OD&DITIES

CONTENTS

Editorial

Quite a few bits of housekeeping for the Editorial, but I'm going to start by telling you all to flip back a couple of pages and take another look at the Steve Robertson cover; one of my favourite OD&DITIES covers yet. Another highlight is the first submission in the relaunched OD&DITIES – actually a piece that would likely have run in the original OD&DITIES 13 back in the first run – an excellent piece fleshing out the idea of resurrection, produced by Dale Cameron. I want lots more submissions for the next issue – OD&DITIES NEEDS YOU! Submission deadline is May 13th, so you still have time, and there is always Issue 17 to look forward to as well. Issue 16's theme is to be 'Lost World', Issue 17's to be 'Into the Dungeon' – but suggest anything, as I don't want every article in an issue to necessarily match the theme.

The theme of this issue is 'Elemental Magic'. It was *going* to be 'Magic-Users', but an article just managed to get completely out of hand and dominate the entire magazine. That piece was the 'Elementalist', an attempt of a real alternative to the traditional Magic-User for Labyrinth Lord, more of a 'stand back and aid' type of spell-wielder. His key – summoning Elementals, of course! This means that the Elementalist requires Elementals to summon, and so another article was born giving some new Elemental creatures for Labyrinth Lord, some varieties of Imp and Mephit, and an article on 'Elemental Alignments'. This has meant that there is no 'Expanded Grimoire' this issue; be assured that it will return with a vengeance next time, but I thought that six pages of spells was probably enough for one issue.

While I was putting the 'Elementalist' article together, it struck me that I had never taken my group away from the Prime Plane; I've always kept them in their natural environment, and I'm beginning to wonder about the possibilities. Not only are there the Elemental Planes to play with, but also the Quasi-Planes, Upper Planes, Lower Planes – this game of ours does seem to have a highly confusing cosmology, and I am intending to take more advantage of it. Specifically – and if any of my players are reading this, be warned – expect a few portals to appear on the sandbox map in the near future...

As always, check out the OD&DITIES blog at http://odditiesmagazine.blogspot.com/ for more updates, discussion, and information; I'm trying to update it a few times a week. In the meantime, enjoy the issue!

Yours,
Richard Tongue,
Editor, OD&DITIES

A Touch of Class: The Elementalist

Elementalist

Requirements: Con 13, Int 17
Prime Requisite: Constitution
Hit Dice: 1d3+1
Maximum Level: None

Summoners specialise in one of the most dangerous of the magical arts – that of summoning Elemental forces, and binding them to his will. This speciality is loaded with risk; not only are the incantations and rituals physically tasking, but there is always a chance that the creature the magic-user is attempting to summon will instead turn on its master, albeit one reduced with proper preparation. They have the same abilities with weapons and armour as normal Magic-Users, and use the same attack and saving throw tables.

During character creation, the player must choose which Element his character is going to follow; this will impact the nature of the Elementals he will be able to summon, as well as the abilities he will gain as he advances in levels. There are four available – Earth, Air, Fire and Water; the traditional 'four elements'. When casting elementalist spells of that element, he gains a +2 modifer to any dice roll relevant to the spell. In addition, at each level there is one spell *unique to that type of Elementalist*

Unlike normal magic-users, the Elementalist does not draw his spells from a book, but from the primal forces of nature, far more in the manner of a cleric. Every night, he must attune himself with his element, a ritual taking six hours, involving exposure to the element in question. If, for some reason, the element is unavailable, then the Elementalist *cannot regain his spells*. It is rare, therefore, to find Water Elementals wandering the deserts of the world. Spells are learned through instruction from other elementalists, or through study; an Elementalist gains 1d4 spells per level automatically, *including the elemental spell unique to his element.*

Playing an Elementalist involves an awareness of the limitations and abilities of the character. He will be able to conjure up creatures to do much of his work for him, but will be unable to create the devastating effects that many normal magic-users can concoct – though will have many powerful abilities of their own. They should be role-played in accordance with their element. For example, Fire Elementalists should generally be Chaotic in nature, while Earth Elementalists should be Lawful.

At 'Name' Level: Once an Elementalist reaches 'Name' level, he will be experience enough to pass on his wisdom to apprentices; 1d4 low-level students will arrive for instruction. When Elementalist build fortresses, these tend to personify the element they worship; their construction generally involves much long-term magical preparation.

Resist Element: At 1st level, the Elementalist gains the ability to resist the effects of one specific element; this equates to a +4 saving throw against any effect, magical or otherwise, that involves that element. Every other level, the Elementalist can choose to either increase this modifier by an additional -4, or to extend this power to another element. The first element selected must always be the Elementalist's element of choice.

Elementalist Level Progression		
Experience	Level	Hit Dice (D4)
0	1	1
2,750	2	2
5,500	3	3
10,700	4	4
22,900	5	5
44,500	6	6
91,000	7	7
172,000	8	8
314,000	9	9
490,000	10	9 + 1
689,000	11	9 + 2
1,420,500	12	9 + 3

Class	Spell Level					
Level	1	2	3	4	5	6
1	2					
2	3					
3	3	1				
4	3	2				
5	4	2	1			
6	4	3	1			
7	4	3	2	1		
8	5	3	2	2		
9	5	4	2	2	1	
10	5	4	3	2	2	
11	6	4	3	3	2	1
12	6	5	3	3	2	2

Elementalist Spell Progression

Elementalist Spells

1st Level
Burning Hands (Fire)
Contact Elemental
Elemental Missile
Magic Stone (Earth)
Protection from Elements
Seek Element
Summon Imp
Veiling Mist (Water)
Wall of Wind (Air)

2nd Level
Create Element
Control Minor Elemental
Elemental Shield
Fog Cloud (Water)
Gaseous Form (Air)
Produce Flame (Fire)
Resist Element
Soften Earth (Earth)
Summon Elemental Mephit

3rd Level
Elemental Bolt
Elemental Circle
Elemental Weapon
Fireball (Fire)
Fly (Air)
Greater Protection from Elements
Shower of Stones (Earth)
Summon Quasi–Mephit
Water Breathing (Water)

4th Level
Control Water (Water)
Control Winds (Air)
Elemental Immunity
Elemental Wall
Fire Shield (Fire)
Greater Elemental Shield
Pass Through Earth (Earth)
Summon Lesser Elemental

5th Level
Blast of Water (Water)
Control Major Elemental
Control Weather (Air)
Elemental Portal
Fire Storm (Fire)
Major Create Elements
Stoneflesh (Earth)
Summon Elemental

6th Level
Earthquake (Earth)
Greater Elemental Circle
Incendiary Cloud (Fire)
Summon Major Elemental
Tsunami (Water)
Whirlwind (Air)

ELEMENTALIST'S ARCANA

Burning Hands

Element:	Fire
Level:	1
Duration:	Instant
Range:	Touch

Burning Hands turns the casters hands into flames; he takes no damage himself, but anything he touches bursts into flame! Anything touched takes 1d8 damage.

Contact Elemental

Element:	Any
Level:	1
Duration:	5 turns
Range:	Special

This spell allows the Elementalist to contact an Elemental of his chosen speciality, and ask a question, typically connected with a previous task the Elemental has been summoned to perform, or any knowledge that he may realistically be expected to possess.

