

BERSERKER CLASS

By James Mishler with Jodi Moran-Mishler



Labyrinth Lord
Compatible Product

JAMES MISHLER GAMES

BERSERKER CLASS

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BERSERKER CLASS

Berserkers are members of tribes, religions, and organizations who focus on developing the ecstatic state they can attain when engaged in battle. For them battle is a spiritual experience where they become one with the act of battle. This state gives them great powers while in battle – enabling them to take wounds that would otherwise slay other warriors, making them immune to fear and other natural and magical effects, and even enabling them to perform magical feats, such as transforming into animal or semi-animal forms or growing vastly in size!

Requirements: STR 12, DEX 13, CON 13

Prime Requisites: STR, DEX, and CON.

Hit Dice: 1d8 (1d10 Advanced Option)

Maximum Level: Dwarf U, Gnome U, Human U

Fight As: Fighter; **Save As:** Fighter.

Armor & Weapons: Berserkers may wear any armor; however, as they improve their armor class every level, and their magical abilities that transform them do not generally transform their clothing, armor, or other equipment, and the wearing of armor is considered a weakness on many berserker groups, many berserkers forgo armor even from first level. Berserkers may wield any weapon, though most use the weapon of their native culture or tribe; some use thrown weapons before entering melee, while few ever wield missile weapons under any circumstances (other than hunting).

Magic Items: Berserkers may use any item useable by fighters.

Alignment: Berserkers may be of any alignment, though few are Lawful.

BERSERKER LEVEL PROGRESSION TABLE

| XP | Level | Hit Dice (d8) | Unarmored AC Bonus* | Attack Bonus* |
|----------------|-------|---------------|---------------------|---------------|
| 0 | 1 | 1 | -1 | +2 |
| 2,501 | 2 | 2 | -2 | +2 |
| 5,001 | 3 | 3 | -3 | +2 |
| 12,502 | 4 | 4 | -3 | +3 |
| 25,001 | 5 | 5 | -4 | +3 |
| 50,001 | 6 | 6 | -5 | +3 |
| 100,001 | 7 | 7 | -6 | +3 |
| 250,001 | 8 | 8 | -6 | +4 |
| 500,001 | 9 | 9 | -7 | +4 |
| 750,001 | 10 | +3 | -8 | +4 |
| 1,000,001 | 11 | +6 | -9 | +4 |
| 1,250,001 | 12 | +9 | -9 | +5 |
| +250,000/level | +1 | +3/level | Max | Max |

* Both of these apply only when the berserker is in a berserk state.

BERSERK STATE: Berserkers are able to instantly enter an ecstatic berserk state. They must remain berserk until no enemies remain on the field of battle; at that point, they may make a saving throw versus Death each round, at the beginning of the round, to come out of the berserk state.

- **Attack:** When berserk, a berserker may either add their attack bonus to hit and to damage to a single melee attack, **OR** they may make a number of melee attacks equal to the bonus to hit and to damage. Thus, a 1st to 3rd level berserker may *either* attack once with a melee weapon with a +2 to hit and to damage, or attack twice with no additional bonus to hit or damage. The berserker may not make thrown or missile attacks while in the berserk state, only melee attacks.
- **Defense:** When berserk and not wearing armor, save for the use of a shield, the berserker gains the Unarmored AC bonus listed. The berserker does NOT gain this bonus to AC if they are wearing armor or are not berserk.
- **Fight to the Death:** When berserk, a berserker can fight on even when reduced to 0 hit points or below.
 - If reduced below zero hit points up to their level, the berserker may continue fighting without impairment.
 - If reduced to a negative number of hit points greater than their level, they must make a saving throw versus Death; success indicates they continue fighting, failure indicates they drop dead.
 - This saving throw must be made every time they suffer further hit point damage.
 - If when they exit their berserk state, a berserker is reduced to a number of negative hit points equal to or less than their level, they must make a saving throw versus Death; if they succeed, they fall unconscious, if they fail, they fall over dead.
 - If when they exit their berserker state, a berserker is reduced to a number of negative hit points greater than their level, they fall over dead, with no saving throw.
- **Attacks Anything that Moves:** One drawback of being berserk is that the berserker cannot exit the berserk state as long as any enemies remain on the field of battle (anyone who is not an ally is considered an enemy even if they are not part of the enemy group).
 - If, however, they cannot reach an enemy to attack with a melee attack on that round, but an ally can be reached, they instead attack the ally!
 - If neither enemies nor allies are within range, the berserker must move a full move toward the nearest one, whether enemy or ally, to attack as soon as possible. During such a round the berserker must also make a saving throw versus Death, or work themselves into such a froth that they suffer 1d3 points of damage!

