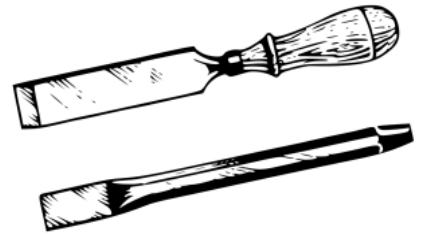


The Carven

by John Fredericks



*A Player Class for old-school fantasy games
including LABYRINTH LORD™*



Labyrinth Lord
Compatible Product

ALMOST HUMAN

You were formed long ago by a legendary wizard. Now your race has come into its own, and some travel the world in search of adventure. You are one of those travelers. You hope to gain knowledge, martial skill, and perhaps some magic items to bring back to benefit your people. You've also become intensely curious about the natural-born races, so you seek out their friendship along the way.

This supplement allows your players to play a Carven, a wooden race much like robots. Inside you'll find:

- *A full character class description (including new special abilities), for use with old-school games including LABRYRINTH LORD™*
- *Helpful charts to take your Carven from level 1 to level 10*
- *Suggestions for incorporating Carven into your campaign*
- *Pregenerated characters at first and third level. Just print and play (or use them as NPC's)*

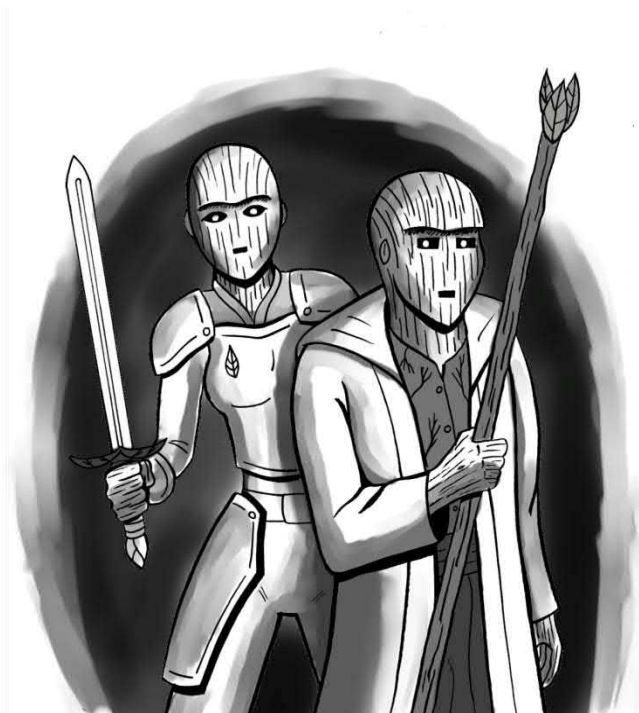
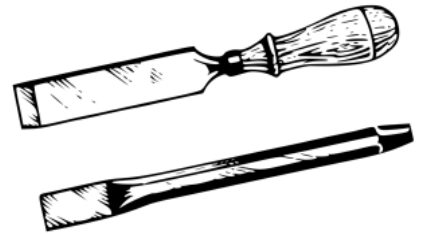
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Gaming looks even sweeter from Sharp Mountain!

The Carven

by John Fredericks



Thank you for purchasing this product. Its goal is to help you bring the Carven, a construct race, into your old-school (or new school) game. Many myths and legends tell of mechanical people, such as Pygmalion's living statue, Albertus Magnus' brass man, Hoffman's Olympia, and modern robots. Hopefully the Carven can find a spot in the ongoing legend that is your campaign. Like the wizard Urezan, I'd be thrilled if my creation lives on.

On the following pages, you'll find: a complete description of the Carven race, handy advancement charts, and suggestions for incorporating them into your existing campaign. Also included are pregenerated characters at levels one and three. Just print them out for players, or use them as non-player characters.

If you enjoy this product, look for other releases from [Sharp Mountain Games](http://SharpMountainGames.com) at <http://drivethrurpg.com>

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THE CARVEN

BACKGROUND: Legends tell of the wizard-king Urezan, the wisest and kindest ruler of ancient times. Stories claim that he imbued intelligent life into his wooden statues. Some helped him with his magical research, others served as healers and protectors for his kingdom. Working alongside the people, they became known as the Carven. They took every opportunity to learn about the various cultures that flowed through the trading city. They seemed especially interested in families, and the joy that children can bring.

Though he was kind-hearted, Urezan was not naïve. He feared how others might abuse his creations. To prevent their misuse, he created them with a deep moral code. It forbade stealing, destruction, and the taking of life except in their own defense or the defense of the innocent. He also gave them one final order. Upon his death, the Carven laid down their tools, their healing herbs, their spears. They left the city and faded away into the deep wild places of the world.

In the long centuries since, legends have arisen of wooden men and women who accompanied great heroes on their quests. They formed deep friendships with these legendary heroes, but never discussed their homeland. In hidden enclaves deep in the forests and hills, they dedicated themselves to Urezan's pursuit of knowledge. However, they found knowledge was not enough. They longed to have families. Though it took centuries, they finally rediscovered Urezan's magical rituals for giving life to wood. They created new Carven, their children. These "children" often found themselves restless, longing to see the wider world. Many have slipped away from their homes to experience other cultures, and perhaps find their purpose and place among the other races.

DESCRIPTION: Carven resemble men and women carved entirely of wood. Their faces and bodies are generally smooth and plain, and they wear clothing and shoes for protection. Carven stand around five to six feet tall and typically weigh around 140 pounds. Their complexions vary with their wood: from light golden pine to deep mahogany. Carven move quietly and gracefully, like finely crafted machines. They do not need to eat, drink, or sleep. They are typically

inquisitive, calm, and logical. Some find them emotionless, though this is misleading. They show great loyalty to their companions and great concern for the innocent of any race. Unless they are killed, they have an indefinite lifespan. The prime requisite for a Carven is *Intelligence*. An *Intelligence* score of 13 or greater will give a Carven a 10% bonus to earned experience points.