Control Minor Elemental

Element:	Any
Level:	2
Duration:	1 turn/level
Range:	10'

This spell works on Imps, Quasits, and Minor Elementals, and acts as a *Charm* spell. Its primary use is against creatures of this type that have already been summoned, and the Elemental is allowed a saving throw to resist the effects of the spell.

Control Major Elemental

Element:	Any
Level:	5
Duration:	1 turn/level
Range:	10'

This spell acts as *Control Minor Elemental*, but against normal or Major Elementals.

Control Water

Element:	Water
Level:	4
Duration:	5 minutes/level
Range:	400' + 40'/level

This spell allows the Elementalist to control water within the radius of action; he can raise or lower it, render it rough, freeze it or unfreeze it.

Control Weather

Element:	Air
Level:	5
Duration:	10 minutes
Range:	2 miles

Within the radius of the spell, the Elementalist is able to control the general tendency of the weather, but cannot perform any specific action; he can start a storm, but cannot choose where the lightning will strike. After the duration of the spell has passed, the caster loses his control, but the effects he has created may linger.

Control Winds

Element:	Air
Level:	4
Duration:	8 minutes/level
Range:	60'/level

Create Winds allows an Air Elementalist to manipulate the winds in this area, quietening them down or speeding them up, changing its direction or creating updrafts or downdrafts to aid flight.

Create Element

Element:	Any
Level:	2
Duration:	Permanent
Range:	10'

Using this spell, the elementalist can create up to 10 cubit feet of his chosen element.

Earthquake

Element: Earth
Level: 6
Duration: 1 round
Range: 80'

This spell creates a severe tremor, knocking people down, collapsing buildings, and opening cracks in the ground. No-one in the radius of effect can take an action during the quake, and the DM should judge the effect on the surrounding area.

Elemental Bolt

Element: Any
Level: 3
Duration: Instantaneous
Range: 180'

This spell is identical to the *Lightning Bolt* spell, but is created of the elemental force of the elementalist's speciality.

Elemental Circle

Element: Any
Level: 3
Duration: 12 turns
Range: 10'

This spell acts as *Protection from Elements*, on all within the radius of the spell.

Elemental Immunity

Element: Any
Level: 4
Duration: 1 turn/level
Range: Caster

This spell renders the Elementalist immune to any harmful effects of the element selected. Fire will not burn him, water will not drown him. This spell also renders the Elementalist immune to any effects caused the the lack of the element chosen; while under its effects, he would no longer need air to breathe, for example.

Elemental Missile

Element: Any
Level: 1
Duration: 1 round
Range: 150'

This spell acts as *Magic Missile*, but consists of a bolt of elemental force.

Elemental Portal

Element: Any
Level: 5
Duration: 1 turn/level
Range: 10'

This spell opens a portal to the Elemental Plane of the Elementalist's chosen element, and holds it open for the duration of the spell. If cast in reversed form (which constitutes a second version of the spell), it will open a portal from the Elemental Plane back to the caster's home plane. Anyone can pass through it.

Elemental Shield

Element: Any
Level: 2
Duration: 1 turn/level
Range: Touch

This spell acts as *Shield*, but also provides the effects of *Protection from Elements*.

Elemental Wall

Element: Any
Level: 4
Duration: 12 turns
Range: 120'

This spell functions as *Wall of Ice*, but created of the appropriate element for the speciality of the elementalist.

Elemental Weapon

Element:	Any
Level:	3
Duration:	2 turns/level
Range:	Touch

This spell allows the caster to imbue a weapon of his choice with his chosen element, producing an effect based on that element. While imbued, these weapons count as magical.

Fire: The weapon bursts into flames; it will not damage the wielder, but produces an additional 1d8 damage.

Earth: The weapon becomes tougher, stronger. It will not break, and does an additional 1d4 damage – rising to 1d10 if a bludgeoning weapon is converted in this manner.

Water: This weapon does triple-damage to any fire-based creatures, and a low steam rises from the weapon, giving a +2 bonus to the wielder's AC.

Air: On every strike, a loud thunderclap sounds; the target must Save vs. Spells or lose −5 to his next dice roll due to the distraction.

Fireball

Element:	Fire
Level:	3
Duration:	Instant
Range:	240'

This acts as the *Fireball* spell.

Fire Shield

Element:	Fire
Level:	4
Duration:	1 turn/level
Range:	Personal

The caster suddenly bursts into flames; neither he or any of his equipment are damaged, but any creature attacking him in melee takes 1d8 damage, and risks being set on fire. (Saving Throw vs. Spells, failure means 1d8 damage per round until the fire is doused.)

Fire Storm

Element:	Fire
Level:	5
Duration:	1 round
Range:	100' + 10'/level

The whole area of the spell is filled with burning flame, doing 1d6 damage to any creature surrounding the caster. All creatures are targeted, friendly or not.

Fly

Element:	Air
Level:	3
Duration:	Level + 1d6 turns
Range:	Personal

Acts as the magic-user spell *Fly*.

Fog Cloud

Element:	Air
Level:	2
Duration:	10 minutes/level
Range:	100' + 10'/level

From a designated target, a billowing fog rises from the ground, obscuring all non-magical vision. The fog fills an area of 30', and can only be dispersed prior to the ending of the spell by magical means.

Greater Elemental Circle

Element:	Any
Level:	6
Duration:	12 turns
Range:	15'

This spell acts as *Greater Protection from Elements*, affecting all within the radius of the spell.

Greater Protection from Elements

Element:	Any
Level:	3
Duration:	1 turn/level
Range:	Personal

This spell acts as *Protection from Elements*, but provides a −10 instead of a −6.

Incendiary Cloud

Element:	Fire
Level:	6
Duration:	1 round/level
Range:	100' + 10'/level

This spell creates a cloud of smoke and fire, spreading by 5' a round for the duration of the spell effect. Not only does this spell obscure all non-magical sight, it also inflicts 2d6 damage on all creatures within the effect of the spell. (Save vs. Spells for Half Damage)

Major Create Elements

Element:	Any
Level:	5
Duration:	Permanent
Range:	100'

Using this spell, the Elementalist can create 100' cubic feet of his chosen element.

Magic Stone

Element:	Earth
Level:	1
Duration:	Permanent
Range:	Touch

This spell imbues up to four stones, the size of sling pellets, with the spirit of Elemental Earth. This gives them a +1 to damage, and they are counted as magical weapons for the purpose of damaging magical foes.

Pass Through Earth

Element:	Earth
Level:	4
Duration:	3 turns
Range:	30'

This spell acts as *Passwall*

Produce Flame

Element:	Fire
Level:	2
Duration:	1 turn/level
Range:	100'

Flames leap up from the palm of the caster's hand, and can be used as a source of illumination similar to the *Light* spell; in addition, they can also be hurled from the palm in the same manner as an *Elemental Bolt*, once per level of the caster.

Protection from Elements

Element:	Any
Level:	1
Duration:	1 turn/level
Range:	Personal

This spell provides a –6 to all saving throws related to a specific element selected by the caster. This stacks with the Elementalist's normal saving throw modifier.

Seek Element

Element:	Any
Level:	1
Duration:	Instant
Range:	100'

Upon casting this spell, the Elementalist instinctively *knows* the location of all sources of the element selected within the range of the spell. When seeking his chosen element, the range is doubled.

