

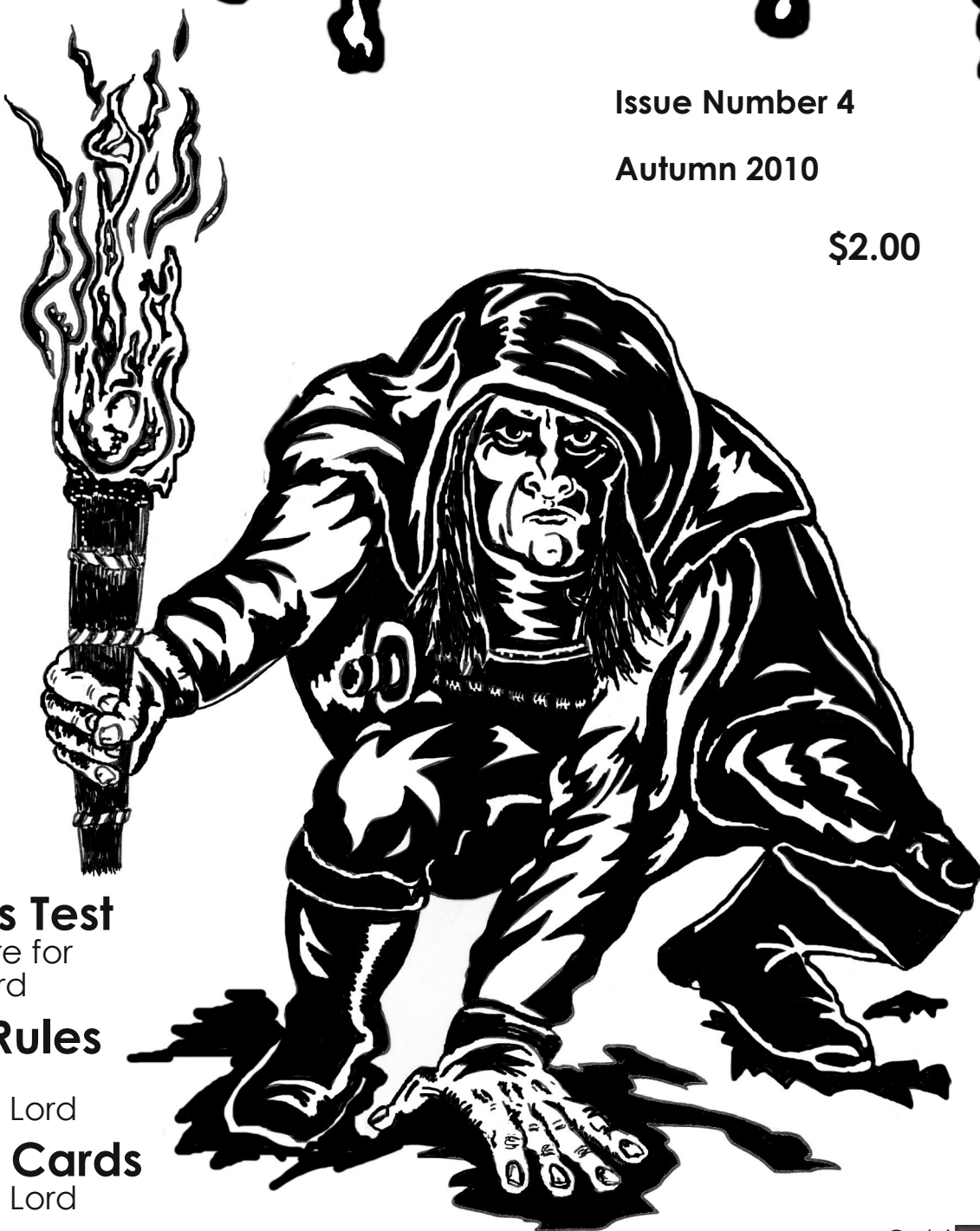
A magazine for old school fantasy roleplayers



Issue Number 4

Autumn 2010

\$2.00



Weapons Test

an adventure for
Labyrinth Lord

Firearm Rules

Part III
for Labyrinth Lord

MU Spell Cards

for Labyrinth Lord

Plus: Fiction, Reviews, Cartoons,
Monster Club and more ...

Gold
Piece
Publications



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 - Large-Scale Maps, Character Sheets and Character Cardstock Figures for this month's Adventure

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Play-testing: R. Depper, C. Kitchener and P. Regan

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(LL p##) *Labyrinth Lord Revised Edition 2009*

(AEC p##) *Advanced Edition Companion 2010*

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Editorial

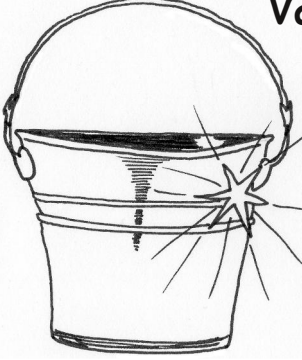



For me, the retro-clones are the gaming equivalent of movies like *Batman Begins* or *Casino Royale*. We get to re-do the life-cycles of the games and take a different, less commercially-driven approach. Even if some of what the Old School Renaissance (OSR) produces is repetitive, it still feels fresh and is truly entertaining.

I enjoy reading blog and forum entries about the OSR, particularly those that discuss its potential for growth. One viewpoint suggests for the hobby to thrive, it needs new blood. I'm more of the opinion that the first priority for the continued growth of the OSR is reaching gamers like myself, who had moved on from gaming a decade or so ago, but now, might like to play again.

I was recently browsing through magazines in a large news store, and found alongside a copy of *White Dwarf*, two different wargaming magazines, and a range of titles covering model trains, boats and planes. Roleplaying games didn't get a look in anywhere. So were they just an 80s fad? And will they rise again? Maybe none of this matters to the OSR, but who cares, as long as it's fun.

Peter Regan, Editor

TALES FROM HELL - Buckets of Legend

<h3>Golden Bucket</h3>  <p>Value: 1,000gp</p> <p>For display only (too heavy to carry)</p>	<h3>Bucket +1</h3>  <p>Value: 500gp</p> <p>Grants the user a +1 bonus for any action using the bucket</p>
<h3>Bucket o' Rats</h3>  <p>Value: 300gp</p> <p>On command will empty out 1d4 giant rats</p>	<h3>Cursed Bucket</h3>  <p>Value: Nil</p> <p>Roll a d4</p> <ul style="list-style-type: none">1 = Handle breaks2 = Springs a leak3 = Gets stuck on your head4 = Gets struck by lightning

Monster Club #6

A regular column featuring: encounters, lairs, traps, and other fun stuff with monsters.

Zombies - Following on from the skeletons article in *Issue 2 (Monster Club #3 p4-5)*, we offer the same treatment for their not-so-long-dead zombie cousins. Regular readers: please forgive the repetition of rules from the previous article.

When a spellcaster *animates dead*, the power of the spell fuses with whatever organic matter remains and animates it. So a body that in an advanced state of decomposition rises as a skeleton, but a corpse with some flesh remaining becomes a zombie. The flesh soaks up more of the spell's power but this in turn makes a zombie stronger than a skeleton. However, the partially decomposed muscles and ligaments no longer allow for fast, fluid movements, so zombies are slow and lumbering, moving at just half of their living speed. It also means they always attack last in combat.

Flying creatures that are animated as zombies can no longer fly due to their reduced motion. They will still instinctively flap whatever remains of their wings as if to fly. If a winged zombie creature attempts to launch itself into flight from an elevated position, this will result in a rapid descent and crash-landing and, at the LL's discretion, some damage.

Zombies get the hit dice of the living creature +1 additional hit dice. Physical attacks are broadly the same as they were in life but are dealt with increased force. All zombies are AC8. Some larger creatures might warrant a better armour class, but that would make an *animate dead* spell more powerful when used on the remains of such creatures. Special abilities like breath, gaze, poison, regeneration etc., will be lost. However, abilities that rely on the basic physical form of a creature will still work. For instance, a giant would still be able to throw rocks.

Powerful creatures, with very high hit dice, might take an extremely high-level cleric to animate them after death. In these instances, I house rule that two or more clerics may simultaneously cast the spell, assuming each of them has it ready. This allows animation of creatures equal to their combined levels. Control of the resulting undead goes to the highest-level cleric in the group. If clerics tie on level, then the cleric with the highest wisdom gets control. (If that doesn't separate them, then roll a dice to decide). Zombies will follow the commands given to them until they are destroyed, regardless of whether their master is present, or even still living.

The next page has tables for quick reference. These detail the zombie versions of a selection of creatures.



Humanoid, Animal and Monster Zombies

	Kobold	Goblin	Human/Orc	Hobgoblin	Gnoll	Ogre	Hill Giant
No. Enc.:	4d4	2d4	2d4	1d6	1d6	1d4	1d2
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic
Movement:	30' (10')	30' (10')	60' (20')	45' (15')	45' (15')	45' (15')	60' (20')
Armour Class:	8	8	8	8	8	8	8
Hit Dice:	1	2-1	2	2+1	3	5+1	9
Attacks:	1	1	1	1	1	1	1
Damage:	1d4 or weapon -1	1d6 or weapon	1d8 or weapon	1d8 or weapon	2d4 or weapon +1	1d10	2d8
Save:	0 level human	0 level human	F1	F1	F2	F4	F8
Morale:	12	12	12	12	12	12	12
Hoard Class:	None	None	None	None	None	None	None

	Giant Rat	Giant Gecko	Dire Wolf	Owl Bear	Cave Bear	Wyvern	Red Dragon
No. Enc.:	3d6	1d6	1d4	1d3	1d2	1d2	1
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic
Movement:	60' (20')	60' (20')	75' (25')	60' (20')	60' (20')	45' (15')	45' (15')
Armour Class:	8	8	8	8	8	8	8
Hit Dice:	1	4+1	5+1	6	8	8	11
Attacks:	1	1	1	3	3	2	3
Damage:	1d3	1d8	2d4	1d8/1d8/1d8	1d3/1d3/1d6	2d8/2d8	1d8/1d8/4d8
Save:	F1	F2	F2	F3	F3	F4	F10
Morale:	12	12	12	12	12	12	12
Hoard Class:	None	None	None	None	None	None	None

Notes:

1) The *number encountered* ranges use the numbers of living creatures of the same type normally encountered as a base. These ranges are then adjusted to reflect how many HD of creatures a cleric of around 16th level would be able to animate. Of course, the spell could be cast more than once, or by a higher-level cleric, if you want greater numbers.

2) All zombies have half the ground movement rate that they would have had in life. Human zombies in the rules (*LL p103*), are listed as moving at 120' (40') which I've halved as zombies should be slower.

3) I've made all zombies AC8. It could be argued that some creatures with dense bone would be tougher but their HD probably reflect this. A blanket AC also helps keep the power of *animate dead* spells more even.

Weapons Test

A Labyrinth Lord Adventure for 4 Gun-Toting Characters



This adventure is intended to serve as a simple encounter for players to try in a Labyrinth Lord game using the firearm rules that have appeared in *Issue 2* and *Issue 3* of *Oubliette*. Four pre-generated characters are provided for play, complete with cardstock figures. Larger-scale multipart versions of the two maps are also included and may prove useful if you play with miniatures or counters on the tabletop.

If you opt to let players use an existing party in the adventure, they can simply be equipped with guns and grenades. Alternatively, the adventure could be run without firearms and the back story could simply be changed to a standard *ogres-raiding-local-farms-and-villages*, thus allowing it to easily fit into most sand-box style campaigns.

Background

Firearms have a mixed reputation in the western lands. Cheap guns are regarded as dangerous, and expensive ones are ... well ... expensive. The King has often been approached by black powder workshops, hoping to gain a royal contract to supply his armies. Until now, he has resisted, but relentless goblinoid invasions have his forces stretched thin, causing him to re-evaluate his position.

The King's agents have contacted the renowned Van Hopen Workshops, and requested a demonstration of their wares. If all goes well, he'll negotiate a contract with them to supply and train a troop of musketeers. Van Hopen replies by return, saying that he will despatch a team immediately. In his note he also requests that, rather than a test with targets or a staged exercise, his team should be given a real mission that would normally be handled by around two dozen men.

A week later the team arrives – just four men and several wooden crates. The leader is a old gun hand, heavily weathered by a life filled with smoke and gun oil. The second is a young man with keen features and swift, graceful movement. The other pair are instantly identifiable as riflemen by the long-arms that lie across their saddles.

The commander of the army is an ageing general. He doesn't really want guns to play any part in his work. However, even he is keen to see how just four gunners might handle the work of two fully-armed squads of his men. A day earlier, a patrol had returned with reports of a group of ogres, holed up in a cave, after raiding nearby farms and a village. The commander would normally despatch a couple of squads, with a third in reserve, to eliminate this threat. So the test is set and Van Hopen's team are told to make ready to depart the following morning.

Notes for the Labyrinth Lord

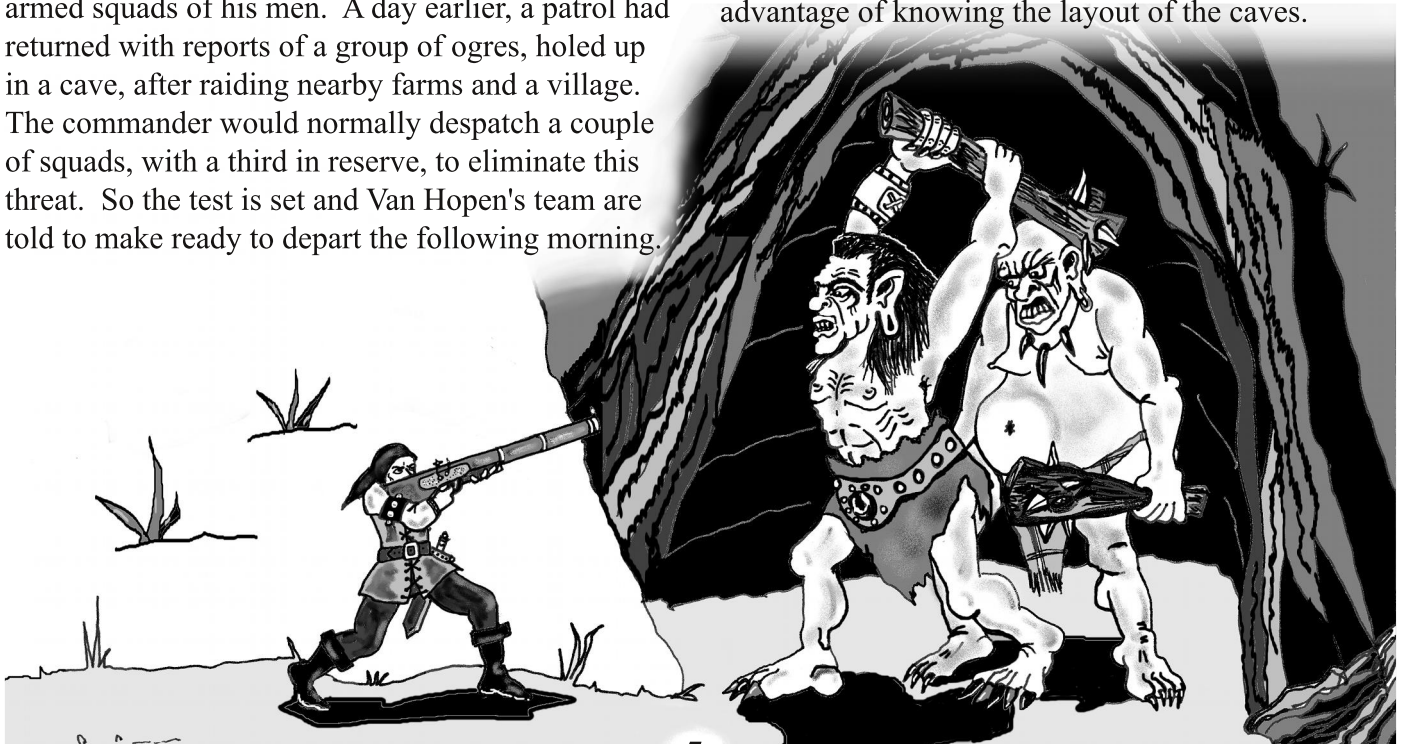
In the play-test of this adventure, I found running it no different from any other Labyrinth Lord adventure, apart from the need to pay closer attention the 3Rs:

