

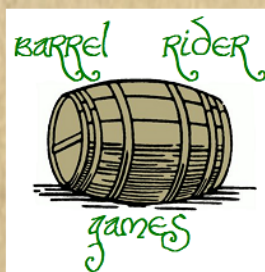
WAR CHANTER



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

Art by: Tamas Baranya

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

War Chanter

A Player Character Class

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

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Requirements: Str, Con 9, Cha 9

Prime Requisite: STR and CHA

Hit Dice: 1d8

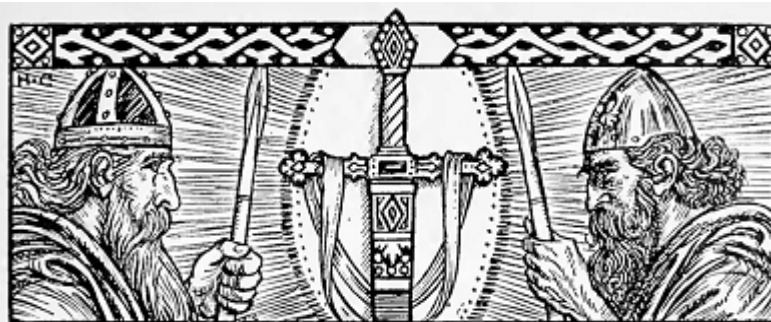
Maximum Level: 12th

Dwarves may seem to most to be a dour and work-obsessed culture who has no interest in beauty beyond that which can be mined from the earth, this is not so. Great dwarven warrior of song, known as war chanters, remember the songs of fallen heroes and hope to inspire their comrades to new glory upon the battlefield. With

their powerful songs, the war chanter can help their allies find new courage and deal mightier blows against what would seem to be an insurmountable foe.

Like other dwarves, war chanters are able to use all one-handed weapons as well as wear any armor and make use of shields. They retain other dwarvish racial traits as well. They have the ability to see in the dark via infravision up to a distance of 60 feet. They are able to detect traps, false walls, hidden construction or notice a sloping passage on a 1-2 on a d6, but they must be actively searching for these things. They use the saving throws and attack values of a dwarf. The war chanter can speak common, dwarvish, goblin, gnome, kobold and their own alignment tongue. War chanters can be of any alignment, though few are chaotic.

Reaching 9th Level: When a war chanter reaches 9th level they become known as a *Skald* and draw the service of 5d4 1st level dwarves who act as their loyal warriors. While a skald and his company of dwarves often travel, the character is expected to provide adequate arms, equipment and supplies to those in his service. Often a war chanter will build an outpost in a stony or mountainous region to serve as a home for his soldiers, though he is under no such obligation.



War Chanter Character Progression Chart

Experience	Level	Hit Dice (1d8)	Special Ability
0	1	1	Battle Song
2187	2	2	
4375	3	3	Toiling Dirge
8751	4	4	
17501	5	5	Stubborn Cry
35001	6	6	
70001	7	7	Call to War
140001	8	8	
280001	9	9	Brothers in Arms
400001	10	+2 hp only*	
540001	11	+4 hp only*	Lament for the Fallen
660001	12	+6 hp only*	

Battle Song: Every war chanter knows the songs of war and battle. By spending a single round reciting the ballads of past glories, the war chanter can inspire his allies to victory. For five rounds after using this ability the war chanter and all his allies within 30' receive a +2 bonus to attack and damage roles. This ability may be used three times per day.

Toiling Dirge: All dwarves know what it is to march for days on end or to work at the forge for endless hours. War chanters of 3rd level or higher may use this ability to ease the burden of their allies. While the war chanter and his allies are making a long march over a great distance he may perform a toiling dirge. The war chanter and all his company divide their overland wilderness movement rate by 4 instead of by 5 while under the guidance of his tireless song. So, for example, a company that normally moves 24 miles in a day (120' movement divided by 5) would instead move 30 miles that day (120' movement divided by 4). More details on overland movement can be found on page 45 of the *Labyrinth Lord Core Rules*.

Stubborn Cry: A common saying is “curse the stubbornness of dwarves,” and a war chanter of

5th level or higher not only proves it so, but turns this often decried trait into an asset for his allies. A war chanter can begin performing a stubborn cry instead of taking another action in combat. While doing so, he keeps his allies from being distracted by the task at hand. All allies within 60' who hear the dwarf's stubborn cry may re-roll any failed saving throw against Poison & Death, Petrify & Paralyze and Spells & Spell-like devices. If the second roll is a also a failure, then the ally suffers the effect dictated by the failed saving throw.

A war chanter may use this ability as often as they like, but may not take other actions while doing so and the must have already begun the stubborn cry before the saving throw is called for by the Labyrinth Lord.

Call to War: At 7th level a war chanter's glorious tales of battle often lead those who would not otherwise do so to join his company. Whenever the war chanter takes the service of a hireling, follower, retainer, or mercenary that servant has a +2 bonus to morale and will serve the war chanter at a 20% discount off the normal cost of service.

Brothers in Arms: A war chanter looks upon those who fight along side him as kindred spirits

and will often gladly give his life to save another. Once per day when an ally within 60' fails a saving throw, a war chanter of 9th level or higher may use this ability to grant them a re-roll of that saving throw using the war chanter's saving throw values instead.

Example: A 12th level war chanter has a saving throw vs. spells of 6. If his ally were a 12th level fighter with a saving throw vs. spells of 10 had just failed a save vs. spells, then the war chanter could use this ability to grant him a re-roll and the fighter would only need a 6 or better to succeed on that re-roll.

Lament for the Fallen: It is said that dwarves hold grudges even beyond death. At 11th level the

war chanter can actually call to the spirits of his fallen allies to gain a small host of ghostly servants who will fight along side him. It takes one round to summon them. These spectral dwarves function just like the dwarf listing on page 72 of the Labyrinth Lord Core Rules, except that these allies receive a +2 to all attack and damage rolls and can only be damaged by magical spells or magical weapons with a +1 enchantment bonus or higher. They are also considered incorporeal, which allows them to fly and pass through solid objects.

The allies remain for one turn, or until defeated and 2d4 such spectral dwarves appear. This ability may be used once per day.



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