Shower of Stones

Element:	Earth
Level:	3
Duration:	Instant
Range:	40'

The Elementalist causes a hail of rocks to fall out of the sky onto his chosen target; the spell creates one rock per level of the caster, that each cause 1d6 points of damage. The rocks automatically hit their target.

Soften Earth

Element: Earth
Level: 2
Duration: Instant
Range: 25' + 5'/level

Upon the casting of this spell, all stone and earth within the range of the spell softens. Stone cracks down, earth becomes mud, mud becomes swamp. Magical creatures are unaffected.

Stoneflesh

Element: Earth
Level: 5
Duration: 1 turn/level
Range: Personal

When this spell is cast, the skin of the Elementalist rapidly hardens, turning into living stone; he becomes both tougher and stronger for the duration of the spell, granting him an effective Strength of 18 and an Armour Class of –8.

Summon Imp

Element: Any
Level: 1
Duration: Concentration
Range: 60'

Upon casting this spell, the Elementalist summons an Imp representing the Element to which he is attuned. While concentrating on the Imp, he is able to control its actiosn and movements, only a single Imp at a time. The caster can return the Imp to its home plane at will; if he loses concentration, then the Imp will turn and attack the Elementalist.

Summon Elemental

Element: Any
Level: 5
Duration: Concentration
Range: 240'

This spell works as *Conjure Elemental*. It summons an Elemental with 12 HD.

Summon Elemental Mephit

Element: Any
Level: 2
Duration: Concentration
Range: 120'

This spell works as *Summon Imp*, but the caster summons an Elemental Mephit, of the element to which he is attuned.

Summon Lesser Elemental

Element: Any
Level: 4
Duration: Concentration
Range: 180'

This spell works as *Conjure Elemental*, but summons an Elemental of 8 HD of the element to which the caster is attuned.

Summon Major Elemental

Element: Any
Level: 6
Duration: Concentration
Range: 300'

This spell works as *Conjure Elemental*, but summons an Elemental of 16 HD of the element to which the caster is attuned.

Summon Quasi-Mephit

Element: Any
Level: 3
Duration: Concentration
Range: 90'

This spell works as *Summon Mephit*, but the caster can conjure a Quasi-Mephit of an aspect related to the element to which he is attuned.

Tsunami

Element: Water
Level: 6
Duration: 2 minutes/level
Range: 100' + 10'/level

The Elementalist summons his powers to arose the waters to action. This spell creates a tidal wave, rising 2 meters per level of the caster, which surges in a direction established by the caster. The wave cannot be stopped by non-magical means, and travels until it reaches land, or until the spell runs out.

Veiling Mist

Element: Water
Level: 1
Duration: 3 rounds / level
Range: 20'

This spell causes a magical fog to envelop the caster, protecting him against attacks. It forms within a round, surrounding the caster, and remains stationary for the duration of the spell. The fog can only be dispersed by magical means, and provides a -5 to hit against all targets within the fog.

Wall of Wind

Element: Air
Level: 1
Duration: 1 round/level
Range: 5'

This spell causes a small tornado to rise around the caster, with the caster himself at the eye of the storm; this makes it difficult for missile weapons to reach him, providing a -4 modifier to all ranged weapon attacks.

Water Breathing

Element: Water
Level: 3
Duration: 1 day
Range: Caster / Touch

This works as the *Water Breathing* magic-user spell.

Whirlwind

Element: Air
Level: 6
Duration: Concentration
Range: 400'

The Elementalist harnesses the power of Elemental Air to cause a raging whirlwind under his direction; he can send this hither and thither, casting enemies to the sky (Saving Throw vs. Petrification to avoid being picked up and thrown by the whirlwind, damage as for falling.) If the Caster loses concentration, then the whirlwind travels in a random direction for 1d3 rounds until dispersing; the Elementalist can elect to disperse the whirlwind at any time while it is under his control.

Designer's Notes

This class began as a short idea, and spun out of control; it evolved from a Magic-User variant into an alternate take on the Magic-User class in general, one which feels more 'magical'. The core concept of the class revolves around the ability to summon Elementals to do its bidding, but during the design process a strong secondary concept revolved around a manipulation of the local environment, especially for the Water and Earth Elementalists. The Element chosen will have a major effect on this class in play – a Fire Elementalist has access to more damage-potential than any other, and a Water Elementalist may, in many campaigns, prove somewhat limiting, but in a seafaring campaign, could prove devestating. Likewise, in the right sort of campaign, an Air Elementalist could prove to be a major power. Dungeon Masters should carefully consider whether to allow normal Magic-Users to have access to any of these spells, though they could provide interesting flavour elements.

Walking the Dusty Trail

Looking at the standard encounter tables in most old-school games, it rapidly becomes apparent that no-one in their right mind would dare to venture more than a few miles from a settlement, or risk the near certainty of being killed by one ne'er-do-well or another. Bands of orcs, rampaging dragons, mighty barbarian hordes all seem perfectly willing to come up to the city limits and wait for anyone foolish enough to decide to travel.

At worst, this can make wilderness travel downright deadly, but at best, it can make campaign worlds seem more like fantasy shoot-'em-ups than actual settings. With a little more thought, however, such journeys can become the source of many interesting encounters, and adventures all themselves.

Historically, people *didn't* travel far from their homes. Rare visits to the market town were the limit of most people's wanderings, or raids on nearby demesnes for the benefit of their lord. A rare few, however, did travel further, and these are some of the more interesting characters that a wandering group of PCs can encounter.

Pilgrims were a frequent sight on the roads of medieval Europe, travelling to see one shrine or another. These came in a wide variety of types, ranging from a lone, penniless mendicant living off the land and scavenging as he went, to a noble and his retinue travelling to pay their respects to the local Archbishop, and to buy absolution. Reactions here are generally dependent on the attitude of the PCs; worshippers of evil deities are far more likely to prove aggressive, and may attempt some 'forced conversion'; this can certainly apply should the party find itself in need of healing, or similar spiritual services. Whilst they may not charge much in coin, they are likely to charge more in other ways. Wandering missionaries and itinerant priests were also often found travelling the by-ways of the land; the penalties for harming a priest can prove far from intangible, but the benefits for aiding one can be immense. That 'mad monk' may turn out to be the Abbot of a local monastery. Minor cults would also often travel from area to areas, and self-proclaimed 'prophets' with their retinues were not uncommon, though often attracting unwelcome attention from established authority.

Wandering nobles, especially the sons of a noble, are also likely to be travelling. Many would go on official business for their father, or could be wandering to inspect various properties, or even collect taxes. A lot of fun can be had with this sort of encounter, ranging from the petty, snivelling worm to the arrogant fop. Remember – actions have consequences. Should the PCs fail to pay their respects to the lord's son, they may find themselves gently, or not so gently, escorted from the area.

Merchants would frequently pass between settlements, carrying wares either in a single wagon or in convoy, depending on the danger inherent in the area. This can prove a valuable encounter for any group, as they can either be counted upon to give a price for any goods found by the PCs, or be the source of vitally needed equipment. Along similar lines, craftsmen would often also travel between small settlements plying their skills to communities too small to permanently provide a living, but sufficient for an occasional visit.