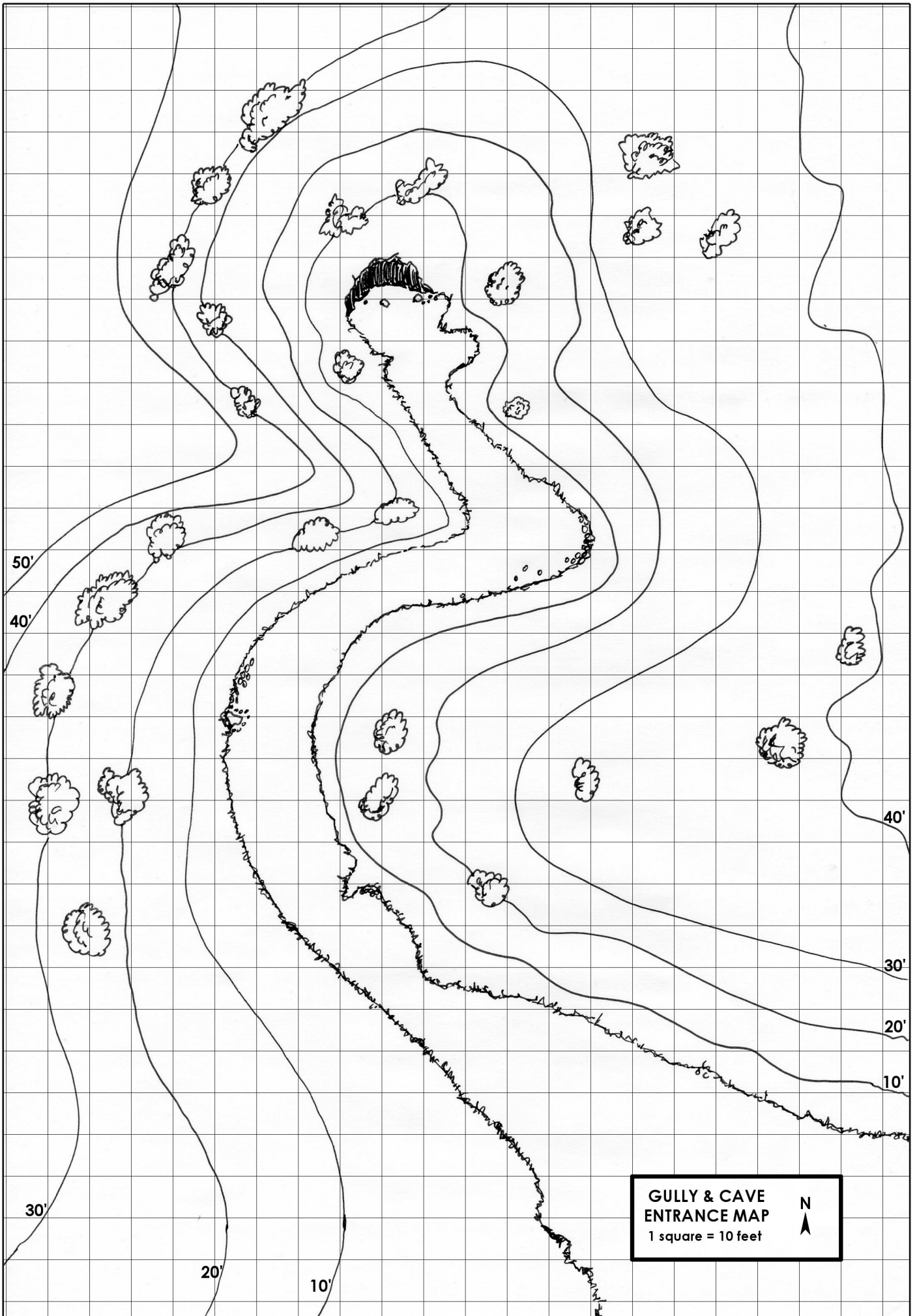
Range: Black powder weapons have fairly limited ranges compared to bows and crossbows. If you are playing with miniatures it's really useful to have a tape measure to keep a check on range.

Reloading: Whilst guns are fairly powerful weapons, even the most basic of them takes two rounds to reload. This means that, unless a shooter drops an opponent in one shot, he is likely to find himself face-to-face with him before he's readied the next shot. I found that once the main combat in the game started, it was useful to keep a note on every gun in the game. Then round-by-round I could mark what had been shot and whether a gun was being reloaded.

Regeneration: In our game, the troll's regeneration kept him in the going for about 12 combat rounds after the last of the ogres had been slain, and he slowly picked off all but one of the characters, while they tried to alternate between fighting him hand-to-hand, and reloading their guns.

Our game began with the players sounding a horn and waiting for the ogres to come out of the cave, so all the action ended up happening above ground. If your players elect to venture into the caves and fight the ogres in their lair, remember there is very limited light inside, and the ogres will have the advantage of knowing the layout of the caves.





Player Characters

Gunny: 6th Level Fighter

A specialist in large-bore arms and explosives.

Flick: 5th Level Thief

Fast on his feet and an expert fuse setter.

Fleet: 4th Level Fighter

Skilled rifleman.

Fox: 4th Level Fighter

Skilled rifleman.

A character sheet for each of the above is included in the supplemental material at the end of the magazine. Although the characters have been given basic equipment and arms, feel free to allow players to personalize them and give them different guns and grenades. If you want to play with more characters, you can add additional riflemen, but I would suggest also adding an extra ogre or two in order to keep things balanced.

Starting the Adventure

You make an early start, and arrive at the entrance of the gully that leads to the ogres' lair, a little after midday. A small team of observers has accompanied you, and when the entrance to the cave comes into view, they find a suitable, safe position on high ground, about 40 yards from the cave entrance. One man stays a few hundred yards further back to keep the horses ready, in case a speedy escape is required. The cave entrance is 15 feet across, and from it, a gentle plume of smoke rises into the afternoon air.

The Gully and Cave Entrance (see p8 for map)

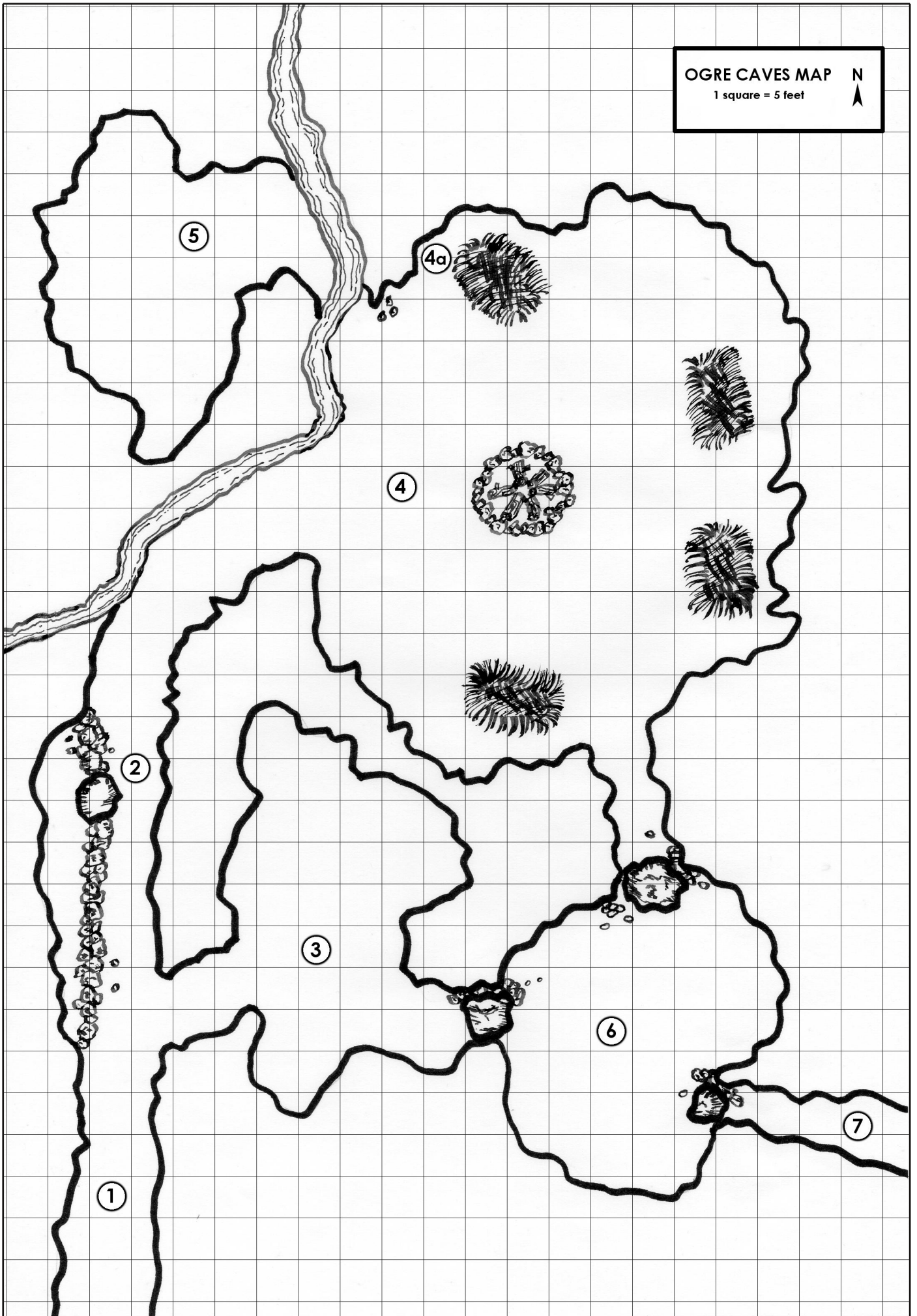
The bottom of the gully that leads up to the cave entrance is actually a dried-up stream bed which now looks like a muddy footpath. There are ogre footprints, some recent, leading both to and from the cave. The sides of the gully are fairly steep but characters can safely scramble up or down them at half normal movement rates. A character may also run down a slope at their full movement rate but must make a dexterity check to avoid stumbling and falling over (roll under dexterity on a d20). In general, the ground is covered with ferns and bracken and there are a few bushes and trees dotted here and there on both sides.

The Ogre Caves (see p10 for map)

1 Cave Mouth – There is a stench of rotting food and worse coming from the cave. The entrance quickly narrows into a dark passageway that slopes gently downwards. If the characters stop and listen carefully, they will hear the faint sound of gentle running water somewhere ahead. There are also some scuffling sounds along with an occasional spluttery snore.

2 Storage Cave – The left side of the passageway here looks like a crudely-built earth and stone wall. As the party approach, they will hear the scuffling sounds get louder, and some bleating which suggests there are one or more live sheep on the other side. A little further along the wall there is an opening that has been sealed with a large boulder. Two characters working together may move the boulder to gain access if they both make a strength test (roll under strength on a d20). Once removed, three terrified sheep will try to escape, unless herded back into the cave. The sheep will also make enough noise to cause the ogre on guard at **4a** to come and investigate (roll a d6: 1-3 he comes to have a look, 4 he shouts abuse to shut the sheep up, 5-6 he ignores the noise). The only other items in the cave are the remains of two bales of hay that the sheep have been eating.

3 Toilet Cave – As the party reach the entrance to this cave, it doesn't take much investigation to conclude that this is where the ogres come to relieve themselves. The stench is almost unbearable. Characters that spend more than a few seconds inside must make a roll under their constitution to avoid vomiting. Anyone who throws-up will spend 1d3 rounds recovering, during which time the only action they are allowed to take is to scramble for the exit. A new roll will then be required for every minute (6 rounds) spent in the cave. If characters get into combat in this room, all their attacks will be at -2 to hit. Opposite the entrance to the cave, there is a short passageway, blocked by a huge boulder. If a character makes a successful *hear noise* roll, they will hear the breathing and intermittent grunts of a large creature in the cave beyond. The boulder takes the combined effort of two ogres to move. A party of four strong characters may attempt moving the boulder, but unless they spend 1d3 turns digging it out they won't be able to move it. If the area around the boulder is dug out, they will be able to move it in 2d4 rounds.



OGRE CAVES MAP N
1 square = 5 feet

4 Ogre Cave – The passageway continues until the left side widens a little and an underground stream runs alongside for a short distance. Ahead, there is a faint, glowing light and an occasional, loud snore breaks out against the gentle sound of the stream. The passageway opens into a large cavern, roughly circular in shape and about 60' in diameter. In the centre, set in a circle of stones, there is a large fire which, even though it is burning low, provides a glow which dimly illuminates the walls. Lying on the floor are the stripped remains of two animal carcasses, probably sheep, that the ogres roasted over their fire the previous evening. The stream continues on to the left and disappears into the darkness, crossing over an opening into another cave. Spread around the cave are four giant-sized, rough-looking beds of straw and branches. There are four ogres in the room. Three are sleeping, and the fourth (location **4a**) is sitting on his bed, leaning against the wall. He's supposed to be on guard duty, but is just half awake and so will only be alerted if there is undue noise or a bright light source in the passageway. There is another passageway on the right of the one that enters the cave. It continues for 15' and then is blocked by a large boulder (see **6** below).

4 Ogres Move 90' (30') HD4+1 AC5 HP18, 17, 20, 15 Club 1d10

5 Treasure Cave – The stream runs across the entrance to this small cave. This is where the ogres have stashed their loot. It's scattered all over the place to an extent that, without a light source, there's a chance anyone entering will trip over something (roll a d6, a 1-2 equals a trip) which will make some noise. Characters that trip can avoid falling over if they make a dexterity check (roll under dexterity on a d20). A thorough search of the floor will reveal the full contents of the cave, namely:

An empty beer barrel
A pub sign "The Giant's Arms"
A plough
Two sacks of grain
Assorted farming tools
Various pots and pans
Three whole wheels of cheese
A saddle
Two cart wheels
A small barrel of oil
A big pile of unused torches
Some rope

6 Beast Cave – Both entrances to this cave are blocked by a huge boulder that takes the combined effort of two ogres to move. A party of four strong characters may attempt moving a boulder, but unless they spend 1d3 turns digging it out, they won't be able to move it. If the area around the boulder is dug out, they will be able to move it in 2d4 rounds. The ogres have a pet troll that they keep in this cave. He tolerates life with the ogres as they keep him well fed. They take him on raids to create a 'distraction' while they grab stuff. The ogres only handle him in pairs as they've seen up close how dangerous he is. The troll will instantly attack anyone other than an ogre that enters the cave.

