Labyrinth Lord's discretion.

In addition, the metaphysician may also use Forbidden Lore to recall the folklore and local legends of a specific village, town or region. This information is often general in nature, giving only rumors, hearsay and legends. So, a successful use of Forbidden Lore in this fashion might allow the metaphysician to learn "The village of Wulfberg has long been plagued by a werewolf who only comes in summer," but not "The mayor of Wulfberg is a werewolf who hunts his own people on the full moon of midsummer." If a metaphysician fails when using Forbidden Lore to recall folklore and local legends, he actually recalls inaccurate and potentially dangerous information.

**Read Languages:** A metaphysician can *read languages* (any). This ability does not include magical writings. If the roll does not succeed, the inquisitor may not try to read that particular piece of writing until he reaches a higher level of experience.

**Turn Undead:** At 3<sup>rd</sup> level a metaphysician may turn undead as a cleric two levels lower.

**Academic Spellcaster:** Metaphysicians study all aspects of reality, whether they be mundane, divine or arcane. As such they have, through a combination of theology and academic study, developed a unique form of spellcasting. All metaphysicians keep an Academic Journal, which is similar to a magic-user's spellbook. In it they may record any scroll they find containing *Magic-user/Elf* spells or *Cleric* spells. Once a spell has been recorded in this fashion the scrolls may be considered to be expended. Also, it is important to notate whether

the spell came from Magic-user/Elf scroll or Cleric scroll, as in some cases there are differences between the Magic-user/Elf version and a Cleric version of a spell that share the same name (like *Detect Evil*).

Once a spell has been recorded, the metaphysician may memorize the spell as if he were a magic-user, regardless of whether the spell is from the Magic-user/Elf or Cleric spell list. When casting the spell, the metaphysician is still required to have all the material components necessary, if any are noted in the description of that spell. In addition, the metaphysician is required to have a holy symbol whenever casting a Cleric spell.

All metaphysicians begin with *Read Magic* (Magic-User/Elf), *Detect Magic* (Magic-User/Elf), and *Detect Evil* (Cleric), in their Academic Journals. Unlike magic-users and clerics, they do not automatically receive new spells to scribe into their journals. Instead these spells must be discovered while adventuring or purchased if such a shop is available to them. If a metaphysician's journal is lost or destroyed he must spend 500 gold pieces to purchase a new one. New journals begin with only the spells mentioned above written into them. All lost spells will need to be recovered or repurchased.

The metaphysician is limited to a certain number of spell slots as listed below and never receive bonus spell slots for high attributes. In addition, they are incapable of learning 8<sup>th</sup> or 9<sup>th</sup> level Magic-user/Elf spells.

*Example:* Abraham is a 3<sup>rd</sup> level metaphysician with the following spells written in his journal: *Read Magic* (Magic-User/Elf), *Detect Magic* (Magic-User/Elf), *Detect Evil* (Cleric), *Magic Missile* (Magic-User/Elf), *Cure Light Wounds* (Cleric), *Continual Light* (Magic-user/Elf), and *Know Alignment* (Cleric). He opts to memorize *Cure Light Wounds*, *Magic Missile*, and *Continual Light*. Because his version of *Continual Light* is the Magic-user/Elf version it is a 2<sup>nd</sup> level spell, where as the Cleric version of the spell of the same name is a 3<sup>rd</sup> level spell.

## Metaphysician Spell Progression

Class Level	1 <sup>st</sup> Level Spells	2 <sup>nd</sup> Level Spells	3 <sup>rd</sup> Level Spells	4 <sup>th</sup> Level Spells	5 <sup>th</sup> Level Spells	6 <sup>th</sup> Level Spells	7 <sup>th</sup> Level Spells
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	2	1	—	—	—	—
6	3	3	2	—	—	—	—
7	4	3	2	1	—	—	—
8	4	3	3	2	—	—	—
9	4	4	3	2	1	—	—
10	5	4	3	3	2	—	—
11	5	4	4	3	2	1	—
12	5	5	4	3	3	2	—
13	6	5	4	4	3	2	—
14	6	5	5	4	3	3	—
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3



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