RESTRICTIONS: The Carven use eight-sided dice (d8) to determine their hit points, and may advance to 10th level. They are required to have a minimum *Intelligence* of 9. They may wear any type of armor, and may use shields and any type of weapon. They have a couple of special restrictions:

LIMITED HEALING – Carven gain only half the hit points (round up) from healing potions crafted for the other races. This restriction does not apply to healing spells, or to potions crafted specifically for plants and trees.

FLAMMABLE - If they are hit with a fire based attack, they must make a *Saving Throw vs. Dragon Breath* or catch on fire. This inflicts an additional 1d4 of damage each subsequent round until extinguished. It is a full round action to extinguish the fire.

SPECIAL ABILITIES: Carven have two special abilities. Both are rolled using a percentile (d100) dice and both increase as the Carven gains experience. They are:

SCOUT – Carven are made to move gracefully and quietly. In a forest or other natural environment, they can blend in with the trees and plants. They may scout ahead of the party undetected provided they are wearing leather armor or less.

IDENTIFY POTIONS – The Carven were initially designed to aid Urezan in his magical research. This gives them the innate ability to identify potions by tasting just a drop of them. The potion will have no effect on the Carven, whether the roll is a success or a failure.

CARVEN CHARTS

Here are the charts you need to create a Carven. Simply roll or assign your ability scores, jot down the information from the charts, buy some equipment, and you're ready to play.

RESTRICTIONS

- Limited Healing
- Flammable

SPECIAL ABILITIES

- Scout
- Identify Potions

Level	XP	Hit Dice	Saving Throws				Rods, Staves, Spells
			Death Ray/Poison	Magic Wands	Paralysis/Turn to Stone	Dragon Breath	
1	0	1d8	11	12	13	13	10
2	2,200	2d8	11	12	13	13	10
3	4,400	3d8	10	11	12	12	9
4	9,000	4d8	10	11	12	12	9
5	17,000	5d8	9	10	11	11	8
6	35,000	6d8	9	10	11	11	8
7	70,000	7d8	8	9	10	10	7
8	140,000	8d8	8	9	10	10	7
9	270,000	9d8	7	8	9	9	6
10	400,000	9d8+1*	7	8	9	9	6

*CONSTITUTION bonus no longer applies

Special Abilities (all rolls are percentile)

Roll need to hit AC

Level	Scout	Identify Potions	Roll need to hit AC										
			9	8	7	6	5	4	3	2	1	0	
1	30	25	10	11	12	13	14	15	16	17	18	19	
2	35	30	10	11	12	13	14	15	16	17	18	19	
3	40	35	9	10	11	12	13	14	15	16	17	18	
4	45	40	9	10	11	12	13	14	15	16	17	18	
5	50	45	8	9	10	11	12	13	14	15	16	17	
6	60	50	8	9	10	11	12	13	14	15	16	17	
7	70	60	7	8	9	10	11	12	13	14	15	16	
8	80	70	6	7	8	9	10	11	12	13	14	15	
9	90	80	5	6	7	8	9	10	11	12	13	14	
10	95	90	5	6	7	8	9	10	11	12	13	14	

INCORPORATING THE CARVEN INTO YOUR CAMPAIGN

AS PLAYER CHARACTERS (PC's): Carven tend to adventure to pursue knowledge and the defense of good beings. Also, they are quite interested in the acquisition of magic items that may one day benefit their enclaves.

Carven can seem naïve to other races because they come from secluded communities. They may be interacting with diverse races for the first time during your sessions. Their natural curiosity can often lead them to investigate first and consider caution second.

Carven keep the location of their communities secret from all but their most trusted companions. They may even allow such companions to return with them, especially if there is a threat against their homes. Helping save a Carven village can provide the hook for a solid, character-focused adventure.

AS NON-PLAYER CHARACTERS: A party may be hired by a Carven NPC to find information about a lost community of their people. Also, they may hire them to find a lost magic item that could provide protection for a Carven enclave. A Carven NPC might hire the party to escort them safely to their home territory, or to rescue a Carven friend who has been captured by an evil mage.

PREGENERATED CHARACTERS

CARVEN 1						9 hp	AC 7			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>					
13	12	14	16	10	8					
<i>Saving Throws</i>										
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>						
11	12	13	13	10						
<i>Weapons</i>										
Sword: +1 (1d8)										
Bow: +0 (1d6)										
<i>Gear</i>										
Leather Armor, Sword, Bow, Healing Potion										
<i>To Hit</i>										
AC	9	8	7	6	5	4	3	2	1	
Roll	10	11	12	13	14	15	16	17	18	
<i>Special Abilities/Restrictions</i>										
<ul style="list-style-type: none"> • Scout (30%) • Identify Potions (25%) • Limited Healing • Flammable 										
Languages: <i>Treant, Gnome</i>										

CARVEN 3						20 hp	AC 7			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>					
12	13	14	16	10	8					
<i>Saving Throws</i>										
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>						
11	12	13	13	10						
<i>Weapons</i>										
Sword: +1 (1d8)										
Bow: +0 (1d6)										
<i>Gear</i>										
Leather Armor, Sword, Bow, Healing Potion										
<i>To Hit</i>										
AC	9	8	7	6	5	4	3	2	1	
Roll	9	10	11	12	13	14	15	16	17	
<i>Special Abilities/Restrictions</i>										
<ul style="list-style-type: none"> • Scout (40%) • Identify Potions (35%) • Limited Healing • Flammable 										
Languages: <i>Treant, Gnome</i>										

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