Troll Move 120' (40') HD6+3 AC4 HP24 Claws x2, bite 1d6/1d6/1d10

7 Blocked Tunnel – The entrance to this tunnel is covered by a large boulder and some smaller ones. Two characters working together may move the large boulder to gain access if they both make a strength test (roll under strength on a d20). As soon as the boulder is moved, five giant rats will jump out and attack. The tunnel continues for about 20' and comes to a stop.

5 Giant Rats Move 120' (40') HD1-4HP AC7 HPs 3, 2, 4, 1, 3 Bite 1d4 damage plus disease



Monster Club #7

Monster Scaling

In most retro-clone or original monster listings, one will find examples of creatures with variable hit dice or hit points. Examples of Labyrinth Lord monsters with variable hit dice to reflect age and size include: dragons, elementals, hell hounds, rocs, giant frogs, otyughs, piercers, ropers and giant ticks. When writing adventures, I often want to use a particular type of monster but find myself having to limit my choices, based on the levels of the characters that the adventure is aimed at. On other occasions, I find that players can be underwhelmed when they meet a monster because they know what its hit dice, armour class and attack damage is. Their actions are then driven by the maths of the situation rather than their instincts. An LL can overcome this by making up lots of unique creatures, but a dungeon without at least a few classic monsters, just doesn't seem right.

The solution to these problems is to 'scale' monsters to make them usable against a wider range of opponents. You can apply the rules in two ways – Either have the party meet a different species of a monster that may be a bigger or smaller version, or, alternatively, use the rules to reflect the age of a creature. So an average giant python might be 20' long and have 5 HD but it easy perfectly feasible to have a younger one that is 10' long with 2+2 HD or an ancient one that is 35' long with 9+2 HD. The two tables (*see p13*) give a full range of scaling for both HD and attack damage.

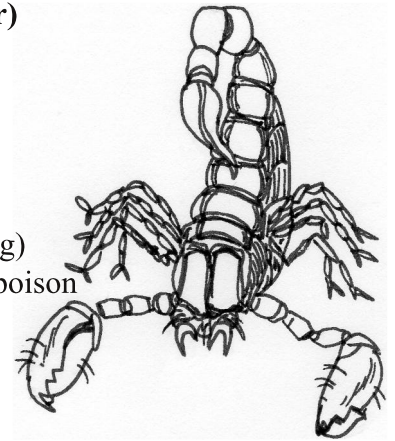
Whilst these rules may be applied to humanoids such as orcs, goblins and ogres to give stats for younger specimens, if you want older or tougher versions, you should also consider treating them as NPCs and giving them an appropriate level for your purpose.

In addition to hit dice and attack damage, one should also consider adjusting other attributes such as movement, armour class, saves and morale. However, when changing these, I would advise considering what feels right rather than applying a linear progression. This is especially true for abstracts such as armour class, which not only reflect physical armour, but also a creature's size and natural dexterity.

Sample 'Scaled' Monsters

Giant Scorpion (Lesser)

No. Enc: 1d6 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armour Class: 4
Hit Dice: 2
Attacks: 3 (2 claws, sting)
Damage: 1d6/1d6/1d2, poison
Save: F1
Morale: 11
Hoard Class: VII
XP: 38



A smaller variant of the giant scorpion measuring around 3' in length.

Troll (Greater)

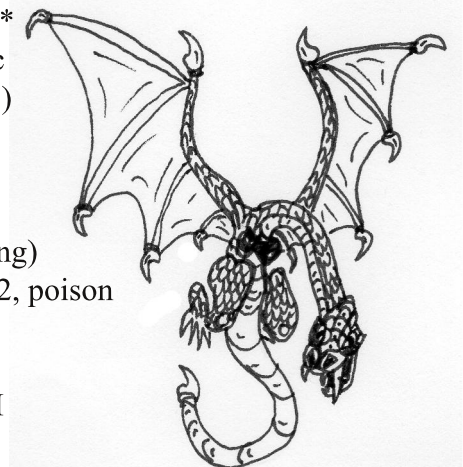
No. Enc: 1d8 (1d8)
Alignment: Chaotic
Movement: 120' (40')
Armour Class: 4
Hit Dice: 10+1
Attacks: 3 (2 claws, bite)
Damage: 1d6+1/1d6+1/1d12
Save: F10
Morale: 11
Hoard Class: XIX
XP: 1,700



A huge specimen standing 10' tall and able to regenerate 4HP per round.

Wyvern (Ancient)

No. Enc: 1d2 (1d2)*
Alignment: Chaotic
Movement: 90' (30')
Fly: 240' (80')
Armour Class: 2
Hit Dice: 12+1
Attacks: 2 (bite, sting)
Damage: 2d12/2d12, poison
Save: F8
Morale: 10
Hoard Class: XVIII
XP: 2,000



**In lair, an additional 1d6 of standard-sized wyverns may also be encountered.*

Almost twice the size of a normal adult with a 25' long body. Note the improved armour class which reflects the much thicker hide a wyvern of this size would have.

Monster Scaling Hit Dice Adjustments

Standard Hit Dice	Lesser/ Youth	Minor/ Young Adult	Major/ Mature Adult	Greater/ Elder	Colossal/ Ancient
1-4HP	1HP	1-3HP	1-1	1	1+2
1	1-4HP	1-1	1+2	2	3
2	1-1	1+2	2+2	3	4
3	1	2	4	4+2	5+2
4	2	3	5	6	7
5	2+2	4	6	7+1	9+2
6	3	4+2	7+2	9	11
7	3+2	5+2	8+2	10+1	12+1
8	4	6+2	9+2	11	13
9	4+2	7	11	12+2	15
10	5	8	12+2	14+1	17
11	5+2	9	14+1	16+1	19
12	6	10	16	18	21
13	6+2	11	18	20	24

Monster Scaling Attack Damage Adjustments

Standard Damage	Lesser/ Youth	Minor/ Young Adult	Major/ Mature Adult	Greater/ Elder	Colossal/ Ancient
1d2	1point	1d2	1d2	1d3	1d4
1d3	1d2	1d3	1d3	1d4	1d4+1
1d4	1d2	1d3	1d4	1d4+1	1d6
1d6	1d3	1d6-1	1d6	1d6+1	2d4
1d8	1d4	1d6	1d8+1	1d10	2d6
2d4	1d4+1	1d6+1	1d8+1	2d4+2	2d6+2
1d10	1d6	1d8	1d10+1	1d12	2d8
1d12	1d8	1d10	1d12+1	1d6+1d8	2d10
2d6	2d4	1d4+1d6	3d4+1	2d6+2	2d8+2
3d4	2d4	1d4+1d6	3d4+1	2d6+2	2d8+2
2d8	2d6	1d6+1d8	3d6	2d10	2d12
4d4	3d4	2d6+2	3d6+1	5d4	4d6
3d6	3d4	2d8	2d10	3d8	5d6
1d20	1d12	2d8-1	2d12	1d20+1d8	3d12
2d10	2d6	2d8	2d12	3d10	3d12
5d4	3d4	3d6	5d6	4d8	6d6
2d12	2d8	2d10	3d10	3d12	4d10
3d8	2d8	2d10	3d10	3d12	5d8
4d6	3d6	5d4	5d6	4d8	5d8
6d4	3d6	5d4	5d6	6d6	7d6

Present Arms!

by Roland Depper

A basic system for using Black Powder Flintlocks in Labyrinth Lord



Reaching down to once more rub his stung and bruised knees, Urgo almost lost his balance again as the reins were jerked in his hand by the indignant pulling of the mare.

The thief looked skyward at the gathering clouds as the sun began to touch the horizon. He needed to find shelter for the night as he had maybe an hour of daylight left. At least the soft moss and pine needles underfoot made travel quieter than it had been of late, as they made their way tentatively down a slope towards the sound of a fast-moving stream.

Urgo grunted and allowed the corners of his mouth to rise for a split second as he saw what looked like an overhang, sufficient to shelter both him and his steed, twenty feet from the sandy edge of the mountain stream that crossed their path at the valley bottom. Having tied the horse to a rock, he removed his bags, saddle, and bundled cloak from the mare and rubbed her down with a handful of grass, torn from the bank. Glancing around, he noted that there appeared to be no signs of any traffic nearby. Still, the woods warranted more attention as he gathered firewood and fodder.

He had just finished his preparations for the night as the last of the sunlight drew itself across the stream and up the Eastern side of the gulch. The thief was pleased with his find as he'd even had time to bathe of a sort, for the first time in a week. He settled down and chewed on the last of the jerked beef. He needed to find a farm soon as he'd need more supplies to reach his goal in Banport.

It was maybe three hours after dark when Urgo's first sense that something was not right tugged at his slumbers. He'd placed a ring of small twigs five feet wide, fifty feet out from the path into his hideaway, and something, or someone, had just made the mistake of stepping on them. He jerked awake as whatever it was took another step, causing another sharp crack as a twig broke. His ears perked up as he heard a whispered curse in a language not quite speech and not quite growl. He rolled his eyes and rose to a crouch. Goblins.

He heard more whispers and realised that there was more than one opponent trying to creep up on him from the shadows. Moving to a shallow dip on the edge of the stream, he made sure that the embers of the fire were between him and the entrance to his

camp as he drew both his pistols and waited.

There, he saw two shadows bobbing towards him. Their outlines became more detailed as they crept closer to, they thought, their unsuspecting prey, and it became apparent to Uργο that one had a spear, and the other a crude gun, tipped with a jagged and bent bayonet of sorts.

The spear wielder nudged his companion and pointed towards the horse and packs as the other started to circle the fire, looking for the camp's occupants. The gun carrier suddenly stopped and raised his weapon to his shoulder as he saw Uργο's bundled bedding. The thief rose behind him and, pointing his first pistol, he took aim at the Goblin ten feet from him and pulled the first trigger. The click as the flint struck sparks from the frizzen was deafening, in sharp contrast to the burble of the stream behind them. Sadly, the louder noise of the pistol discharging did not follow as expected, causing the momentary thought to flash across Uργο's mind: "Why me?"

In the time it took Uργο to raise and cock his second pistol, the goblin span round and pulled his own trigger. The noise bounced from the overhang and shook needles from nearby trees. The shot burned across Uργο's already dropping shoulder as he simultaneously pulled back on the hammer of the misfired pistol and pulled the trigger of the other. His own shot took the Goblin high in the forehead, whipping off its scalp like a cheap toupee as the lead ball blew out the back of its head. A perfect smoke ring momentarily gave it a grey halo as the corpse toppled forward.

Uργο was barely aware of the second robber as it leapt over the fire with spear extended. His instinctive aiming and firing lifted the Goblin back over the embers with blood spraying from between its fangs. It landed and rolled back against the overhang, a wisp of smoke rising from the hole in its chest as it gasped out its last breath as a liquid gurgle.

The thief stayed on one knee until he was sure that neither Goblin had any intention of getting up. Only when he was sure the job was done, did he rise. Immediately, he felt blood trickle down both his chest and back from the wound on top of his shoulder. At least, he thought, he couldn't feel his grazed knees anymore.

Part III: Monsters and Firearms

Do the humanoid monsters in your game world use firearms? If you are reading this series of articles and thinking of allowing your players to use them, then the answer to question one is an inevitable "yes". Let's face it, if the Dwarves invent it, the Orcs will steal it.

Do your Orcs, Ogres, Hobgoblins and Lizardfolk have their own versions of guns and powder, or do they just steal them from whichever race has invented them in your world?

Maybe the Lizardfolk invented them and it's the Dwarves and Humans that have stolen them.

It's up to you. Personally, I favour the invention by the *good* races of the world and the theft of the technology by the *evil* races. I can see Orcs making rough copies of guns or using stolen ones, but not having the patience to develop them from scratch or to have painstakingly experimented to make gunpowder work properly. Maybe that's just me, and your Orcs are way more cunning and intelligent.

As to characteristic racial weapons, I favour the idea that Orc weapons are crude and dangerous, with them never being better than average in quality (*see Issue 3 p22 Misfires*) and with their most common weapons being poor in quality. Maybe yours have extra-poor weapons with a 12 to 15% chance of a misfire. Mine will.

I see Lizardfolk and Gnolls being slightly better at crafting, and, whilst none of their weapons are above average in quality, they would be no worse than the average Human craftsman makes.

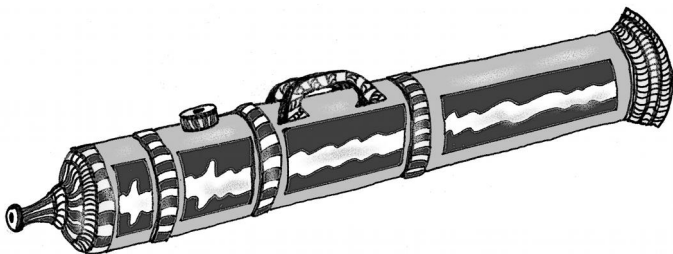
Do any of your races have illicit trade agreements with unscrupulous Humans? There will always be *enterprising* merchants who favour profit over ethics.

You also have to bear in mind the environments your monsters live in. A swamp-dwelling tribe of Lizardfolk are unlikely to favour black powder weapons for obvious reasons, whilst their desert-dwelling cousins have an affinity for them.

I've listed a few basic racial weapons below followed by some special items.

Ogre Cannon: Unscrupulous merchants have been known to sell swivel guns to Ogres as side-arms. They are small cannons fired from the hip that ogres load with whatever comes to hand. If supplied with proper shot, they are powerful enough to bring down a bull. They are unusable by most other humanoid races without proper bracing such as a stone wall or a purpose-built carriage or stand. Ogres, not being the brightest monsters in town, are just as likely to load their cannon with handfuls of gravel, nails, or even broken pots, turning them into giant blunderbusses.

Unfortunately for Ogres, they often find the concept of *clean* powder foreign to them. Their cannon are frequently loaded with as much sand as black powder, which may cause a fizzle rather than a misfire. On a to hit roll of 1-5 the cannon simply does nothing when the fire is applied. When these cannon are used as designed, the ranges are much better, but, when fired from the hip, even an Ogre's great strength will not keep it on target at a decent range. They take five rounds to reload. Thankfully, these cannon are rare.

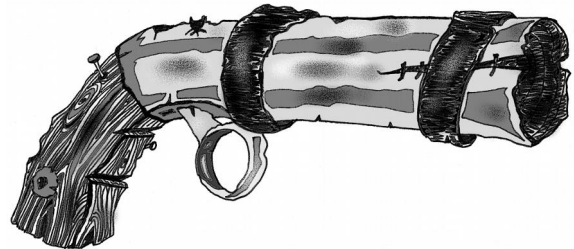


Loaded with proper shot: Damage 3d6. Ranges: 25/40/60 -2 at long range. They are often poor quality, suffering from misfires 12% of the time and subtracting 1 on the misfire results table.

Loaded with rubbish. Damage: 4d6. Ranges and spread as per blunderbuss +5' (see *Issue 2 p22 Blunderbusses*).

Properly loaded and mounted. Damage: 3d6. Ranges: 40/60/100.

