

Labyrinth Lord

Compatible Product



THE ADVENTURER

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a cover illustration by Markus Heinen

SOAPBOX
GAMES

The Adventurer

A character class for Labyrinth Lord™ and Swords & Wizardry™

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Requirements:	STR, DEX and CON max. 12
Prime Requisite:	none
Hit Dice:	1d6
Maximum Level:	none
Saving Throw:	as cleric
To Hit Throw:	as cleric
Level advancement:	as fighter

This character class is for cry-babies who can't cope with low attributes. The general idea for this class has been "borrowed" from the 1st Edition of the German RPG "Das schwarze Auge" in which you can find a special class for all the characters who don't have the necessary attributes to belong to any of the regular classes. We took this concept and created a class for characters with low attributes in strength, dexterity, and constitution, thus no minimum required, but a maximum. In order to survive despite his low attribute scores he is given some useful skills to help him make it to the higher levels.

Okay – the idea is not very "old school", but the different skill sets should make for some entertaining gaming sessions, even longer campaigns, with a character of the adventurer class.

Right from the start, an adventurer has the ability to tend wounds (2 times a day – heals 1d4 hit points) and some thief abilities (Move Silently, Climb Walls and Hide in Shadows – each 10% less chance than a thief of the same level).

[S&W: successful saving throw+1 for each ability]

The adventurer can use all one-handed weapons and ranged weapons, but is restricted to armour lighter than chainmail.

During his career as an adventurer he gains the following abilities:

Adventurers gain the ability to read normal languages at level 2, they can read magic languages at level 4. His chance of

understanding texts or inscriptions is 20% + 5% per level gained after the level when he initially gains this ability (e.g. "read normal languages" on level 2 is 20%, on level 3 25%, on level 4 30%...).

[S&W: successful saving throw -2]

The adventurer can read cleric-user scrolls (when reaching level 5) and magic-user scrolls (when reaching level 7). The chance of reading these scrolls is the same as the chance for reading languages. (e.g. "read cleric scrolls on level 5 is 20%, on level 6 25%, on level 7 30%...).

[S&W: cleric scrolls – successful saving throw -7, magic-user scrolls – successful saving throw -9]

Furthermore he can cast cleric spells upon reaching level 9 (as a level 1 cleric, max. spell level 2) and magic-user spells upon reaching level 11 (as a level 1 magic-user, max. spell level 2).

In order to be able to read cleric scrolls and cast cleric spells, the adventurer must pledge alliance to a specific god / goddess, to an alignment or something similar according to the game master's setting.

Special abilities:

level 1	tend wounds
level 1	thief abilities
level 2	read normal languages
level 4	read magic languages
level 5	read cleric scrolls
level 7	read magic-user scrolls
level 9	cast cleric spells
level 11	cast magic-user spells

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Reaching 9th Level: When an adventurer reaches level 9, he can build an inn and his fame attracts 2d10 adventurers of levels 1 and 2 who want to sit at his fireplace and listen to his tales and songs.

At this point of his career an adventurer is an important person in his region and he learns everything about the area where he has taken residence. At level 9 he knows everything about the things that happen in a 10 km radius centred on his inn, widening the radius by 10 km for every level gained. At this level it can safely be assumed that the adventurer is on good terms with the

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local authorities, or is at least well-known to them.

Not only does he know all kinds of rumours and gossip, only a short while later he will find out about all the problems in the area, about every single prospect for adventure, about possible dangers lurking nearby, about secret love affairs...

At level 10 he is invited to all the social activities the local noble and wealthy families host. When he attains level 12, even the local royals will have taken an interest in his person; he might even rise to the rank of King's advisor or similar important positions.

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„Not again! The best attribute you have rolled at character creation is a 13 in charisma and your Labyrinth Lord won't let you change the order of your ability scores! And with this 7 in strength the char won't survive long.”

This supplement presents the ultimate answer. The adventurer class is THE class for all your characters with low ability scores. Probably the adventurer is the only class in the Labyrinth Lord game with no minimum attribute scores required. No, there are maximum scores for the most important scores.

To compensate for these low scores, the adventurer class has access to some magic spells, some healing powers and even some thieving skills.

At level 9 the adventurer can build his or her own inn!

This sourcebook is compatible with the
„Labyrinth Lord“ system
and other basic edition roleplaying games.
A free PDF of the rules can be downloaded here:
<http://www.goblinoidgames.com/labyrinthlord.htm>