Gypsies were frequently encountered on the by-ways, and often proved to be a mixed bag in terms of their appeal. Whilst they often provided valuable services to small villages, selling small objects, repairing broken goods, and strong backs for work, they also had a reputation for petty theft, brawling, and drunkenness; depending on the campaign setting in general this may or may not be deserved.

Heralds and other messengers also travelled the roads, but often too rapidly to do anything other than wave at the PCs as they ride past at speed, carrying messages for local rulers and the wealthy. They also carried news from place to place, and this could certainly stimulate campaigns.

The range of encounters is not the end of the story, however, as the element that can make a campaign truly memorable and notable is the repeat encounter. When only a certain number of NPCs travel the highways, the PCs are going to encounter them again and again, and if they generally run on a loose schedule, they can come to expect the encounter, whether for better or worse. A merchant may travel between market days in half a dozen towns before returning home to stock up; a group could build up a special relationship with him. They might head to a village to rest up only to find the missionary they mocked defaming their character to the locals. Try and prepare a 'campaign calendar', and if any encounters on the road prove notable, work out when they will be in different villages, and roughly how long they will take to get there. Although this can simply be done by DM fiat, it adds an element of realism to the game to spend a bit of time organising it.
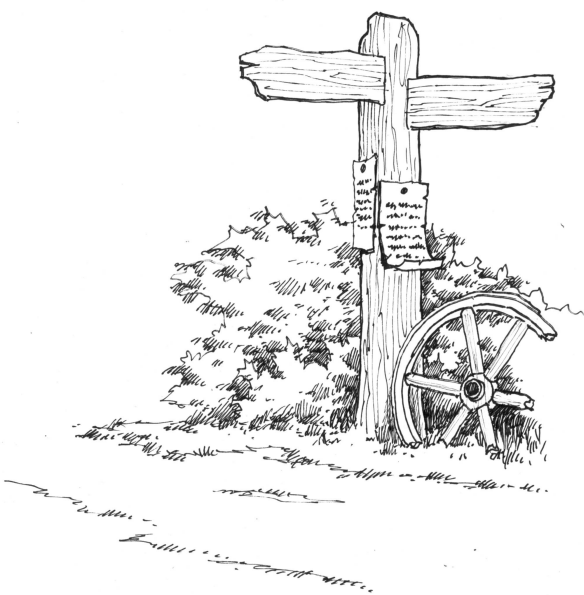
It is relatively straightforward to involve the PCs in the lives of these wanderers; indeed, the PCs are likely in a sense itinerant travellers themselves. If a noble's son is planning to visit a few villages on the outskirts of the kingdom, the PCs may elect to ride along with his retinue, in order to obtain greater protection. A group finding a missionary planning to venture into harm's way may, if they share the same faith, volunteer to accompany him on his travels to protect him. They might be hired to track a group of wandering gypsies, accused of stealing the daughter of a local innkeeper.

The dangers of the wilds should not be underestimated, but there will be protection provided also. If bandits are a problem, then the local lords or guilds will sent out patrols to stop them, and the PCs can easily become involved in this, from one side or another. In general, it is a good idea to define 'safe' and 'hazardous' areas. Major trade routes should have relatively few inimical encounters, as they will be well-populated and well-patrolled, but the further one goes from the beaten path, the less likely such protection is to be in evidence.

The nature of such opposition should depend on the nature of the campaign setting, but it should be remembered that although bandits and thieves are likely to avoid well-patrolled areas, they only survive when they are able to find people to rob; totally out-of-the-way areas will not see much crime, as there will be far less to steal.

It is in these areas that the hidden parts of your campaign setting can be hidden. Here you will not be attacked for your coin purse, but because you have intruded into someone's territory. Here there is no chance of protection from anyone.

But even in these remote areas, there will still be travellers and wanderers, though they will be more heavily armed, more paranoid, and more desperate. Wherever there is a population, people will travel between settlements, either for a commercial purpose, a dishonest purpose, or simply out of plain boredom.

The trick is to try and make the setting have an internal logic and consistency, even if it does not accord with reality. Powerful wizards may travel by flying carpet, but they will still travel, and this may only up the stakes, as some turn rogue and elect to prey on the weak. Remember motivation, and remember that although the PCs think they have a perfectly good reason for travelling, so does everyone else. Even the Orcs and the Dragons, presumably...

RESURRECTION : TO DIE OR NOT TO DIE

"It began as a simple idea - a Resurrection Society. A mutual non-profit organisation dedicated to the rescue and resurrection of its members. What it became was something no one expected."

What do player characters fear the most? The death of their characters. And what do they have the most, which many a DM struggles to free them of? Money. Allow me then to introduce the Resurrection Society, a possible addition to any campaign. I'll conclude by suggesting a rather nasty implication, which could be developed into a fully-fledged campaign based around resurrection.

Resurrection in Labyrinth Lord

Firstly however, we need to explore the rules regarding resurrection in Labyrinth Lord. Unfortunately these rules contain changes and contradictions.

Raise Dead

The fifth level cleric spell Raise Dead becomes available to clerics on reaching 9th level where they can raise a body that has been dead for ten days (2 days at 7th level and an extra 4 days thereafter). By contrast in my copy of Rules Cyclopedia Raise Dead is gained at 10th level which allows a body that has been dead for 12 days (4 days for every level above 8th) to be raised. A confusing situation in both rule sets. Personally I believe that Raise Dead is so miraculous an event that a four-day requirement, increasing from 9th level, is appropriate.

Whichever you choose, there isn't a lot of time to get a body back to a cleric for resurrection, as many players have discovered.

Resurrection

Resurrection is a 7th level cleric spell gained at 15th level in Labyrinth Lord. This allows the resurrection of humans or demihumans who have been dead for 10 years per caster level (150 years at 15th level!). Again in contrast, Rules Cyclopedia suggests four months at 17th level increasing by four months/level (plus the ability to resurrect any other living creature as per the restrictions of Raise Dead.) I would personally favour a time frame of months over years for this spell and this change is essential if a Resurrection Society is going to be a viable addition to any campaign world.

Whereas Raise Dead implies that missing limbs will still be missing, Resurrection states that the condition of the body is not a factor provided some small portion still exists. This begs the question how much recipient tissue is required to cast Resurrection. I think at least the skull must be present otherwise a player could store a finger with a cleric to be used in case of death and it would become more like the 8th level magic-user spell Clone. (From the Advanced Edition Companion)

Rods of Resurrection

This item doesn't feature in Labyrinth Lord, but is present in the Advanced Edition Companion.

The Resurrection Society

What is the Resurrection Society (RS)? The charter of the RS states the society's purpose: to provide a rescue and resurrection service for its members following untimely or premature death.

It's Promise

Once the society has been notified of the death of any member from non-natural means (i.e. old age is excluded) it will endeavour to recover the body and use its resources to raise the member back to life. The RS will continue this endeavour until either the member has been raised or a year has passed since the member's death. Only one resurrection is possible per year unless an additional yearly membership fee is paid in advance.

Membership

The society is opened to all who can pay. It does not discriminate between those of different alignments or faiths; except for criminals justly executed by a lawful or neutral government.

Headquarters

The RS is found only in the largest of cities. It is a powerful and wealthy organisation both financially and in the political influence of its members. It has the combined wealth of a small nation and is truly multi-national in operation.