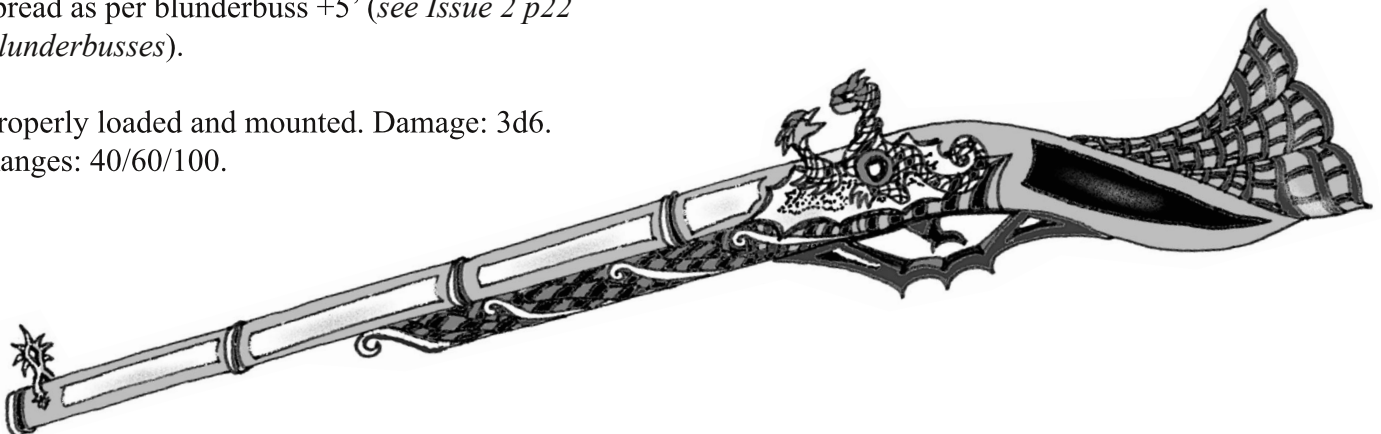
Orc Heavy Pistol: This crude weapon is often made from the barrel of a scavenged gun or hammered out in a crude forge. It is a very basic tube that is fired through use of a slow match applied directly to the touchhole. It is often as dangerous to the user as it is to the target. It takes three rounds to reload.



Damage: 1d10. Ranges: 10/20/25 -3 at long range. This gun (and the powder used) is of such poor quality that it has a 15% chance of a misfire and gets -2 on the misfire results table.

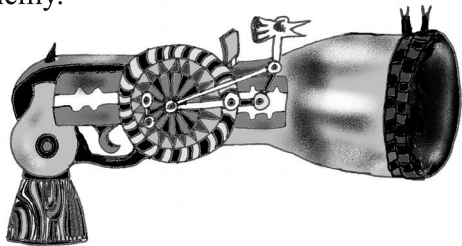
Lizardfolk Longarm: These functional guns are favoured by the Black Claw tribe of the Sand Seas of Moju. They are simple yet elegant, and are used for hunting. They sacrifice some of their damage for longer range. The Lizardfolk consider it dishonourable to use them in war with each other, but as they consider all other races to be prey, they have no qualms about shooting adventurers with them. They will expect outsiders carrying one to not use it against them, as the owner must have gained it in an honourable duel. If an outsider does turn a Longarm against any Lizardfolk, then all nearby will concentrate on killing the user and scattering the remains as befits the worst kind of dishonourable foe. It takes three rounds to reload.

Damage: 2d4. Ranges: 30/60/150 (rifled). Average quality or better with regards to misfires.



Specials

The Hammer of Char Magitha: The Priests of Char Magitha, whilst having sworn to avoid bloodshed in battle, have embraced black powder as a righteous way of disposing of their enemies. With this in mind, the High Priest charged their martial wing with developing a pistol that fired special ammunition that would not break a foe's skin. Having been given this Holy task, they soon arrived at a design that fired a large and heavy clay ball that would break *itself* upon impact rather than the skin of the enemy.



Having done this, they soon realised the potential for including in the clay ball various fillings that could add to its destructive power.

Holy Water became a standard ingredient in the clay, as did fillings such as purifying Flame Wrack and the seeds of the Stun Weed. Flame Wrack is derived from the Red Seaweed found off the coast of Banport. The alchemists there have made a powder that inflicts the pain of burning without a flame. The Priests of Char Magitha found that when a Flame Wrack impregnated ball, fired from the Hammer, burst on a foe, it distracted the enemy sufficiently to make disposing of them much easier. The seeds of the Stun Weed were a perfect filling for the clay balls and gave the Priests a perfect weapon for the catching of heretics.

Stats: +2 Holy Weapon. Whilst it does not strike as a magic weapon it will do +2 damage to Chaotic Creatures or the Undead. It takes 3 rounds to reload the Hammer.

Damage: 2d8. Ranges: 10/20/30. The Hammer has a 5% chance of misfiring and gets +1 on the misfire results table. Flame Wrack shots will cause sufficient pain to make foes suffer a 1d6 to hit penalty unless a saving throw versus Poison is made. This will last 1d4 rounds. Stun Weed will cause a foe to be stunned for 1 round per two points of damage off maximum, if a saving throw versus Poison is failed. So for instance, a damage roll of 12 is 4 off maximum. Divided by 2 means the foe is

stunned for 2 rounds if the save is not made.

Cost: The gun itself would cost around 1000gp to non-Church members. The standard clay balls would cost 5sp each, with the addition of either Flame Wrack or Stun Weed seeds doubling the price.

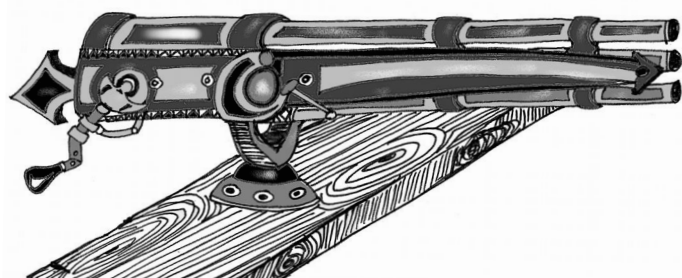
Ali Hadi's Demon Hunters' Jezzail: These six-foot-long, exquisitely-decorated, triple-barrelled, revolving flintlocks were designed to be used aboard ships to fight off flying demons and their ilk. Traders favoured hiring Jezzaillers, or offering them free berths because of their ability to deal effectively with the Red Claws. These short, red Demons were encountered in flights of one male and two females, and favoured attacking ships' rigging before trying to carry off crew from the deck.

The Jezzail uses a triple, revolving, rifled-barrel system and is usually loaded with either Brandric Powder and silver slugs, or Holy Water plugs. Brandric Powder is made by the Alchemists of Perrin Port and carries an enchantment that enables the wounding of Otherworlders. Holy Water plugs are simply hollow-nosed slugs that have the water sealed inside with beeswax.

Stats: +3 to hit (non-enchanted) rifled, triple-barrelled musket. Can fire one shot per round. Loading time is 3 rounds for the first barrel and 1 extra for each of the other barrels.

Damage: 2d6 per barrel. Ranges: 50/80/200 (rifled). The Jezzail has a 5% chance of misfiring and gets +2 on the misfire results table. Brandric Powder increases damage to 3d6 (counts as enchanted damage) per barrel. Holy Water plugs just allow the normal 2d6 damage to affect Demons.

Cost: The gun itself would cost around 1000gp. Holy Water plugs are 2gp each, and Brandric Powder is 5gp per load. Gunners make their own silver slugs from Silver Pieces melted and cast in their own designed moulds. There is enough silver in 2sp to make one slug.



What's on the Battlemat?

Here is a new feature that provides an encounter or a mini-adventure that can be fully represented on a standard-sized battlemat. It can be played with little or no preparation, making it ideal for dropping into a sandbox campaign when time is limited.

A-Hunting We Will Go

A staged encounter for Labyrinth Lord

Background

The local Lord has one of the finest estates in the Kingdom. He entertains many dignitaries with hunting expeditions on his reserves. This year, the hunting season is approaching but his game-keepers are concerned that the woods surrounding the estate are not as well stocked as they should be. Further investigation leads them to suspect that a ring of poachers is at work. No illegal game has turned up for sale in local markets though, so the Lord orders a troop of his men to begin patrolling the woods. Then, a few days ago, his men were attacked by an unknown enemy. Two were shot dead with arrows and a third was wounded. None of the assailants was visible and when the men formed up and charged into the undergrowth they found nothing. The arrows pulled from the victims look well made but shorter than those a man would use. One of the Lord's advisers has suggested recruiting a group of adventurers to try and track down the poachers and deal with them. He will pay a small reward if the party can deal with the problem, but will also offer to use his connections to obtain more lucrative adventuring work for them.

Notes for the Labyrinth Lord

The background above is entirely optional. If you just want to use the adventure as a drop-in encounter in a game, simply start with the next section when the party reach a suitable woodland location. I've not specified any levels, or numbers of characters for the encounter, although it would be probably be too much for some first-level characters. It is presented in a way that will make it equally entertaining for a higher-level party, even if it poses no real threat to them.

The culprits responsible for all the poaching are a band of wood goblins. They will monitor the approach of a party and ambush them.

If a spellcaster in the party has one (or more) *sleep* spells revised it is worth considering how it will affect creatures that are both out of sight, and spread out around the party's location. If all the goblins are *sleep* in one round it could be a very short encounter but, hopefully, still an entertaining one.

The Encounter

The goblins are organised into two waves. The first wave have been watching the party's progress. The second wave of goblins are lying in wait for the party. In between the hiding goblins and the party is the lair of Old Croaker, a monstrous giant toad that lives by the stream. The goblins know where he is and have set a crude trap near his lair. In a tree above him, they've rigged a bag of rocks tied with rope so that a tug on the other end will tip them onto the toad. They'll wait until the party get within 30' of the toad, then drop the stones, sending one very angry toad straight into the path of the party. The goblins will then attack from their concealed locations with short bows and darts. If a player races towards one of the goblins, it will either climb a tree or retreat to find a new hiding place. If cornered or surrounded, goblins will attack with their daggers for as long as their morale holds.

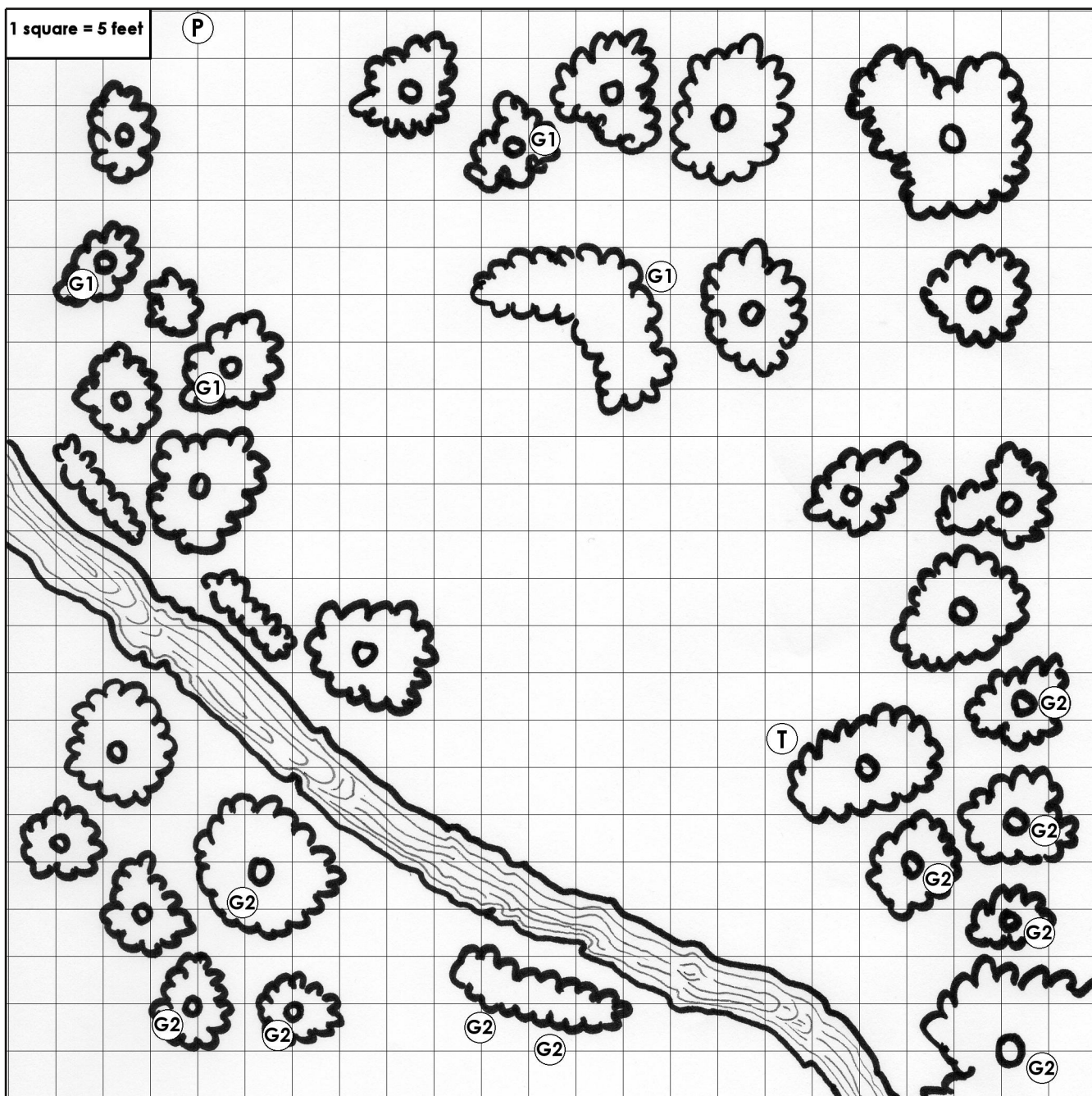
6 Wood Goblin Archers Move 90' (30') HD1-1 AC6 HP 4, 3, 6, 3, 1, 2 Short bows (8 arrows each) 1d6 damage, Daggers 1d4 damage.

8 Wood Goblin Darters Move 90' (30') HD1-1 AC6 HP 2, 7, 1, 5, 4, 4, 5, 1 Darts (6 each) 1d4 damage, Daggers 1d4 damage.

1 Giant Toad Move 90' (30') HD2+2 AC7 HP 17 Bite 1d4+1 damage.

Starting Positions (*see p19 for map*)

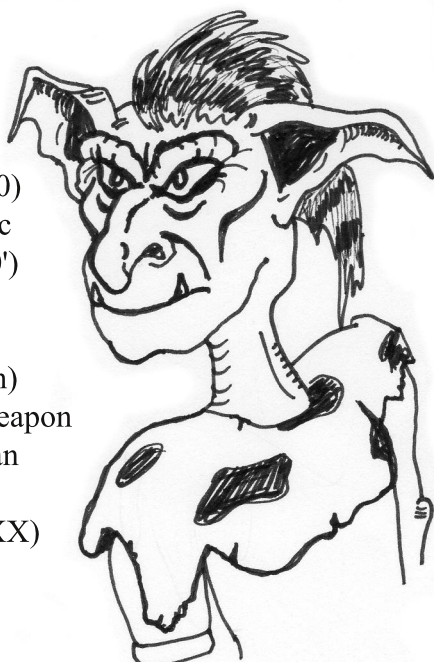
The players' starting position is marked **P**. The positions of combatants in the first wave of goblins (two armed with bows and two armed with darts) are marked **G1**, and those in the second wave (four armed with bows and six armed with darts) are marked **G2**. The giant toad's position is marked with a **T**.



