

# Undead Slayer



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

Written by: James M. Spahn



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

# Undead Slayer

## A Player Character Class for Labyrinth Lord

and other old-school fantasy role-playing games

Written by: James M. Spahn

Art by: TobyArt and Joe Calkins.



**Requirements:** Str 9, Con 9, Wis 9

**Prime Requisite:** CON and WIS

**Hit Dice:** 1d6

**Maximum Level:** 20th

In the darkness, in the shadows, in the forgotten places of the past, there is a terror that is long forgotten. But this lingering evil is still a great threat to the world, and those who carry the mantle of hope into darkness are rare heroes in this world. They are feared, even by those they protect, because of the dark places they have been and the horrible things they have seen. These nomadic travelers drift from town to town, offering a service that the good folk of the world need, but are often afraid to ask for. These are Undead Slayers, slayers of the dead.

Undead Slayers are proficient in all weapons, but because they often delve into dark places of the world where stealth is important, they limit their armor. They may wear padded armor, leather armor and studded leather armor. They do not use shields. Attack Values and Saving Throws progress as a Cleric of equal level. Undead Slayers may be of any alignment, though few are Chaotic.

**Reaching 9<sup>th</sup> level:** At 9<sup>th</sup> level the Undead Slayer gains a small, fiercely loyal troupe of cohorts. 1d4+1 1<sup>st</sup> level characters of Lawful and Neutral alignment come into the Undead Slayer's service. They are often fighters, thieves, or clerics and can often be other Undead Slayers. They only seek to aid the undead slayer in his quest to keep the dead at rest.

**Slayer of the Dead:** The Undead Slayer dedicates their life to the destruction of things that would rise from the grave to threaten the living. Because of their dedication to this unique group of foes, they receive a bonus in combat when facing these creatures. All Undead Slayers receive +2 to all attack and damage rolls when facing undead creatures such as Ghouls, Mummies, Shadows, Skeletons, Spectres, Vampires, Wights, Wraiths and Zombies.

**Amongst the Shadows:** At 3<sup>rd</sup> level the Undead Slayer has learned that the shadows are not always their enemy. Their keen senses and light steps have become a boon in their desperate hunts. Undead Slayers may use Hide in Shadows, Move Silently and Hear Noise as a Thief of two levels lower, as shown below. They may use this skill while wearing any padded, leather or studded leather armor.

**In the Face of Evil:** With their willpower

resolved and their heart hardened to the horrors of the world, a 5<sup>th</sup> level Undead Slayer has gained new resistance to the evils of their chosen foe. Upon reaching this level the Undead Slayer receives a +4 bonus to all saving throws to resist the spells and special abilities of Ghouls, Mummies, Shadows, Skeletons, Spectres, Vampires, Wights, Wraiths and Zombies.

**Cast Away the Darkness:** At 7<sup>th</sup> level, the Undead Slayer has become so dedicated to defeating the rising dead that they can call upon the very powers of the divine to cast them back and even destroy them. At this level an Undead Slayer may Turn Undead as a Cleric six levels

lower than their actual level, though they may not turn Infernal creatures. The Turn Undead chart may be found on page 9 of the Labyrinth Lord Core Rulebook.

**Lost Whispers:** At 9<sup>th</sup> level the Undead Slayer has learned to utilize both arcane and divine magic to aid them in battle. They may cast a very limited number of spells from the list below, using the progression shown on chart below. These spells are an exotic combination of both arcane and divine magic, and the Undead Slayer may cast these spells while in armor.

<u>Experience</u>	<u>Level</u>	<u>Hit Dice</u> (1d6)		<u>Move</u> <u>Silently</u>	<u>Hide in</u> <u>Shadows</u>	<u>Hear</u> <u>Noise</u>
0	1	1	Slayer of the Dead	--	--	--
2035	2	2		--	--	--
4065	3	3	Amongst the Shadows	23%	13%	1-2
8,125	4	4		27%	17%	1-2
16,251	5	5	In the Face of Evil	30%	20%	1-3
32,501	6	6		37%	27%	1-3
65,001	7	7	Cast Away the Darkness	40%	30%	1-3
120,001	8	8		43%	37%	1-4
240,001	9	9	Lost Whispers	53%	47%	1-4
360,001	10	+1 hp only*		63%	57%	1-4
480,001	11	+2 hp only*		73%	67%	1-4
600,001	12	+3 hp only*		83%	77%	1-5
720,001	13	+4 hp only*		93%	87%	1-5
840,001	14	+5 hp only*		95%	90%	1-5
960,001	15	+6 hp only*		97%	97%	1-5
1,080,001	16	+7 hp only*		99%	99%	1-5
1,200,001	17	+8 hp only*		99%	99%	1-5
1,320,001	18	+9 hp only*		99%	99%	1-5
1,440,001	19	+10 hp only*		99%	99%	1-5
1,560,001	20	+11 hp only*		99%	99%	1-5

\*Hit point modifiers from constitution are ignored

## **Undead Slayer Spell Progression**

### **Spell Level**

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>9</b>	1	-	-
<b>10</b>	1	-	-
<b>11</b>	2	-	-
<b>12</b>	2	-	-
<b>13</b>	2	1	-
<b>14</b>	2	1	-
<b>15</b>	2	2	-
<b>16</b>	2	2	-
<b>17</b>	2	2	1
<b>18</b>	2	2	1
<b>19</b>	2	2	2
<b>20</b>	2	2	2



## **Undead Slayer Spells**

<b><u>1<sup>st</sup> Level Spells</u></b>	<b><u>2<sup>nd</sup> Level Spells</u></b>	<b><u>3<sup>rd</sup> Level Spells</u></b>
Detect Magic Light Protection from Evil Remove Fear	Bless Continual Light Detect Evil	Protection from Evil, 10' Radius Remove Curse



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