Backers

Although a non-religious organisation, the RS has a close relationship with a number of high-level clerics of predominantly neutral but a few lawful faiths. It may also, at the DM's discretion, have access to the 8th level magic-user spell, Clone. I have suggested that the RS is a non-profit organisation in keeping with many present day societies and mutuals but this need not be the case.

How does the RS work in practice?

The above rule outline and suggestions for resurrection in Labyrinth Lord highlights the time constraints and difficulties the RS will be under. A dead RS member will need to be raised by a 9th level cleric within four days of their death. Hardly time for the RS to be notified of the death, let alone find and raise the body. A minimum for the RS to make it practically viable is the alliance of at least a 15th level cleric and preferably one of high enough level to allow a full year of grace.

"Wouldn't it be easier for a party of adventurers to take the body of a dead comrade to a high level cleric themselves, without the need for a RS?"

This ignores the second part of the RS charter – rescue. Sometimes an adventurer dies but the rest of his party survives to carry out the resurrection. Other times the party flees from the battle and the body is lost or the whole party is killed in an encounter. This is where the RS steps in. Once notified of a member's death, the RS will take the necessary steps to procure the member's body in order to carry out the resurrection. This could involve hiring another party of adventurers to investigate the death and then recover the body, either by force or by negotiation with whoever currently has possession of the body.

The expenses of the RS are thus two fold, maintaining the services of at least a 15th level cleric to cast spells and write Raise Dead and Resurrection scrolls (for the more remote smaller headquarters) and outfitting an adventuring party to carry out rescues. The first is probably a set but expensive cost but the second will increase with the level of the deceased member, since the monster that kills a 20th level character is likely to be much harder to defeat by the rescue squad then the one that killed a 3rd level character; and may even involve planar travel. This is how the RS can easily justify a membership fee, which varies according to level.

Cost of Membership

The cost will vary according to how many 15th level clerics the DM figures are in the campaign world, but they are unlikely to be commonplace, and are likely to each have significant temporal as well as spiritual power. (Though this may vary between worlds – high-magic settings could have numerous characters at this level). For this reason RS membership does not come cheap. Which is good since this is part of its purpose: to offer players something useful, a safety net against death but at a cost, which uses up their extra funds.

So how much gold are we talking about?

I would suggest an initial joining fee of between 5000–10000 gp to cover the base cost of the RS in accumulating spells/scrolls and 1000–3000 gp/level/year to cover rescue and sundry expenses. So at a minimum a 10th level character would pay 5000gp to join and an additional 10000gp/year. An easily affordable amount for most player characters unless they have a DM particularly skilled at removing money. I would set the cost at a level, which hurts but is still enticing.

How could a Resurrection Society be introduced into a current campaign?

The party's first experience may be by being hired by the RS to carry out a rescue mission. This may involve first tracking down the last known whereabouts of the missing RS member, ascertaining who has the body and recovering it. There could be a considerable bonus if the party can recover the body within the time constraints of a Raise Dead spell sparing the RS the expense of using a Resurrection scroll. Missing limbs from the recovered body could likewise rob the party of some of their bonus.

The RS may arrive into the party's main city of residence to set up a new headquarters and their involvement may be purely as new joining members.

When the fireball bursts amongst the party and the DM fears he has inadvertently killed all his players, he could decide to just let it rip. Make the players either roll up some new high-level characters or play henchmen or other NPC's and see if they can recover their own bodies. This would surely focus the players' minds on the mission and be good for a change of pace if they play characters of a different class to their usual.

Or the DM may want to take on the following evil twist…

SERF – Society for Equality and Resurrection Fairness

"'Death to the Resurrection Society' became the rallying call of the poor and oppressed. None interfered when the mobs tore down the Resurrection Society Headquarters but when the mob turned on the temples and their noble patrons, the paladins and knights sworn to temple and liege lord service, were summoned. Ruthlessly they quashed the uprising and the leaders of the mob burned."

Have you ever wondered how blatantly unfair and classist resurrection is in a fantasy world? Take Peter the Peasant. Last year when the plague hit his lord's dominion Peter lost his wife and two children but up at the castle the lord's family was resurrected. Worse, it has recently been decreed that due to the excessive death of duelling young nobles, a cleric must be paid to attend any duels and raise the dead duellist back to life.

Worse still, last month Peter's lord's favourite hunting dog died while hunting a wild boar but by the use of Resurrection it lived again, but for Peter last month marked the death of his last living child trampled by a party of adventurers racing out of town to explore a newly discovered dungeon. And finally worst of all, a Resurrection Society has been founded but only the filthy rich adventurers and nobles can afford membership. For Peter and the multitudes like him, nothing but death awaits.

You can see the scenario I am building. In a medieval fantasy setting, especially with lots of monsters, premature death for the masses of the population must be common but how many clerics dedicate their careers to changing this fact. And even if they did a 9th level cleric can only raise one person a day and whom would they use this spell on – other clerics, paying adventurers, nobles and their families. There is little hope for Peter or his family.

The founding of a RS may be the final straw to people like Peter. The DM could introduce a RS into a campaign, allow the players to join and even benefit but then up the ante. Initially the players may not even be aware of the growing discontent. An old peasant waiting at the entrance to a dungeon cradling a dead child,

hoping the adventurers might raise his child or offer him money so that he can do so. If they do then they may discover ten or twenty peasants waiting for them when they leave the dungeon also with dead family members, just when the adventurers might be needing the spells/money for themselves. The macabre sight of the adventurers being followed everywhere by peasants carrying their dead could ensue.

Finally the peasants rise up and attack at what they consider to be an unfair situation. This could be focussed on the RS headquarters but would quickly spill over to all those who carry out and benefit from resurrection. Faced with lawlessness the realm's rulers will seek to curb the violence, they have no choice. The role for the player characters could be anything from being the rulers, to being captains or knights of the realm. What is likely is that the player characters will have benefited from some noble at some point in the past and that noble will be calling on favours. It is thus very likely that the party will be asked to help quash the rebellion. This places the players in a moral quandary. They as wealthy adventurers are prime recipients of resurrection but they may well find themselves pulled between supporting the establishment and supporting the masses. Perhaps they could act as mediators, establishing new guidelines for resurrection (unpopular with the temples and nobles) or perhaps they may take a more active and deciding role.

What then? A lawful society is attacking its own members who have a legitimate grievance; this is not likely to be ignored by the gods. For the Chaotic gods, the rebellion can suit their purposes leading to more chaos and if resurrection becomes more difficult, so much the better to increase human suffering. For the lawful gods the situation is much more difficult, drastic measure may be taken, especially if they believe that humans have acted in an arbitrary and non-lawful manner.

"The cries of the innocent men and women were heard in the heavens and they were not ignored. Such it was that the gods removed the spells of resurrection from the world."

I wish you happy playing and long life.