New Monster:

Wood Goblin

No. Enc: 2d4 (3d10)
 Alignment: Chaotic
 Movement: 90' (30')
 Armour Class: 6
 Hit Dice: 1-1
 Attacks: 1 (weapon)
 Damage: 1d6 or weapon
 Save: 0 level human
 Morale: 7
 Hoard Class: III (XX)
 XP: 5



Wood goblins have a lighter build but are slightly taller than their subterranean cousins. This gives them a faster movement rate and also allows them to climb trees with great ease. Their skin colour ranges from green to brown and helps give them a 75% chance of being invisible when hiding in trees or bushes.

They live in small, nomadic tribes and move camp to a new location once they've exhausted the food supply in a given area. They are expert hunters and skilled with bows, spears and darts.

For clothing, they will usually wear leather or other animal skins. They avoid shields, armour and heavy weapons, as these all hamper their ability to hide and climb.

PC for PCs

Political Correctness for Player Characters

by Lam McGra

In order to facilitate continued use of legacy adventuring materials in the 21st century, we seek to enable players to game with appropriacy and inclusivity. Our resolve is to support said literature by identifying unacceptable and offensive labels or stereotypes, and ensuring that individuals, situations and communities are described in terms of their merits, so preventing marginalization and social injustice.

*Below is a passage from the established classic, **Steading of the Hill Giant Chief** by Gary Gygax (**Dungeon Module G1, first of 3 modules**), which demonstrates the sort of attitudes necessitating immediate pro-active affirmative re-orientation.*

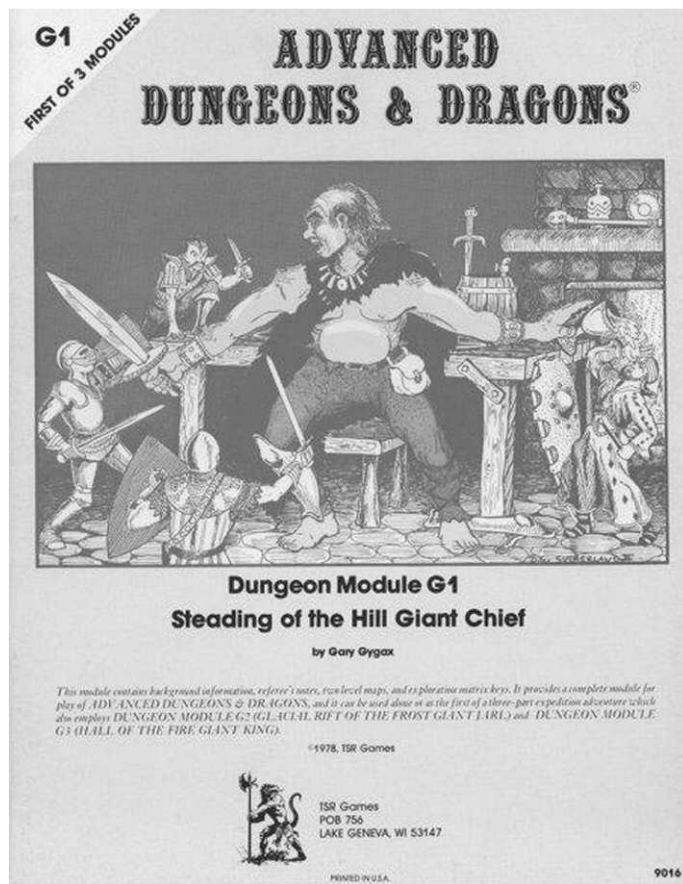
Background: Giants have been raiding the lands of men in large bands, with giants of different sorts in these marauding groups. Death and destruction have been laid heavily upon every place these monsters have visited. This has caused great anger in high places, for life and property loss means failure of the vows of noble rulers to protect the life and goods of each and every subject – and possible lean times for the rulers as well as the ruled. Therefore, a party of the bravest and most powerful adventurers has been assembled and given the charge to punish the miscreant giants. These adventurers must deliver a sharp check, deal a lesson to the clan of hill giants nearby, or else return and put their heads upon the block for the headsman's axe!

Purist to Puerile - The Orc

Fantasy is full of extremes. Whilst one group will work to add authenticity and realism to their games, another will be just as happy loading games with as many zany cartoon-like elements as they can find. This new column will seek to present the scale for a given subject from the realistic to the ridiculous. As a guide: 1 = Purest of the pure, and 5 = Puerile trash.

1 – Harn Orcs: Also referred to as the Gargun or Foulspawn, Harn orcs are about as close to real as you'll get. Intricate rules are included for all aspects of culture and ecology. I just hope they remembered to include stats so you can fight them.

2 – The Wendol: The nasty savages portrayed on screen in



The Steading of the Hill Giant Chief First published 1978, TSR Games

Adhering to the ideals of sensitivity, inclusivity and tolerance, we have modified the above, thereby conveying the acceptable face of present-day gaming.

Essential History: Stature-enhanced beings have, in well-proportioned groups, actively prioritized and supervised the re-allocation of resources in human-hosted lands whilst simultaneously celebrating the ethnic diversity of their own peregrinating, other-advantaged collectives. An

The 13th Warrior aren't even orcs, but they come pretty close in terms of behaviour and general menace. They wear bear skins and attack at night, leading their victims to believe they are beasts rather than men.

3 – Tolkien Orcs: He invented them so they go in the middle.

4 – Pig-Nosed Orcs: This may be unpopular amongst Old Schoolers, but don't you think they're just a bit silly-looking? I guess they only came about because an artist back in the 70's was on a bad trip, but there's no denying their staying power.

5 – Citadel Orcs: Sometime in the early 80's, someone at Citadel Miniatures must have sculpted a comedy orc figure as a joke. Little did he know that 30 years later, orcs, with exaggerated faces, biker helmets and over-sized weapons would still be going strong.



opportunity for significant lifestyle and property modification has been extended widely to every place these misunderstood, social-improvement engineers have visited. This has caused considerable non-combative expressions of stress from sensitive, national and community administrators, for such unsolicited lifestyle and property modification implies a postponement of implementation of administrative initiatives designed to give equal status to the life choices of community members and resulting in fiscal complications for all members of the community,

be they caring decision-makers or co-operative clients of the state. Therefore, a task force of those demonstrating high-level competencies in service and commitment has been assembled and provided with an opportunity to modify the ethically-disorientated, learned behaviours of said stature-enhanced beings. These task force members are required to ensure a positive outcome through negative impulse de-facilitation, and achieve client-focused attitudinal modification – or upon their return be enabled to achieve assisted metabolic cessation.

Magic-User Spell Cards

This issue comes with a full set of Labyrinth Lord spell cards for magic-users. Every spell from 1st to 9th level that appears in the main rulebook is included, complete with key information and a brief description of the spell's effects. The set also comes with blank cards for new spells or other notes, and a title card for spellbooks.

The cards are the same size as a standard credit card (54mm x85mm), making them perfect for collating into a tiny spell book. All you need is a simple card wallet with multiple transparent leaves. You can see some pictures of a completed wallet on the blog. www.oubliettemagazine.blogspot.com

Space for an additional reference number or letter.

Alternatively, write an S if the spell is on a scroll.

Page reference for the spell's full description in the *Labyrinth Lord* rules (revised edition 2009).

<p>Sleep</p> <p>Level: 1</p> <p>Duration: 4d4 turns</p> <p>Range: 240'</p> <p>Causes 2d8 HD worth of creatures to instantly fall into a deep sleep. Works on creatures up to 4 HD or a single creature with 4+1 HD. Creatures under 1 HD are counted as having 1 HD. Bonuses to HD (below 4 HD) are ignored. Sleeping creatures can be killed instantly or will awaken if shaken or wounded.</p>	<p>MU 1</p>
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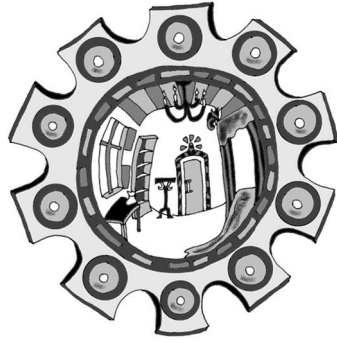
Spellcaster type and spell level.

Page reference for the spell's full description in the *Advanced Edition Companion* (2010).

Seven Magical Mirrors

Mirror Safe

Appears to be a normal hanging mirror, typically measuring one to two feet across. It actually allows an item to be magically stored within it. When the required command word is



spoken, the surface of the mirror becomes almost liquid. This then allows an object to be placed somewhere in the reflection. The object may only be retrieved when the command word is spoken again. If the mirror is broken, any item stored within is destroyed and forever lost. Aside from the fragility of the mirror, it has one other drawback: any item placed inside it remains visible in the reflected image as if it had been placed in the room. Therefore, any object hidden inside, should be as inconspicuous as possible, for example, an extra pot on a shelf, or an additional cushion on a bed.

Mirror of Translation

These small desk mirrors are highly prized by scholars, and are also very rare. They will be found locked away in the most secret vaults of Royal Libraries or in the studies of the most powerful wizards. If a book or scroll is placed next to the mirror, rather than seeing a reflected mirror image the viewer sees a version of the text translated into his own language.

Mirror of Trapping

A small plain-looking pocket mirror that may be used to trap any single, intelligent creature that looks into it. The owner of the mirror simply has to hold it



aloft, speak the command word and the first creature to look at it during that round will be trapped inside for 1d6+1 turns. The creature is allowed a save versus Petrification to avoid capture. The trapped creature is held in suspended animation and upon release simply reappears at the same distance it was from the mirror when first captured. The mirror has a maximum range of 30' and may only be used once per day.

Mirror Doors

These very rare and valuable mirrors are always made in pairs. They are large (six to eight feet high), free-standing mirrors with substantial frames. Each mirror in a pair has its own command word, which, when spoken by someone standing directly in front of the mirror, instantly pulls the person into the glass surface (entrance mirror), emerging instantaneously out of the other mirror (exit mirror). There is no limit to the distance between the two mirrors. Transit between the mirrors is 100% safe, as long as the space in front of the exit mirror is clear. If the exit mirror is placed facing a stone wall or looking out over a sheer drop, the results will be potentially lethal.



Mirror of Sun Sight

This mirror is somewhat strange-looking. It is essentially a small mirror with a folding cover and a short extendable handle. When the mirror is opened in a dark environment, it grants the person holding it the ability to view the reflection as if in full daylight. The mirror itself does not emit any light, making it a remarkably discrete item in use. The handle extends up to two feet and has a hinge in the middle to allow easy adjustment of the angle of the mirror.

The mirror needs to be charged by the rays of the sun and for every hour it is exposed to sunlight it will then function in the dark for one full turn. At full charge the mirror will last for six turns. If a person wishes to carry out an activity using only the reflected image as a guide, for example picking a lock or trying to fight, he should be given a penalty, due to the difficulty of using just a small mirror image for the job.



is very difficult to break and the owner will never willingly part with the mirror. However, the owner may then resist looking in the mirror by making a successful wisdom ability check each day. Roll under wisdom on a d20 to resist and for each point the roll fails by, the owner looks in the mirror once during that day. These mirrors have been known to be given as gifts by political enemies or by vengeful wizards.

Mirror of Healing

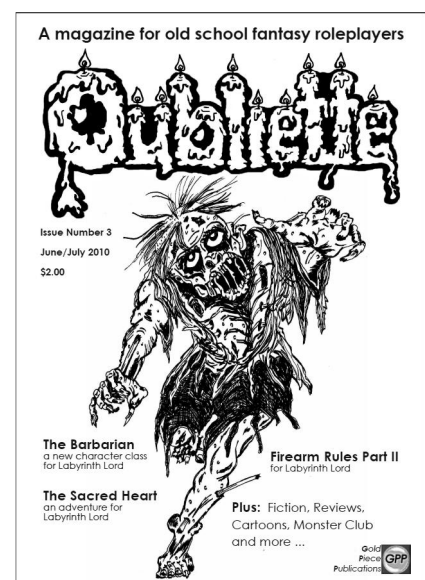
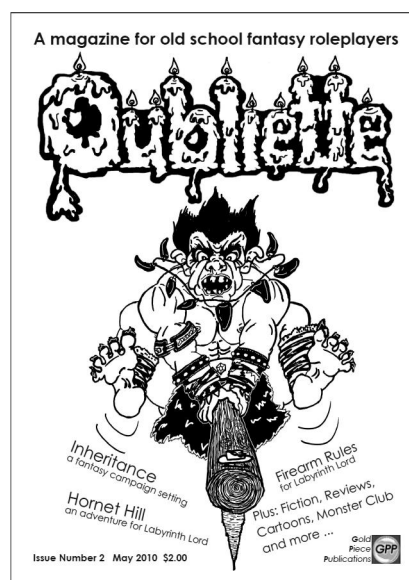
Healing mirrors are found in the largest temples of only the wealthiest of religious orders. They are mostly used to generate revenue from the sale of healing. Each day, the mirror can be used up to 12 times (12 charges) in the following ways:

Mirror of Ageing

These are normal mirrors which can be of any shape or size and which have had a cruel curse placed on them. The curse causes any person that looks directly into the mirror to be instantly aged by one hour. Once a person has owned the mirror and looked at it for a period in days equal to his wisdom score, they then will find it very difficult not to look in the mirror. If the owner is unaware of the ageing effect he will look at it at 3d4 times per day. Even if the true nature of the mirror is learned, the bond

- Cure Light Wounds (1d6+1 HP) uses 1 charge
- Cure Serious Wounds (2d6+2 HP) uses 2 charges
- Cure Critical Wounds (3d8+3 HP) uses 4 charges
- Neutralize Poison uses 3 charges
- Raise Dead uses all 12 charges
- Remove Paralysis uses 1 charge

The mirror needs to be restored daily by a cleric of at least 9th level, who must be well rested and spend no less than one hour alone in the room with the mirror.



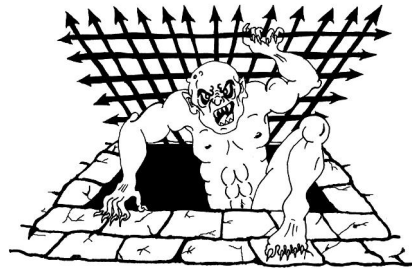
Missed an Issue?

Our previous 3 issues are available from www.rpgnow.com

Coming Soon: A Printed Compilation of Issues 1-4

What's in the Oubliette?

A regular review column featuring Labyrinth Lord compatible material, with frequent diversions into other games and the odd book, film or TV show. Product submissions for review are welcomed.



The Sanctuary Ruin – by Eric Jones

www.ludibriumgames.com

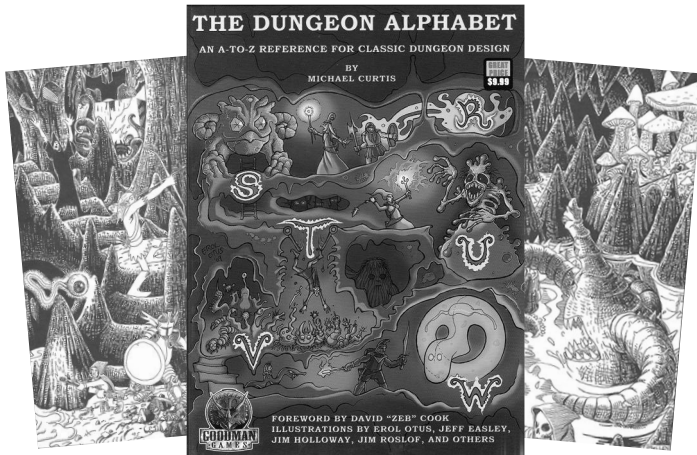
PDF download \$3.99

The Sanctuary Ruin is a 10-page PDF (a nine-page adventure plus a page for the OGL). It is also available in printed form through *Lulu* for those who prefer to buy tangible material. The adventure is designed for use with any retro-clone and names Osric and Labyrinth Lord as examples. It is intended for characters from first to third level, although I personally think it might be a little tough for starting characters.