FEARLESS: A berserker never needs to make Morale checks; they always fight to victory or death.

- At 1st level a berserker is also immune to any other natural source of fear, and has a +4 bonus to save versus any magical form of fear.
- At 4th level a berserker is immune to all forms of magical fear, other than those generated by extra-planar creatures such as fiends, demi-gods, or gods; against these effects the berserker gets a +4 bonus to saving throws, and gets a saving throw even if the fear source normally does not allow one.
- At 8th level a berserker is immune to all forms of fear, even those generated by the gods themselves!

MAGICAL TRANSFORMATION: Beginning at 6th level a berserker may perform a magical transformation. Human berserkers always perform the Beast Transformation; dwarf and gnome berserkers always perform the Spriggan Transformation.

- **Beast Transformation:** At 6th level a human berserker must choose one of the following animal forms for their Beast Transformation; the form chosen never changes thereafter – **Black Bear*** (usually Lawful or Good), **Boar** (usually Neutral), **Hyena** (usually Chaotic or Evil), **Mountain Lion** (usually Neutral), **Wolf** (usually Chaotic or Evil).
 - While in the beast form the berserker has all the physical properties (Movement, Armor Class, claw and/or bite attacks (damage is modified by their Strength), etc.) of the that beast, but maintains their own mental faculties, hit dice, hit points, and saving throws.
 - They gain their usual berserk bonuses if they go berserk while in beast form. The melee bonuses apply to the bite/tusk attack or they can make multiple bite/tusk attacks.
 - At 6th level the berserker may transform to beast form and back to human form once per day; they increase the number of times they can transform and back once more per day per level thereafter (2/day at 7th, 3/day at 8th, etc.). Each transformation lasts as long as the berserker desires.
 - At 8th level the berserker may use a transformation to transform into a half-man/half-beast (Bear-man, Boar-man, Wolf-man, etc.), with the furry body of a human but with animal head. In this form they may make their usual melee weapon attack or attack with a claw/claw routine and may also make a bite/tusk attack each round.
 - The bonus/multiple attacks apply to the melee weapon attack **or** the bite/tusk attack, but not both attacks in the same round.
 - At 12th level the berserker may take on the form of a larger type of their chosen beast: Cave Bear instead of Brown Bear, Giant Boar

instead of Boar, Giant Hyena instead of Hyena, Tiger instead of Mountain Lion, and Dire Wolf instead of Wolf. They may also choose this form for the half-man/half-beast form. Using the larger form costs two daily transformations.

- Note that **none of the berserkers clothing, armor, weapons, or equipment transforms with them**. If wearing any kind of armor when transforming, the berserker *destroys* their armor and suffers 1d6 points of damage plus 1 point of damage per point of armor the armor provides (+1 for leather, +4 for chain, +6 for plate, etc.) in the process. Magical armor cannot be destroyed this way; instead, the berserker suffers the damage *each round* until they transform back into their normal human shape.
- **Spriggn Transformation:** At 6th level a dwarf or gnome berserker may grow in size and strength, such that they take on the size of an ogre or, at higher levels, a *giant*, with commensurate attack abilities.
 - The berserker's simple clothing and weapons, but *not* armor, grow in size with the berserker, and remain of that size as long as the berserker remains of that size *and* wears or holds the item.
 - At 6th and 7th level the berserker is the size of an Ogre; they have Strength 18 (+3 to hit), and their one-handed melee weapons deal 1d10 damage, while their two-handed weapons deal 2d6 damage.
 - At 8th and 9th level the berserker is the size of a Hill Giant; they have Strength 19 (+4 to hit), and their one-handed melee weapons deal 1d12 damage, while their two-handed weapons deal 2d8 damage.
 - At 10th and 11th level the berserker is the size of a Stone Giant; they have Strength 20 (+5 to hit), and their one-handed melee weapons deal 2d6 damage, while their two-handed weapons deal 3d6 damage.
 - At 12th and 13th level the berserker is the size of a Frost Giant; they have Strength 21 (+6 to hit), and their one-handed melee weapons deal 3d6 damage, while their two-handed weapons deal 4d6 damage.
 - At 14th and 15th level the berserker is the size of a Fire Giant; they have Strength 22 (+7 to hit), and their one-handed melee weapons deal 4d6 damage, while their two-handed weapons deal 5d6 damage.
 - At 16th and 17th level the berserker is the size of a Cloud Giant; they have Strength 23 (+8 to hit), and their one-handed melee weapons deal 5d6 damage, while their two-handed weapons deal 6d6 damage.