Alternate Alignments

Lawful, Neutral, Chaotic. The three alignments that are used as a key definition of the personality of a Labyrinth Lord character. Adding a second axis, Good, Neutral, Evil, can provide additional depth, but to be honest, it can sometimes feel confining in one sense, and too open in another. What is a 'Lawful' character if he is not a broad stereotype – just a license for player justification for amoral acts. I'm sick and tired of seeing 'Lawful Good' as 'Holy Fascist'. Generally, and I'd be tempted to say usually, alignments are not treated as confining limitations. When they are used at all, they are simply guidelines within which a player can operate. However, this in itself leads to more chaos and confusion. One Chaotic PC and there Lawful PCs generally seems to lead to player discontent, backstabbing, and ultimately hurt feelings all round. I would suggest that instead of having an individual character alignment, the party should *collectively decide* at the outset what their alignment will be as a party – will they be Lawful, Neutral, or Chaotic. Then, at least, they are all on the same wavelength.

So we've dealt with party unity, but what of alignments. I still feel that there is something worth saving here, and that there is a strong place for a simple definition of 'what is my character'. It needs to be, however, something that is less likely to antagonise other players in the group, so it should be more of a tendency than a straitjacket, and it would be nice if it could add significant additional flavour to the campaign. Let's take a slightly different angle at it, then, and one in accord with the Elemental theme of this issue – how about using the Four Elements as a replacement for 'Alignment'.

So, you have Earth, Air, Fire, and Water. These immediately provide some manner of indication of personality beyond a Lawful/Neutral/Chaotic axis. Each suggests itself for one of the four playable races in Labyrinth Lord; Dwarves are obviously Earth, Humanity works well as Fire, Halflings could represent the flighty Air, and Elves the ever-flowing, ever-present water. You can take this analogy as far as you want, but for purposes of the game, it might be better to take a less stereotypical view point. Breaking it down, you might get...

Element	Personality
Fire	Aggressive and quick to anger, one of great passions with emotions close to the surface. Feels everything deeply, both in terms of loves and hates. Makes quick, implusive decisions. Always in the here-and-now, rather than tomorrow.
Earth	Solid, and a slow, studious thinker. Always looking towards the long-term, and reluctant to make any decisions too rapidly for fear they move incorrect. Distrusts change, and prefers normality every time. Can have one flaw that leads him to shatter – and when roused, is impossible to hold back.
Air	Flighty, and always moving on to the next adventure, the next opportunity. Never sticks to a decision for any longer than he can help, and is driven by the wanderlust. Changes direction with his mood, and strong emotions never seem to last for long, with emotional storms rapidly blowing themselves over.
Water	Placid, imperturbable, ever-lasting. A deep, calm personality that does not believe in abrupt concentration, but rather on slowly working through problems until they disappear. Nothing disturbs it for long.

ELEMENTAL BEASTS

Elemental Imps

Elemental Imps are minor forces of nature, conjured into existence long ago as servants for a mighty race of Elementalists long since dead. They now live on the Elemental Planes, but are easily drawn across to the Prime; they are the favoured servitors of Elementalists for minor tasks.

Air Imp

Encountered:	1 / 1d6
Alignment:	Neutral
Movement:	20ft (Walk) / 50ft (Fly)
Armour Class:	5
Hit Dice:	1 + 1
Attacks:	1 Claw
Damage:	1d6 (Claw)
Save:	F3
Morale:	12 (Controlled) / 6 (Free)
Hoard Class:	None (Prime) / XII (Air)
XP:	75

Creatures of air, light blue with gossamer wings that seem to drift through the sky rather than flying. They tend to avoid combat, and are generally used as flying 'eyes'.

Earth Imp

Encountered:	1 / 1d6
Alignment:	Lawful
Movement:	20ft (Walk)
Armour Class:	2
Hit Dice:	2
Attacks:	1 Fist / Special
Damage:	1d6 (Fist) / 1d6 (Hail)
Save:	F3
Morale:	12 (Controlled) / 9 (Free)
Hoard Class:	None (Prime) / XII (Earth)
XP:	75

Tough, short creatures with tough hides made from living rock, and heavy carapaces, these are generally used as strong combat servitors. They are slow, steady, and resolute on their purpose. If attacked, they can cause a hail of stones to fly from a wall or the ground, hitting a foe; this can be done every other round.

Fire Imp

Encountered:	1 / 1d6
Alignment:	Chaotic
Movement:	30ft (Walk)
Armour Class:	7
Hit Dice:	1
Attacks:	1 Claw
Damage:	1d6 / Burn (Claw)
Save:	F3
Morale:	12 (Controlled) / 6 (Free)
Hoard Class:	None (Prime) / XII (Fire)
XP:	75

Quick, impulsive creatures that dart about, small red beings perpetually glowing with an inner heat, with flames spouting from their nostrils as they breath, exuding a sulphurous odour. Their touch can cause a target to set on fire; a saving throw vs. spells is required to avoid being set alight. (1d3 damage/round.)

Water Imp

Encountered:	1 / 1d6
Alignment:	Neutral
Movement:	20ft (Walk) / 50ft (Swim)
Armour Class:	3
Hit Dice:	1 + 1
Attacks:	1 Claw / Special
Damage:	1d6 (Claw) / Fog
Save:	F3
Morale:	12 (Controlled) / 6 (Free)
Hoard Class:	None (Prime) / XII (Water)
XP:	75

A deep blue creature, most at home in the water and lost without it; this most resembles the devil imp, with a long forked tail and horns; the feet are webbed, and outside of water the creature leaves a small wet trail behind it. It is capable of causing a surge of condensation from the air around it, creating a billing fog which shields it from attack and gives it a chance to escape. (-5 to hit).

Mephit

Mephits are natural inhabitants of the Elemental Planes, and are a personification of their native element in the same manner as the greater Elementals. For many Elementalist, summoning Mephits is the height of their ambition; unlike Imps, which occasionally cross over of their own volition, Mephits are never found on the Prime Plane unless they have been summoned to it. They are acutely uncomfortable outside their home plane, and will return to it at the first opportunity. Some have been known to be driven mad by prolonged exposure to the Prime. Sometimes they *do* venture to a Quasi-Plane, but only for a short time and for a set purpose, usually to try and strengthen their home plane. If two Mephits from rival planes (Earth to Air, or Fire to Water) meet, then regardless of all controls, they will immediately attack.

Earth Mephit

Encountered:	1
Alignment:	Lawful
Movement:	30'
Armour Class:	-1
Hit Dice:	5
Attacks:	1 (Ram) / Stomp
Damage:	3d4 (Ram) / Special (Stomp)
Save:	F9
Morale:	12 (Controlled) / 9 (Free)
Hoard Class:	XX
XP:	350

Resembling nothing more than an armadillo, the Earth Mephit crawls across the ground, intent on its task. It has the greatest resilience to alien environment, and has been rarely known to try to extend the influence of its Element in other planes, such as Magma and Smoke. This creature, when it stomps the ground on alternate rounds, causes the Earth to shake under a target, sending him off his feet. (No action for that round).

Air Mephit

Encountered:	1
Alignment:	Neutral
Movement:	70' (Fly)
Armour Class:	3
Hit Dice:	3
Attacks:	2 Claws / Breath
Damage:	1d6 (Claw) / 3d6 (Breath)
Save:	F5
Morale:	12 (Controlled) / 6 (Free)
Hoard Class:	XIX
XP:	350

Fire Mephit

Encountered:	1
Alignment:	Chaotic
Movement:	70' (Fly)
Armour Class:	3
Hit Dice:	3
Attacks:	2 Claws / Breath
Damage:	2 Claws (1d6 + Burn) / Breath (3d6)
Save:	F4
Morale:	12 (Controlled) / 5 (Free)
Hoard Class:	XIX
XP:	350

A large, sky-blue creature with large wings, that curl up when the mephit is grounded. Two grasping talons lash out from the creature, which can either grasp a surface or attack. In form, the creature resembles a large pixie, though with a dark countenance on its face. Every other round, it can unleash a devastating breath of wind on its foes, sending them flying to the ground.