I won't include any spoilers. Suffice it to say, the adventure offers a good mix of back story, dungeon crawling, and dealing with different factions. I particularly liked the map which, although small, offers really good scope for chases and tactical manoeuvres – it's a really nicely balanced design. A set of six pre-generated characters/hirelings is included, so you could be up and running with the adventure very quickly if you need a game in a hurry. I also found the background loose enough that I'd have little trouble dropping the whole thing into a campaign setting.

At \$3.99, it looks a little expensive compared to other adventures on the market but the design packs a lot into each page and the original illustrations add to the overall impact. However, for around the same cost you can grab a bigger adventure from *LOTFP* or *Faster Monkey Games*, so the competition is fierce. The front cover tags the adventure as *Blackmarch: Module 1*, and I hope this means Eric will publish further adventures in the series to form a mini-campaign, as I think that could be a way to offer a better value package.



The Dungeon Alphabet – by Michael Curtis

www.goodman-games.com

Hardback Book \$9.99 or PDF download \$7.99

I had this book lined up for a review in *Issue 2*, but once I heard it was pretty much sold out I elected to postpone the review until it was reprinted. As soon as you open this book it's easy to see why it has been so popular.

It runs to 48 pages and offers some superbly written ideas and lots of random tables to help load your dungeon with features. Not surprisingly, given the title, it's presented in the format: A for Altars, B for Books, C for Caves, etc. Even if you don't use the tables themselves, as a melting pot of ideas they really fire the imagination. However, for me, what really makes the book a joy to own, is the sheer scale and quantity of excellent illustrations. *Goodman Games* have really gone to town, recruiting no fewer than 13 artists, including veterans such as Erol Otus and more recent talents like Peter Mullen.

I've kept this review short as I'm guessing most people reading it will already know about *The Dungeon Alphabet*. If you're one of the few who do not, then take a look on the *Goodman Games* site for links to loads more reviews that cover the content in much greater detail. The book is also available in PDF form, but given the pricing, I can't imagine why anyone wouldn't find the additional \$2 for the hardback.



The Lord of the Rings – adapted for radio by Brian Sibley

\$ check Amazon or eBay

To hear a clip, type "LOTR radio" into YouTube

In 1981, the BBC broadcast a 26-part dramatized radio serialization of *The Lord of the Rings*. To my ears it still remains a far more successful adaptation than Peter Jackson's later films. At the time, Tolkien fans were disappointed that, like the films, chapters concerning *The Barrow Downs*, *The Old Forest* and *Tom Bombadil* were all omitted. However, the radio play did include *The Scouring of the Shire*, which was left out of the ending of the last film.

The cast for the radio play boasted some major stars of British film and theatre headed up by the late Sir Michael Horden as Gandalf, and the late John Le Mesurier who played Bilbo. Horden is utterly believable as the aged wizard, and yet he claimed not really to understand the story, which only makes his performance even more remarkable. Ian Holm, who, of course, portrayed Bilbo in the films, as a much younger actor voiced Frodo in the radio version. Gollum was played by Peter Woodthorpe who reprised the role from the the 1978 animated film. As the sneaky miscreant, he evokes a more sinister vision than Andy Serkis's somewhat pantomimic performance.

The radio adaptation was released on pre-recorded cassettes and then later on compact discs which are still available to purchase. I also notice that the entire work is available in short clips on YouTube, although I'm not sure that it is there legitimately. If you've never heard it, I'd at least give the first episode a listen, as I'm pretty confident that will be enough to put the CD boxed set firmly on your Christmas list.

Spartacus: Blood and Sand - Starz Entertainment

Every time I see the name Spartacus, I am besieged with a tourette-like urge to insist that I'm Spartacus(!). Kirk Douglas and his brave slave-mates have a lot to answer for. I loved Kubrick's 1960 star-studded classic. An epic in every sense, taglines for the film read : *They trained him to kill for their pleasure. . .but they trained him a little too well...It roars with fierce excitement! The thrilling adventure that electrified the world! More titanic than any story ever told!*

I therefore felt extremely cynical when I saw that Spartacus was to get a modern, serialized retelling. The addition of John Hannah and Lucy Lawless to a cast of somewhat unknowns, sealed in my mind that this was likely to be a jolly romp, spattered with anachronistic, knowing asides and pratfalls aplenty.

I could not have been more wrong. Once I began to ignore the somewhat suspect American accents of some of the antipodean actors, I settled into enjoying the gritty narrative, replete with balletic "300" style slow-motion fight scenes. The sex scenes and nudity were quite startling in their gratuitousness. I've never seen so many men happily flapping their wares and getting into hearty, *hetero* wrestling bouts. I am also shocked that I have probably seen more of Lucy Lawless than her husband has. Prudity aside, I became utterly gripped by this series. The script matured into itself, becoming less self-conscious as Spartacus's quest and the Machiavellian machinations of Batiartis and his wife took centre stage. It was a great interest to me that even sub-stories such as the forbidden, burgeoning romance between Crixus and Naevia, themselves secondary characters, took on relevance and importance because they were so simply and truly told. I rarely root for characters, but I did scream at the screen during the last episode of the first series – insisting on justice and hoping that my favourite characters would survive.

I am sad to relate that the actor who plays Spartacus, Andy Whitfield, has been diagnosed with cancer – the early stages of non-Hodgkin's lymphoma. He is currently receiving treatment in New Zealand and there are high hopes of a well-deserved, second season of Spartacus being filmed once he is well enough. Our best wishes for a speedy recovery are with him.

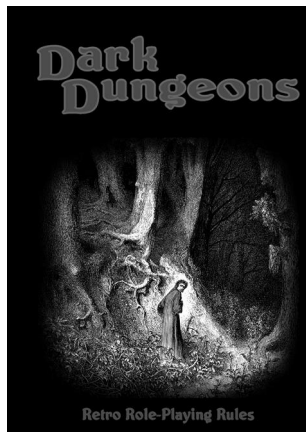
Free PDF Round-up

Since our last issue, many new games and supplements have been released, so I've decided to include a round-up of those that are available as free PDF downloads. In my opinion they are all excellent publications and would be worthy additions even if they weren't free.

Dark Dungeons

www.darkdungeonsblog.wordpress.com

At 345 pages in length, this retro-clone is right up there with *Osric* in the heavyweight division. It emulates the Cyclopedia version of the world's most popular fantasy roleplaying game. As well as the PDF version, there are also low-cost printed versions available from *Lulu*. The whole book is open content, too, making it an invaluable resource for other publishers.



Lamentations of the Flame Princess. Weird Fantasy Role-Playing – by James Edward Raggi IV
www.lotfp.com/RPG

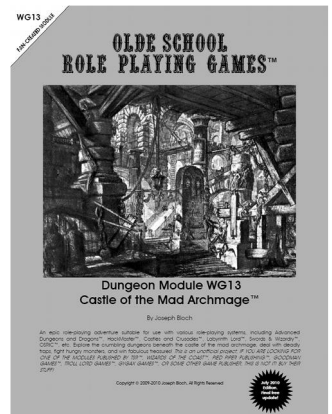


With the premium boxed set almost sold out as I'm writing this, there's no doubting the impact this retro-clone has had. While James decides on the format for the next printed edition, I'd recommend grabbing the PDF versions of the rules and the magic system, as they contain some highly original ideas. Of particular interest to me was his re-working of the thief class called *the specialist*.

WG13 Castle of the Mad Archmage – by Joseph Bloch

www.greyhawkgrognard.blogspot.com

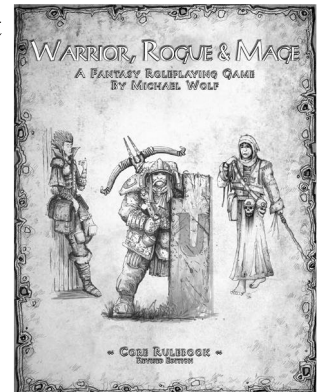
This remarkable module weighs in at an astonishing 184 pages in length. It features no less than 13 levels, all superbly mapped, providing over 1,300 individually keyed and described locations. The tome also includes over 30 new monsters, 16 new magic items and 11 new spells.



Warrior, Rogue & Mage – by Michael Wolf

www.stargazergames.eu

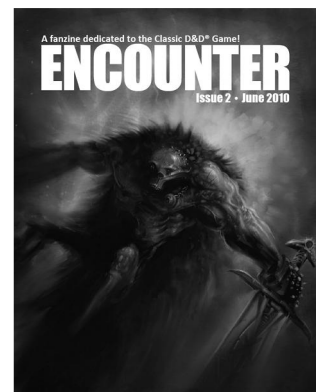
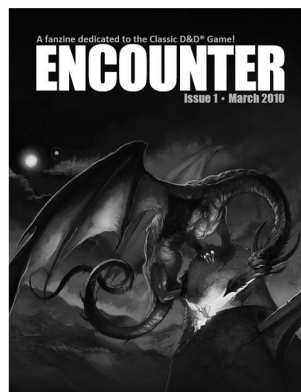
This game is not a clone, but a completely new system. It offers simple but complete rules, in a superbly-presented book that runs to just 41 pages. According to the publisher's website it has already been downloaded over 3,000 times since its launch at the end of July.



Encounter Issues 1&2 – edited by Jesse Walker

www.encountermagazine.au2.com

Encounter launched just after *Oubliette*, and is a great addition to the Old School cause. The first two issues both contain an adventure, along with reviews and great range of articles. I particularly liked the regular article on blogs. (Wish I'd thought of that first!)



MOUSE WATCH

AUTUMN 2010 - BOOT CAMP



I DON'T KNOW BUT
IT'S BEEN SAID

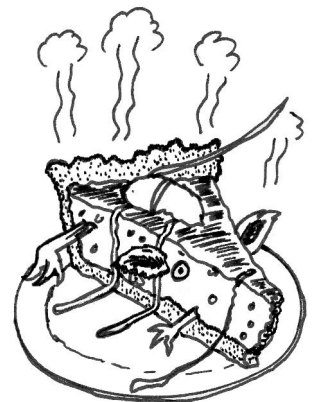
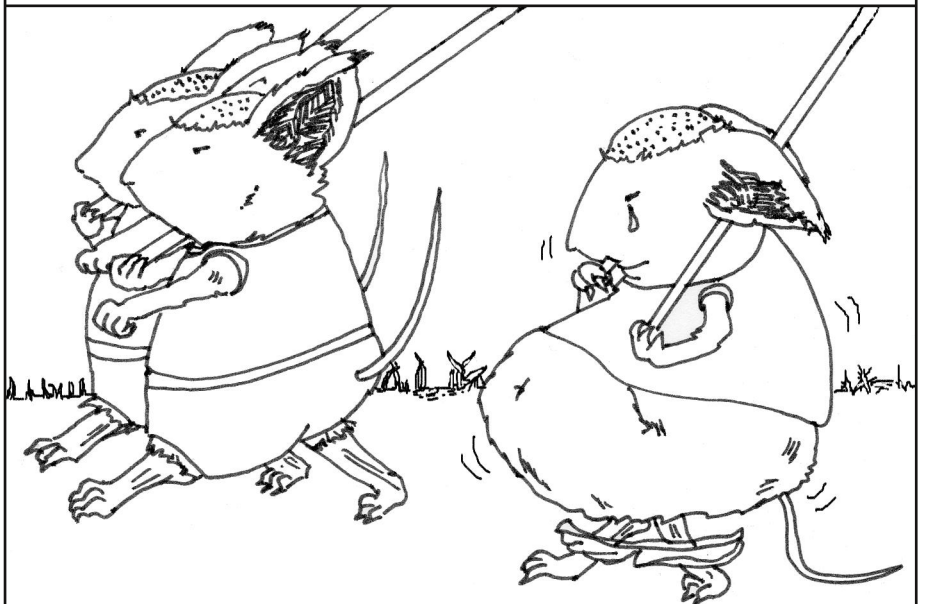
A MOUSE WATCH MOUSE
WILL END UP DEAD

BUT IF YOU TRAIN
AN' PAY YOUR DUE

GLORY SHALL
BELONG TO YOU

BULLY FATTY
MAKE HIM CRY

HE ONLY GOOD
FOR WEASEL PIE



SOUND OFF 1 2
SOUND OFF 3 4
1 2 3 4
1 2 3 4!



THE SONG OF SITHAKK

Translated By Elk Runnymede

PART IV: The Quarry

The night passed slowly in the cold darkness. A faint flicker of yellow torchlight found its way through a grille in the fortress wall. Reeking bodies lay on the straw-strewn floor in various postures of slumber. Above these, in primitive hammocks, a second tier of bodies echoed the reverberating snores of those beneath. One corner was left vacant. Here, a shallow depression in the floor communicated with a channel outside in the corridor. Sanitation, Sylvmortan-style. Eventually, Sithakk slept.

In the morning, the Whipmen arrived to wake the prisoners to their labour in the quarries. As the prisoners mounted the stairs and staggered stiffly into the vitallung-halle for their morning repast, Sithakk saw they were a disparate crowd drawn from many peoples: A cluster of the now familiar Sylvmorten, a few who were probably Elvensmerts (distinguished by their white-blond hair, sharp teeth, and narrow, pointed ears), ones and twos of a variety of tribes whose like Sithakk had never seen before, and a large number of Dwarves. Sithakk collected his wooden bowl of gruel and found a seat at the end of a table occupied by dwarves. Casting his eyes around the hall, he saw that a disproportionate number of the dwarves seemed elderly, their

ragged white beards only occasionally flecked with grey. They ate quickly, in silence. Those who are tired and hungry are not curious. Then came the long march to the marble quarries where the frost lay thinly on the slippery rocks, and the watery morning sun had no warmth. Sithakk was part of a gang of forty, equipped with picks, hammers and wedges, whose job it was to extract great blocks of marble, according to specification, from the stepped face of a gleaming cliff. Slid down ramps to ground level, the blocks were pushed on tree trunks to be loaded onto barges for transport to parts unknown. Surreptitiously, Sithakk counted fifteen guards under the command of an apparently popular Richtdede, giving six bowmen and ten swordsmen.

It was a long morning. Eventually, a cart arrived pulled by three shackled prisoners and with a couple of guards along for the ride. Two barrels of water were lowered from the wagon, while the guards hurled lumps of crude, fat-laden bread at the workers.

Sithakk sank his teeth into the soggy bread, closed his eyes and stretched out in the sun, relishing its noontime warmth. A shadow fell across him and he looked up. Over him stood an aged dwarf with wild white hair, a white beard, and a body criss-crossed with scars. His burning eyes transfixed with the intensity of their gaze. Sithakk struggled up onto his elbows.

“It cannot be,” whispered the Old One. His shaking hand fluttered to his mouth for a moment, and he bit deep into the flesh. Sithakk vaulted to his feet, grasped the Old One’s forearm in salute, met his gaze. “I am yours to command, Vadre,” he said quietly, respectfully, for so it is among the Barreldwarves when a warrior meets one of his own, who has walked the paths of honour before him. The Old One stared back, his eyes brimming with tears. “How the Gods must love thee, for I am grown old, and thou art still strong with the glow of youth beneath those grey locks. And yet, I saw you fall, pierced through the heart in the fleshfest at Vepenvasser, your Song unfinished and forty of the enemy dead at your feet. Blodsprung ... Blodsprung ... You must tell me ... how did you survive?”