- At 18th and 19th level the berserker is the size of a Storm Giant; they have Strength 24 (+9 to hit), and their one-handed melee weapons deal 6d6 damage, while their two-handed weapons deal 7d6 damage.
- At 20th level and above the berserker is the size of a Titan; they have Strength 25 (+10 to hit), and their one-handed melee weapons deal 7d6 damage, while their two-handed weapons deal 8d6 damage.
- At 6th level the berserker may transform to giant and back to normal once per day; they increase the number of times they can transform and back once more per day per level thereafter (2/day at 7th, 3/day at 8th, etc.). Each transformation lasts for no more than one turn (10 minutes); berserkers with multiple uses may continue in giant size using an additional transformation without first transforming back to normal size.
 - A berserker of a higher level may choose a smaller form, and these transformations last one turn longer for every level of difference in size and power between the best form the berserker can choose and the form chosen.
 - For example, if a 17th level berserker chooses to take on the size and power of a Hill Giant instead of a Cloud Giant the transformation would last five turns (50 minutes), as the Hill Giant form is four less in size and power than the Cloud Giant form.
- Note that though the dwarf or gnome may take on the size of an ogre or giant, they still maintain their appearance as a dwarf or gnome, simply of gigantic size!
- Giant-sized berserkers gain their usual berserker bonuses when in the berserk state and giant-sized. They may choose to transform to giant-size while berserk. They return to normal size if knocked unconscious or slain.
- Giant-sized berserkers only gain the size and physical might of the giant type listed; they do not gain any of the giant's other abilities, physical or otherwise.
- As above with the Beast Transformation, berserkers suffer damage and destroy their armor if they transform into giant-size while wearing armor.
- They suffer any penalties a giant-size creature may have fighting smaller creatures; for example, halflings gain their -2 bonus to AC when fighting a Hill-Giant-sized gnome berserker.

* **Note:** The damage ranges for bears are in error. All the following are claw/claw/bite routines: Black 1d3/1d3/1d6, Grizzly 1d4/1d4/1d8, Polar 1d6/1d6/1d10, Cave 1d8/1d8/2d6.

BERSERKER WARBANDS

Berserkers often gather in warbands to go raiding for gold and glory, perhaps other tribes, other religions, or other organizations, but preferably a decadent and rich kingdom or empire!

- Roll d8 to determine the number of 1st level berserkers in a warband: 1-4 3d10, 5-6 30+3d10, 7 60+3d10, 8 90+3d10.
- In addition to the 1st level berserkers there will be the following leader-types:
 - One 2nd level berserker for every 15 1st level berserkers;
 - One 3rd level berserker for every 30 1st level berserkers;
 - One 4th level berserker for every 40 1st level berserkers;
 - One 5th level berserker for every 50 1st level berserkers;
- Warbands with fewer than 60 1st level berserkers will be led by a 6th level sub-chieftain, a 7th level sub-chieftain, and a 8th level chieftain;
- Warbands with 61 to 90 1st level berserkers will be led by two 6th level sub-chieftains, a 7th level sub-chieftain, an 8th level chieftain, and a 9th level great chieftain;
- Warbands with 91 or more 1st level berserkers will be led by two 6th level sub-chieftains, two 7th level sub-chieftains, an 8th level chieftain, a 9th level great-chieftain, and a 10th to 12th level berserker king (d6: 1-3 10th, 4-5 11th, 6 12th level).
- There is a percentage chance equal to the number of 1st level berserkers that the warband is accompanied by a cleric of a level equal to the highest-level sub-leader below the highest-level chieftain (7th to 9th level). The cleric is accompanied by an assistant equal to half his level, rounded up, plus 1d3 assistants of 1st to 3rd level.
- Chieftain-level leaders have a 5% chance per level of possessing a magical weapon of culturally appropriate type. The lead cleric, if any, has a 5% chance per level each of possessing magical armor, a magical weapon, 1d4 potions, and a miscellaneous magical item (usually of use to a berserker warband, though it might be something they are keeping away from an enemy magic-user).
- Human berserkers carry 2d6 sp plus 1d6 sp per level in individual treasure (often in hacksilver); dwarf and gnome berserkers carry 1d4 gp per level.
- Both types of berserkers have Hoard Class XXI in their lair. Any magical item will be a magical weapon preferred by their culture and it will be wielded by the highest-level chieftain (or if the chieftain has his own superior magical weapon, might be in possession of the cleric for safekeeping).

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