A strange sprite-like creature, wrapped in fire, that darts rapidly around its environment without any apparent need for wings or other movement. Every third turn, breathes fire at a target, sheathing it in flames; it also shares the same flame touch ability of the Fire Imp.

Water Mephit

Encountered:	1
Alignment:	Neutral
Movement:	60' (Swim)
Armour Class:	0
Hit Dice:	5
Attacks:	6 Tentacles / Breath
Damage:	6 Tentacles (1d4) / Breath (2d6)
Save:	F6
Morale:	12 (Controlled) / 8 (Free)
Hoard Class:	XX
XP:	400

The most intelligent of the Mephits, the Water Mephit appears as a large, tentacled, octopoid beast. It is unable to function on land, but is a deadly adversary in water, and attacks using both its six tentacles and a strong jet of water that shoots from its mouth. By far the rarest Elemental Mephit on the Prime.

Quasi-Mephits

Quasi-Mephits are very difficult to conjure, but are substantially more powerful than their Elemental brethren. They tend to be far rarer, but are more frequently found on neighbouring planes, generally attempting to extend the influence of their Element to new territory. No-one on the Prime has yet succeeded in conjuring up a Quasi-Elemental, but it is suspected that such creatures do exist.

Dust Mephit

Encountered:	1 / 1d6
Alignment:	Chaotic
Movement:	60' (Flight)
Armour Class:	0
Hit Dice:	6
Attacks:	2 Claws / Breath
Damage:	2 Claws (2d6) / Breath (4d6)
Save:	F9
Morale:	12 (Controlled) / 6 (Free)
Hoard Class:	XIX
XP:	750

The Dust Mephit is often hard to see, covered by a veil of dust that travels wherever it goes. Underneath, there is a gnarled, wizened, weather-beaten creature with vicious claws and a bad temper. While on the Prime, they love dusty and dry places, and these are the most common outside their Plane. They do not walk on the ground, but hover in the air, suspended by a plume of dust. Their breath weapon causes a blast of sand to sweep across anyone in its cone of effect (60'); this devastating effect can be used one per three rounds, but reduces the Mephit's AC to 6 for the next two, as the effect will disturb the shielding dust.

Ice Mephit

Encountered:	1 / 1d6
Alignment:	Lawful
Movement:	20'
Armour Class:	0 (9 vs. Fire)
Hit Dice:	9
Attacks:	2 Claw / Special
Damage:	2 Claw (1d8) / Freeze Touch (2d6)
Save:	F9
Morale:	12 (Controlled) / 8 (Free)
Hoard Class:	XX
XP:	700

The Ice Mephit is not dissimilar to the Earth Mephit, but is a magnificent translucent white, and with two angry claws reaching up from underneath its carapace. It has no breath weapon, but anyone touching it experiences 2d6 points of damage and grows deathly cold (-2 to all actions for remainder of combat due to shivering.)

Magma Mephit

Encountered:	1 / 1d6
Alignment:	Chaotic
Movement:	20' (100')
Armour Class:	1
Hit Dice:	6
Attacks:	Touch / Ash
Damage:	Touch (2d8) / Ashburst (2d8)
Save:	F7
Morale:	12 (Controlled) / 10 (Free)
Hoard Class:	XIX
XP:	720

The Magma Mephit resembles nothing more than a large, molten boulder; it slithers along by melting the earth underneath it and sliding along, leaving a trail of molten rock in its wake. Although it generally moves slowly, it is capable of occasional (1 per day) bursts of extreme speed towards prey. It attacks by simply touching its target, and it can project a cloud of ash into the surrounding area (10' radius) causing damage to anyone in range.

Steam Mephit

Encountered:	1 / 2d6
Alignment:	Chaotic
Movement:	60' (Fly)
Armour Class:	0
Hit Dice:	5 + 1
Attacks:	Steam Blast
Damage:	Steam Blast (3d6)
Save:	F8
Morale:	12 (Controlled) / 7 (Free)
Hoard Class:	XIX
XP:	800

Steam Mephits generally consider themselves the masters of all, and are incredibly haughty; alone among Mephits they seek to gain power over others. They hunt in large packs, and select an 'Alpha Male' (with 10 HD – 10% that a summoned Mephit is an 'Alpha', which will attempt to resist control) to lead them, often through a vicious process of selection. They have no melee attack, and take the form of dense clouds of steam with human-like faces embedded in them. They attack by firing blasts of superheated steam up to 25' away, spreading out by 5' at the limit of their range.

Quasi-Planes

The Quasi-Planes exist *between* the normal Elemental planes, and serve as the neutral points between them. They are tempestuous places, where two elements constantly fight for dominance, gaining and losing territory all the time. In between Earth and Fire lies Magma, Smoke lies between Fire and Air, Steam between Air and Water, and Ice between Fire and Earth. These 'Quasi-Planes' are difficult to get to, requiring an experienced Elemental practitioner, and are rumoured to be the dwelling points for forgotten gods, hiding where no-one else would think to find them, creating pockets of calm amid the tumult. The Mephits are the primary inhabitants of these planes, though many other strange creatures and structures may lie within.

'X' Marks the Spot

Present on the treasure tables since the earliest days of D&D has been the humble treasure map – one of the more interesting methods of attracting the attention of players to a goal, and an item that can lead to a prolonged campaign if, of course, it has been properly seeded. Having on the random tables has, more than once, meant that it has been rolled by harried DMs, only to be re-rolled as 'too complicated to worry about now'. There are two solutions for this – the first is to prepare a few treasure maps in advance, which *is* an option but can prove problematic. The treasure can prove to be of no interest to the PCs, in which case an potentially interesting element has been wasted, or it can be so far away that it is simply filed for later use. What is the answer?

Not ignoring it completely. Treasure maps can prove to be an extremely interesting item, and can actually be prepared in just a few minutes. Call a five-minute break, or better still, encourage them to spend some time working out who gets the rest of the treasure, grab a sheet of paper (if you don't have a pad of paper with you behind the screen, then frankly, shame on you!) and get started.

The first thing to remember is that treasure maps are usually prepared in a hurry in any case. Those hiding loot rarely hire cartographers to prepare their maps, but they will want to find them again afterward. Also – the scale of the maps will generally be pretty small, so not much area needs to be covered. Pick three landmarks, all within a few miles of each other, and draw them quickly on your map, in approximately the correct locations. At least one of these should be fairly prominent and known to the PCs. (For extra fun, have one of the landmarks be something that no longer exists, such as a destroyed city, burned-out forest, or dried-up river...) Then take the pencil, and stab it down somewhere on the map, and place a cross.