“Vadre,” said Sithakk gravely, “I am not Blodsprung. I am Sithakk, his son.”

“You are his image,” said the Old One,

wracked with suppressed emotion. “You have been sent by the Gods ... You will save us. Surely it is written in the stars.”

“I shall do what I can. But I must ask that for the moment you call me Maglic. Like you, I am a prisoner. If they learn my name is Sithakk, I shall be dead within the hour.”

“Quiet your Dwarvish babble!” barked a passing guard. With casual contempt, he pushed the Old One in the small of the back with his boot, sending the aged warrior reeling to the ground. Sithakk snarled, took a step forward. The lash of the guard’s whip cut deeply into his cheek. Still Sithakk advanced. The lash snaked through the air once more. Sithakk took a further step forward, raised his left arm and ducked. As the lash wrapped itself around his forearm, Sithakk stepped to the side, gripped the lash with both hands and jerked it with a sudden violence, so that the handle sprang from the guard’s fingers. The guard froze in surprise as Sithakk snatched the handle from the air. With a start, the guard reached for his sword, but already the lash was around his neck, a snake that curled and tightened and cut off his breath. One massive jolt, and he was at Sithakk’s feet and with a boot crushing his hand, forcing the fingers open, so

that the sword lay shining midst the whiteness of the marble pebbles.

“Enough!” said the Richtdede, approaching, his hand resting on his scabbard. “What has happened here?” He paused, a few feet away.

“He kicked the Old One,” said Sithakk, simply.

“I saw it,” said the Richtdede. He turned to the Old One: “Are you injured?”

“No, I am living yet.”

“Then release him,” said the Richtdede with an off-hand gesture to the choking guard at Sithakk’s feet.

“Vadre?”

The Old One nodded quietly, in accord with the distance that comes with age. But his eyes sparkled. Sithakk flipped the whip. There was a horrid, wheezing intake of breath, and the purple-faced guard staggered to his feet, and teetered over to his superior. Sithakk pushed the sword towards them with his foot. The Richtdede turned to the guard: “Pick it up. You are new here. You have much to learn.” He turned to Sithakk, looked him full in the face. “You are new here, too.”

He walked off with the guard, wagging a stern finger in his face.



Sheltered from breezes, the quarry continued to warm. The afternoon's labour proceeded without incident. The dwarves, who comprised most of the team, shifted the enormous blocks of marble with practised ease. Most had been imprisoned since Vepenvasser, the last act in the great conflict between the Dwarves and the expansionist Northern Alliance. It was here at Vepenvasser that, grossly outnumbered, a company of dwarves had been attacked by Allied forces and almost completely wiped out. However, so horrendous were the losses of the victors, that they had no stomach to continue, and an undeclared peace resulted.

The day's labour was completed. Warily, the quarry gang and guards made their way back to the fortress for evening roll-call. As they straggled through the great doors, Micht-rica Listwela, astride a large dapple grey battlehorse, was inspecting the wall guards before the evening shift. He noted Sithakk as they passed. "The big dwarf ... Bring him," he commanded his personal attendant. Nearby, in full dress uniform the Tusend-rica who had escorted Sithakk the previous day, stood at attention, eyes fixed before him.

Watched over by the attendant, Sithakk waited, expressionless, while the Micht-rica strutted his way through the various machinations of ceremony and power. At last it was finished and the Micht-rica turned to Sithakk, looking down on him loftily from his ornate saddle. "I have been in further communication with our barracks at Fennfeld."

"Then you know I have spoken truly. Restore to me what is mine. I would be on my way."

"You are precipitate," smiled the Micht-rica with the affected precision of Authority. "Whilst your story is in accord with the facts, it does not mean that it is true. I have before me a dwarf who claims to be Maglic. He bears the seal-ring of those protected of the King; he wears the fine, black cloak of Maglic with all its woven gold; he rides a black stallion which carries the brand of the King's stables; he carries a sword, a bow, and a bag all in the Dwarvish style. All this may simply mean that he is a skilled deceiver. He has herbs in his bag, but can he use them?"

Sithakk looked around him, white with marble dust, the red blood still oozing from his cheek.

"Some of your men would not pass muster in

the army of the King," he observed. "Their uniforms are in better repair than their bodies. The King says truly that a healthy army fights best. His men are well provided for."

"We are of limited means, here," said the Micht-rica a little swiftly.

Sithakk glanced at the recently-inspected guards, who still stood, sweating, at attention in the afternoon sun. He gestured to one wearing a darker uniform: "Is this the Richtdede of the troop?" The Micht-rica nodded. "Then tell him to accompany me." A further nod signalled assent. Sithakk walked over, pointed to the guard on the end of the first rank. "This one, with the broad face, the thin hair, the puffy eyes, the swollen neck. He is lazy, he sleeps to much – even on guard duty. He has no ambition, he is slow of thought, slow of action. Is that not so?" The Richtdede stepped back quickly, looking nervously up at the Micht-rica who nodded once more.

"Yes."

"Am I not right in every detail?"

"Yes ... in every detail. He is a sleepy, lazy, overweight pig. I have dedicated myself to his improvement, but ..."

Sithakk cut him short: "He is sick ... He needs food from the sea ... fish, or the green weeds that are cast up on the sands. Much in the beginning, then less when he improves."

Sithakk walked slowly down the line. "This one ... you, the pale one." He tugged at the soldier's lower eyelids, inspected his nails. "... He is short-winded. Sometimes you get dizzy ... Your heart beats too fast ... correct? Your nails split and crack ... Sometimes you get pains in your legs?" The guard nodded. The Richtdede spread his hands in assent. "See that he gets tea made from nettles, beetroot, fruit – fresh or dried, eggs, and especially bull's liver and the liver of pigs ..."

"And this one here ... Let him go home to enjoy a few months with his family, and make peace with his Gods. Beneath his leggings, his limbs are swollen. You wake up in the night ... fear has you by the throat ... you cannot breathe ... you are drowning ... Yes?... Sometimes hawthorn berries may help a little, and willow bark, but you need a skilled healer ..."

"And here ... How long ago were the fingers on that hand affected? When did they start to curl?..... And do you limp as well?... Wild yams, horsetail and meadowsweet ..."



“Indeed, Zieghur, that is what the healer told me in Saldorf.”

“And you ... your toe hurts?... Rhubarb root ... ”

So it went on.

“Enough!” shrieked Micht-rica Listwela over the growing hubbub, and the increasing exclamations of agreement and approval. “Enough!”

“As you will it,” said Sithakk. He approached and stood between the troop and the commander. He looked up at the Micht-rica: “For you, valerian root ... Ah!... I am not the first to recommend it ... You should take your healer’s advice ... You will no longer be sleepless in the dark reaches of the night ... Nor fatigued in the daytime ... Nor need release in anger ... ”

“Enough! Enough! Be quiet! I will hear no more!” The voice was loud, high-pitched, caught somewhere between fury and desperation. And of a sudden there was silence. A silence that suspended time ... when no-one breathed ... and when judgement hung heavy in the air. Then Sithakk spoke that all might hear him, deep, calm, and resonant: “Neither the King, nor any here would doubt my history as a healer. That is why I am indeed Maglic, protected of the King. And yet I will submit to another judge, who will not give or acknowledge a single word

in my defence.” He turned to the sweating figure on the dapple grey. “Will you give your permission?”

“Yes.”

Sithakk turned to the Tusend-rica: “Would Your Honour arrange for the head stablehand to bring my horse?”

The Tusend-rica clapped his hands, summoned a Richtdede and sent him to the stables, while Sithakk, in a carefully plotted gesture, went down on one knee, rested his forehead on his fingertips, and awaited, in apparent meditation, the arrival of the horse.

“Ethelwynn,” called Sithakk, loud and clear in his head, though not a whisper of sound issued from his lips. And then from that distant and unfamiliar place inside his own head, Sithakk again heard the voice of his friend and ally.

“Sithakk, My Lord, I have been deeply concerned.”

“It has been difficult. I became a prisoner almost immediately we were separated. I was totally preoccupied. One slip and I was dead. Then, when I had time to think, to talk, I was labouring in a quarry far from here, and you would not have heard me. But listen ... ” And Sithakk quickly divulged the essence of the situation, ending with – “I have a plan. Keep your wits sharp and help where you can, and we may yet both survive to return to our own.”



There was the sound of hooves clattering on the cobbles at the entry gates and Sithakk rose to greet Ethelwynn and the Head of Stables who led him.

“You have cared for him well,” said Sithakk, stroking the horse’s gleaming coat. “I thank you.”

Then Sithakk turned, addressing those assembled as much as the Micht-rica. “I, Maglic, have owned this horse for seven years, and have grown to know him, so that he will do things at my bidding that he will do for none other.” He turned to the Head of Stables: “How long does it take to train a horse?”

“Months, if the job is to be done well.”

“And if a horse can do things you have never seen before?”

“Years.”

Sithakk took Ethelwynn by the reins. They spoke silently, without words. “My head is cold,” said Sithakk aloud, tapping his thick grey thatch. Ethelwynn trotted off, and, using his teeth, pulled the cloth cap off the head of the nearest of the Sylvmortan guards, and returned to place it in Sithakk’s outstretched hand. “Now, I am thirsty,” said Sithakk, gesturing to the well in the courtyard, and the buckets that surrounded it.

Sithakk received a bucket and drank deeply. There was a ripple of amusement.

“A trick ... a mere circus trick,” called the Micht-rica, seizing tensely on the moment.

“I have no arms,” said Sithakk, and the horse trotted quietly over to the nearest guard, once more.

“He will not bite, I hope,” said the guard with an apprehensive smile.

“Of course not.”

Ethelwynn stood close before the guard, then inclined his head. Then, in a wonderfully fluid movement, the horse seized the hilt of the surprised guard’s sword in its teeth, and with mane flying, flicked the weapon high over its head – And the blade tumbled and flashed the brilliance of the declining sun bright into the eyes of the enthralled crowd, as it described a shining, glittering arc.

Sithakk leapt high in the air to claim the sword as it fell. A great roar went up from guards and prisoners alike. Down came Sithakk to land lightly, feet apart, with his sword arm behind him – and then a great gasp as the glittering steel streaked flat through the air, to bite deep into the gatepost thirty paces distant.

Not for the first time, a blanket of silence

descended on the scene.

Sithakk dusted himself down. He raised a hand to the crowd, then turned to the Micht-rica, and said that all might hear: “I am who I say I am. Were I not

The Micht-rica sat awe-struck in his saddle. He put his hands together and clapped, slowly, his racing thoughts betrayed only by the unnatural twist of his mouth, and the rapid movement of his eyes, as he sought to pull all the strands of the moment together.

“Yes!” he cried above the clapping of the assembly, “You are indeed Maglic, a loyal citizen and friend to the Sylvmorten. We return to you your weapons, your clothes, and your possessions. You are indeed he who is protected of the King ...”

At this, the applause of the prisoners turned to abuse, and they sought to break ranks, only to be restrained by whips and the occasional blow from the flat of a sword.

“We have him,” said Ethelwynn.

“I promised him death,” said Sithakk.

“Then trust me once more, for I have long been a student of Sylvmortan law and custom.” And Sithakk listened before he spoke.

“So, I am a true citizen of Sylvmorta?”

“Indeed ... Indeed ... a true and honourable citizen,” said the Micht-rica.

“Then,” thundered Sithakk, “in accordance with the Nemesetic Charter which underlies the bases of Sylvmortan Law, I claim that most basic right of Vendett.”

Again all were silent. The Micht-rica went rigid. “How can this be?”

“Because at your instigation I have been shamed, insulted, falsely accused, imprisoned, lashed, threatened with death as a criminal, and my possessions made confiscate. In such cases, Section Seven of the Nemesetic Charter guarantees my right of Vendett – the Restoration of Dignity through Vengeance.”

“Is this so?” demanded the Micht-rica, turning to his second in command, the Tusend-rica.

“It is so,” replied his youthful subordinate. “We studied the Nemesetic Charter as part of Officer Training. It constrains authority from excess, by offering the prospect of immediate retributive justice to all levels of society. If Section Seven seems progressive even by the

standards of today, then Section Fifteen is positively revolutionary. Dealing as it does, with the Property Rights of females and minors, it has been responsible for the most tumultuous redistribution of wealth, with correctional facility extending to a time depth of six generations. Not only that, but ...”

“Enough!” hissed the Micht-rica. “You have said enough.”

“Under Vendett,” said Sithakk, continuing, “the offended party chooses a time, a place, and a weapon, and demands that his persecutor engage him in mortal combat, the personal goods of the defeated being confiscate.”

“That is so,” said the Tusend-rica. “You have it perfectly. But are you sure you wish for this? It is a ritual rarely performed.”

“Tomorrow, at dawn, on the line of that high hill overlooking the fortress, with swords. It is my right, and I do claim it.”

“Then it must be,” said the Micht-rica. He turned to the Tusend-rica: “Find Sharma, son of An-Haligan, and bring him to me.”



Oubliette's getting a make-over!



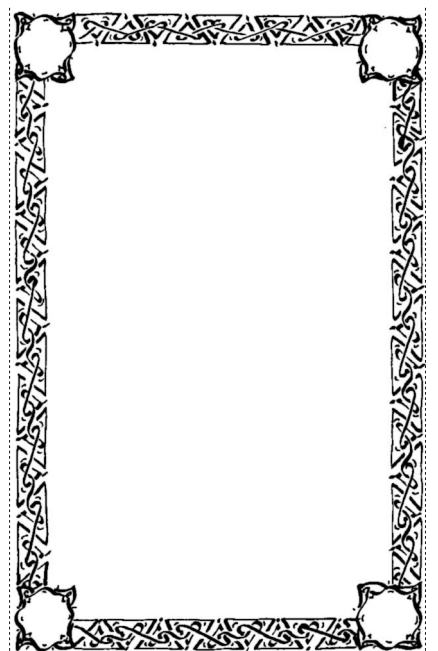
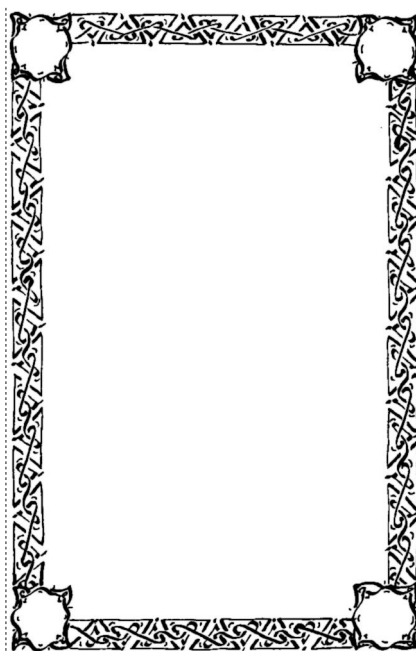
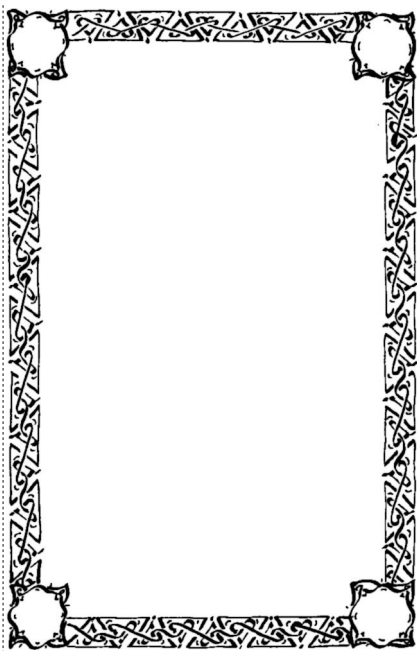
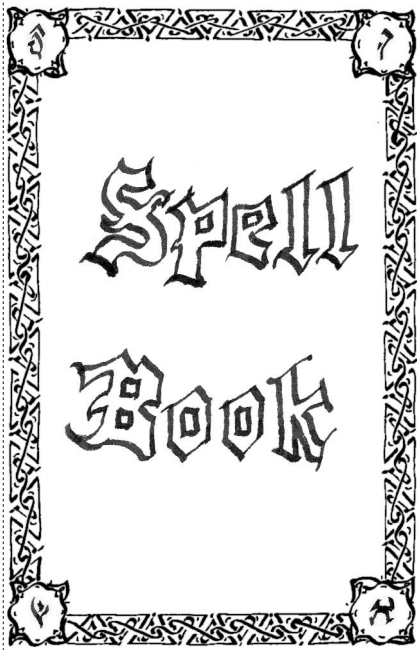
**Keep an eye out for our new-look
Christmas Issue ...**

Supplemental Material

The following 45 pages contain the Magic-User Spell Cards and some extras for use with this month's adventure.