Frankly, this will do. But if you want to do more, and you have time (or the players are still arguing about that +1 Sword), then you can add further embellishments. *Don't* put any more landmarks on the map, but you can place some notes of beings in the area – here be Goblins, killed the Dragon here, that sort of thing. Draw in a very quick dungeon layout with an 'X' at the end of it, with just a few rooms and lines drawn in. (The actual dungeon can be much more involved than that, and you will have an opportunity to flesh it out later. This is simply meant to denote the route to the treasure itself. You *can* write what the treasure is if you have an idea (or roll on the tables provided), but this is not necessary. Feel free to write in a 'strange language', and force the PCs to have it deciphered.

Feel free to decorate it. Add some strange symbols to the side of the map, tear it on the sides to make it look more real, or fold it over for a few minutes. But keep an eye on the group while you are doing this. As soon as it looks as if the group is ready to move on, time's up. Remember – you will have plenty of time to embellish this later on, under most circumstances. Generally, the group will opt to finish the adventure they are currently undertaking before moving onto the next thing, so you should have the time in between sessions to fill in all the blanks on the map.

Except...players can be annoying. They might consider that *this* is the 'big adventure hook' you've been planning all along, or the idea of 'easy money' may cause them to conclude that heading straight for the loot is a good idea. You *could* of course simply tell them that you haven't finished preparing this part of the setting yet, but on the other hand, it might be a shame to divert them from something that they are really interested in. Having a group of enthused and interested players can really make all the difference to a game, and this should be encouraged. For those circumstances, simply roll on the following tables, apply the results, and you are on your way.

Table 1: Treasure Type

1:	Money	(Value of Average Party Level x 1D6 x 100gp)
2:	Magical Item	(Roll on Labyrinth Lord Magical Item Table)
3:	Knowledge	(The solution to an established campaign secret.)
4:	Holy Relic	(A Holy Symbol or Artefact appropriate to the faith of one of the PCs).
5:	Spellbook	(2d6 spells of Level 1d6.)
6:	Special	(Consult Table 6)

Table 2: Language of Map

1:	Common		7:	Orcish
2:	Dwarven		8:	Giant
3:	Elven		9:	Goblin
4:	Halfling		10:	Draconic
5:	Gnomish		11:	Demonic
6:	'Old' Common		12:	Secret Code

Table 3: Age of Map

1:	Yesterday
2:	Last Week
3:	Last Month
4:	Last Year
5:	Last Decade
6:	Last Century

Table 4: Map Form

1:	Paper
2:	Parchment
3:	Tablet
4:	Wall Painting
5:	Chalk Outline
6:	Tattoo

Table 5: Status of Writer

1:	On his way to the treasure.
2:	Guarding the treasure.
3:	Looking for the map.
4:	Killed by a rival. Roll for the status of the rival.
5:	Dead. (1 in 3 chance of heir seeking treasure map.)
6:	In position of authority, unable to seek treasure.

Table 6: Special

1:	The treasure has already been looted. (Roll on Table 3 to determine when.)
2:	The treasure consists of items once valuable, now worthless. (Bronze Weapons, Paper Currency, etc.)
3:	The treasure is a trap, set for the PCs by the enemy.
4:	The treasure is a trap, set for another target.
5:	The treasure *map* is the treasure, in disguise.
6:	The treasure map is actually a test to judge the worthiness of the PCs.
7:	The treasure map is a fake, drawn by a small child.
8:	The treasure map is genuine, but can only be read once before it is destroyed.
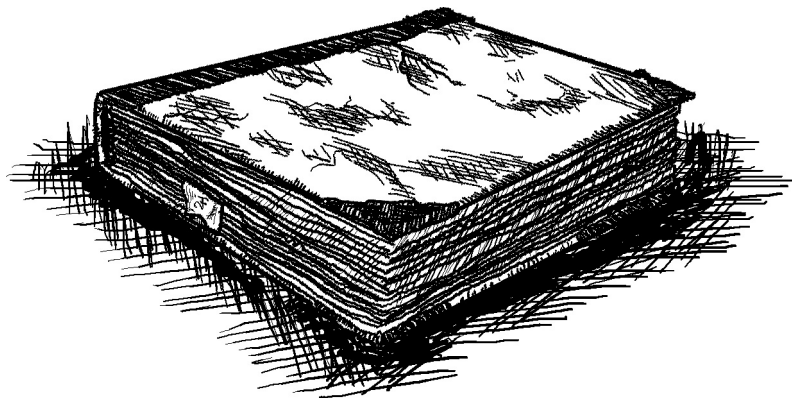
Mr. B's Last Word

"This would sharpen you up and make you ready for a bit of the old ultra-violence." Alex DeLarge

Let me ask you this, dear reader...what's your body count?

I wager that most of you have lost count of the number of Orcs, Goblins, Dragons, Humans, Elves and Halflings that have fallen victim to your sword or your spells – and I'm not talking about crazy moments of world/continent/city-killing insanity (not much survives one of my mad rampages. Just ask the 'mer-people'. Oh wait – you can't.) I'm talking about the 'normal violence' that takes place during a standard dungeon crawl. It's like some sort of mad shopping list - "14 orcs, 4 bandits, 3 kobolds, 1 PC (Oops.)

Take the other way of looking at it. You are a family man, quietly raising your kids, when a bunch of armed, armoured, spell-wielding psychopaths burst into your home and your office and start putting your friends, loved ones, and bosses to the sword. (Maybe that last part...) The life of the Orc – a Hobbesian nightmare. Nasty, Brutish and Short. Very Short. Especially when adventurers are in the room. Is killing an Orc justified because – well – it's an Orc?

Why *do* we keep fighting them? We feel that we have a 'licence to kill', as most races have been given alignments. I wonder if this works in real life – can we go onto the subway and kill anyone 'Chaotic Evil'? Or is everyone in New York 'Lawful Good'? Of course they aren't, and of course it doesn't! It should *not* work that way in any realistic sort of game. We don't an 'Adventurers for the Ethical Treatment of Dragons', but perhaps we should!

Let's take another look at the poor Orc, who fantasy has typically cast as a 'soulless killer'. A race of serial killers and psychopaths. (No wait – that's adventurers...) The traditional fantasy basis goes back to Middle Earth, which let's be honest, tends to be the basis for far too many LL campaigns. Tolkien wrote that, ""all that race were bred by Melko (Melkor) of the subterranean heats and slime. Their hearts were of granite and their bodies deformed; foul their faces which smiled not, but their laugh that of the clash of metal, and to nothing were they more fain than to aid in the basest of the purposes of Melko."

So the default is taken that they are nothing more than living weapons, bred for war and violence. But have you simply made the assumption that this is the base-line, or have you actually taken the effort to determine whether they are inherently evil or not. Might they be Lawful-natured, or a mix, like good old humanity. Ever thought about that?

Thought not.

Back at the start of it all, in '74, they called the warriors the 'Fighting Man, and the average PC in a fantasy setting might as well have 'Psycho For Hire' tattooed on his forehead. He's out for the killing and the cash, and couldn't care less who he is fighting for, or why.

As gamers, we revel in combat. It's often one of the high points of a session, and more often the point with the greatest level of tension and drama. Some make this the absolute soul of the game, turning into a tactical wargame. But this is not a wargame any more. Yes – that's where it came from, but that was thirty years ago. You *should* get more XP for role-play than hack-and-smash. There *must* be more to a game than that. Beating up an Orc Horde can be cathartic, but there must be something deeper to that wonderful thing we call...roleplay!

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