They comprise:

- 1) A full set of Magic-User Spell Cards, levels 1-9, for Labyrinth Lord (*see p21 for a short explanation*).
- 2) Four full-colour PDF Heroes – 25mm scale, printable, cardstock figures representing each of the pre-generated characters in the adventure.
- 3) Four pre-generated character sheets. The characters were all created using Classic Labyrinth Lord rules. However, the character sheets have spaces for Advanced Edition content, so they can be easily upgraded. The characters provided are equipped with only basic weapons and armour. Additional equipment may be added subject to LL approval. All black powder arms are standard items featured in the firearm rules that have appeared in *Issue 2 and Issue 3 of Oubliette*.
- 4) Large-scale multi-part maps for both locations in the *Weapons Test* adventure, complete with guide sheets.



A selection of extra cards for: spell book covers, notes, new spells, magic items, and anything else you can think of.

Charm Person (MU1)

Level: 1
Duration: Special
Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend. Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. If a creature makes a save versus Spells it avoids the effect. *Charmed* creatures get additional saving throws at intervals (monthly/weekly/daily) based on their intelligence.

LL p28 AEC p57

Detect Magic (MU1)

Level: 1
Duration: 2 turns
Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

LL p30 AEC p60

Floating Disc (MU1)

Level: 1
Duration: 6 turns
Range: 6'

Creates a circular plane of force 3' in diameter and 1" deep at its center. It can hold 500lbs. If transporting a liquid, its capacity is 2 gallons. The disk floats 3' above the ground at all times and remains level. It will accompany the caster, matching his movement rate. At the end of the spell's duration, whatever it was carrying falls to the surface beneath it.

LL p31 AEC p64

Hold Portal (MU1)

Level: 1
Duration: 2d6 turns
Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

LL p32 AEC p66

Light (R) (MU1)

Level: 1
Duration: 12 turns
Range: 120'

Causes an object to glow, shedding light in a 15' radius. It can be cast on a movable object. If cast on a creature's eyes and it fails a save versus Spells it is blinded for 12 turns. Light taken into an area of magical *darkness* (reverse of *light*) does not function, and vice versa. A *light* spell counters a *darkness* spell.

LL p33 AEC p68

Magic Missile (MU1)

Level: 1
Duration: 1 turn
Range: 150'

Fires a missile of magical energy dealing 1d6+1 damage. It strikes unerringly, even if the target is in melee combat or has partial cover. For every 5 caster levels, the caster gains 2 additional missiles - 3 total at 5th level, 5 at 10th, 7 at 15th, etc. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures.

LL p34 AEC p69

Protection from Evil (MU1)

Level: 1
Duration: 12 turns
Range: 0

Creates a magical barrier around the subject at a distance of 1'. The barrier moves with the subject giving a +1 bonus to AC and a +1 bonus on saving throws. It also prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil. Ranged attacks are still allowed.

LL p37 AEC p74

Read Languages (MU1)

Level: 1
Duration: 2 turns
Range: 0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

LL p38 AEC p74

Read Magic (MU1)

Level: 1
Duration: 1 turn
Range: 0

Allows the reading magical inscriptions on books, scrolls, weapons, etc., that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing. Once the caster has read a magical inscription, he is able to read that writing without magic.

LL p38 AEC p74

Shield (MU1)

Level: 1
Duration: 2 turns
Range: 0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

LL p39 AEC p76

Sleep (MU1)

Level: 1
Duration: 4d4 turns
Range: 240'

Causes 2d8 HD worth of creatures to instantly fall into a deep sleep. Works on creatures up to 4 HD or a single creature with 4+1 HD. Creatures under 1 HD are counted as having 1 HD. Bonuses to HD (below 4 HD) are ignored. *Sleeping* creatures can be killed instantly, or will awaken if shaken or wounded.

LL p39 AEC p77

Ventriloquism (MU1)

Level: 1
Duration: 2 turns
Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

LL p41 AEC p81

Arcane Lock (MU2)

Level: 2
Duration: Permanent
Range: 10'

Locks a door, chest, or portal in a similar way to *hold portal*. The caster can still pass freely, others can pass with a *knock* spell or can remove the effect with *dispel magic*. A spell caster who is 3+ levels higher than the caster of the spell may pass through unimpeded.

LL p27 AEC p56

Continual Light (MU2)

Level: 2
Duration: Permanent
Range: 120'

A 60' diameter sphere of light is brought into being, and is a permanent effect. This spell can be cast on objects so that the light is portable. This spell may be cast directly on a creature, but the creature receives a saving throw versus Spells. If successfully cast on a creature's eyes, blindness results until the spell is negated with *dispel magic*.

LL p29 AEC p59

Detect Evil (MU2)

Level: 2
Duration: 2 turns
Range: 60'

The caster can sense the presence of evil intentions. Objects or creatures with evil intent will magically glow. Note that the Labyrinth Lord must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil". This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

LL p30 AEC p60

Detect Invisible (MU2)

Level: 2
Duration: 5 rounds/lvl
Range: 10'/lvl

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

LL p30 AEC p60

ESP (MU2)

Level: 2
Duration: 12 turns
Range: 60'

Caster chooses a direction and focuses for 1 turn. Then he can perceive the thoughts (regardless of language) of all creatures within 60'. If multiple creatures are in range of the spell, the caster must spend another turn to sort out one creature's thoughts, or else all thoughts mingle into a jumble. The effect is obstructed by 2'+ thick lead or rock.

LL p31 AEC p61

Invisibility (MU2)

Level: 2
Duration: See below
Range: Touch

The creature or object touched becomes *invisible*, vanishing from sight, even from infravision. Equipment also vanishes. Items dropped become visible; items picked up disappear if tucked into the clothing or pouches. Light, however, never becomes *invisible*. The spell ends if the subject makes an attack, but is otherwise of indefinite duration.

LL p33 AEC p67

Knock (MU2)

Level: 2
Duration: 1 round
Range: 60'

Opens stuck, barred, locked, held doors and secret doors, as well as locked or trick-opening boxes or chests. Secret doors must be discovered first. The door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

LL p33 AEC p68

Levitate (MU2)

Level: 2
Duration: 6 turns + 1/lvl
Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (at half base land speed).

LL p33 AEC p68

Locate Object (MU2)

Level: 2
Duration: 2 turns
Range: 60' +10'/lvl

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. The caster cannot specify a unique item unless he has observed it first.

LL p34 AEC p69

Mirror Image (MU2)

Level: 2
Duration: 6 turns
Range: 0

1d4 illusory duplicates of the caster pop into being. The figments stay near the caster and disappear when struck. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

LL p35 AEC p71

Phantasmal Force (MU2)

Level: 2
Duration: See below
Range: 240'

Creates an active illusion within a 20' cube. A passive illusion will disappear if touched. However, an illusionary monster may be created to attack a foe and any damage will seem real unless a save versus Spells is made. Illusionary monsters are AC9, and vanish if hit. Foes reduced to 0HP fall unconscious rather than dying.

LL p36 AEC p72

Web (MU2)

Level: 2
Duration: 48 turns
Range: 10'

Creates an 80 square foot mass of strong, sticky strands trapping all creatures within the area. Any being with human strength may break free of the webs in 2d4 turns. Creatures with 18+ strength can break free in 4 rounds. The strands of a web spell are flammable and will do 1d6 damage for 2 rounds if lit. After this time surviving creatures are free.

LL p41 AEC p82

Clairvoyance (MU3)

Level: 3
Duration: 12 turns
Range: 60'

Creates a link between the caster and one creature within range, allowing the caster to see whatever the creature sees. Linking with a creature, and observing with its eyes, takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

LL p28 AEC p57

Dispel Magic (MU3)

Level: 3
Duration: Permanent
Range: 120'

Ends ongoing spells cast on creatures/objects in a 20' cubed area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *dispel magic*, there is a cumulative 5% chance per level difference that the attempt to *dispel* will fail. Note: The effect of an instantaneous spell can't be *dispelled*.

LL p30 AEC p60

Fireball (MU3)

Level: 3
Duration: Instantaneous
Range: 240'

An explosion of flame that deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the fire ball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it hits an obstruction, blossoms into the *fireball* at that point.

LL p31 AEC p63

Fly (MU3)

Level: 3
Duration: 1d6 turns +1/lvl
Range: 0

For a number of turns equal to the caster's level +1d6 turns, the caster can *fly* with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

LL p31 AEC p64

Haste (R) (MU3)

Level: 3
Duration: 3 turns
Range: 240'

Allows up to 24 creatures in a 30' radius to act at double speed. All move rates and attacks are doubled but not spell casting. Multiple *haste* effects do not stack and *haste* dispels and counters *slow* effects. *Slow* is the reverse of *haste* and all moves, attacks and spell casting are at half the normal rate.

LL p32 AEC p66

Hold Person (MU3)

Level: 3
Duration: 1 turn/lvl
Range: 120'

Causes humanoids to become *held* and freeze in place. Undead and monsters bigger than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects get a saving throw versus Spells. This spell can effect 1d4 beings, but if directed at a single person, the saving throw is attempted with a -2 penalty.

LL p32 AEC p66

Infravision (MU3)

Level: 3
Duration: 1 day
Range: 0

The caster or another creature is able to see 60' in the dark with *infravision*.

LL p32 AEC p67

Invisibility 10' Radius (MU3)

Level: 3
Duration: See below
Range: 240'

Affects all creatures within 10' of the subject. Carried equipment also vanishes but light does not. Any creature that moves beyond the 10' radius of effect become visible again. The spell ends if a subject makes an attack, but is otherwise of indefinite duration.

LL p33 AEC p67

Lightning Bolt (MU3)

Level: 3
Duration: Instant
Range: 180'

Releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 damage per caster level to all creatures in its area. It sets fire to combustibles, damages objects and melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. Creatures that make a save versus Spells only take half damage.

LL p33 AEC p68

Prot from Evil 10' Radius (MU3)

Level: 3
Duration: 12 turns
Range: 0

Creates a 10' radius magical barrier around the caster. The barrier moves with the caster giving a +1 bonus to AC and a +1 bonus on saving throws to all within 10'. It also prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil. Ranged attacks are still allowed.

LL p38 AEC p74

Prot from Nml Missiles (MU3)

Level: 3
Duration: 12 turns
Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

LL p38 AEC p74

Water Breathing (MU3)

Level: 3
Duration: 1 day
Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and a creature under the influence of the spell is not granted any additional proficiency at swimming.

LL p41 AEC p82

Arcane Eye (MU4)

Level: 4
Duration: 6 turns
Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' *infravision*. The *arcane eye* travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1" in diameter.

LL p27 AEC p56

Charm Monster (MU4)

Level: 4
Duration: Special
Range: 120'

This spell makes a monster creature regard the caster as its trusted friend. Undead are unaffected. If a monster makes a save versus Spells it avoids being charmed. It effect a single mosnter 4HD+ or 3d6 monsters of 3HD or less. Charmed monsters get ongoing saving thows based on their intelligence.

LL p28 AEC p57

Confusion (MU4)

Level: 4
Duration: 12 rounds
Range: 120'

Causes 3d6 targets to become *confused*, making them unable to independently determine what they will do. Roll a d10 each round to determin their actions:

- 1-4 Attack caster's group.
- 5-6 Do nothing but babble.
- 7-10 Attack other group.

If the indicated action isn't possible the subject just babbles incoherently.

LL p28 AEC p58

Dimension Door (MU4)

Level: 4
Duration: 1 round
Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

LL p30 AEC p60

Hallucinatory Terrain (MU4)

Level: 4
Duration: See below
Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated.

LL p32 AEC p66

Massmorph (MU4)

Level: 4
Duration: See below
Range: 240'

Within a diameter of 240', up to 100 human-sized creatures are given the illusory appearance of a forest. Any creatures that enter the area become part of the illusion. Likewise, any creatures that leave the affected area appear normally. This spell can be dismissed by the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

LL p35 AEC p70

Plant Growth (MU4)

Level: 4
Duration: See below
Range: 120'

Causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) up to 3000'sq to become thick and overgrown. To move in the area the plants must be hacked or a path forced through them. The area must have brush and trees in it for the spell work. The effect lasts until a *dispel magic* spell is cast on it. Plant-like creatures are not effected.

LL p36 AEC p72

Polymorph Other (MU4)

Level: 4
Duration: Until dispelled
Range: 60'

Transforms a creature into another kind of being. The creature may (optional) make a saving throw versus Polymorph. If the new creature's HD is more than 2x the original creatures HD, the spell fails. The creature keeps its original HP but otherwise becomes the new creature in every way. The spell will not reproduce the appearance of a specific identity.

LL p36 AEC p73

Polymorph Self (MU4)

Level: 4
Duration: Until dispelled
Range: 0

The caster transforms himself into another being with HD up to his own. A individual may not be 'mimicked', but only an example of a creature type. The caster retains his own attributes and gains physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained.

LL p36 AEC p73

Remove Curse (R) (MU4)

Level: 4
Duration: Permanent
Range: 0

Instantaneously removes one *curse* on a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

LL p25 AEC p75

Wall of Fire (MU4)

Level: 4
Duration: See below
Range: 60'

A blazing curtain of fire springs into existence and lasts as long as the caster desires as long as he takes no other actions. The wall can be as large as 1,200'sq and any shape. The wall is impenetrable to monsters under 4 HD. Monsters of 4+ HD suffer 1d6 damage when they pass through. Undead and cold based creatures take double damage.

LL p41 AEC p81

Wall of Ice (MU4)

Level: 4
Duration: 12 turns
Range: 120'

A wall of ice up to 1,200'sq of any shape springs into existence. It can be a straight wall or curved into a protective circle. The wall is impenetrable to monsters under 4 HD. Monsters of 4+ HD suffer 1d6 damage when they pass through. Fire based creatures take double damage. The wall may only be evoked on a solid surface free of objects.

LL p41 AEC p82

Animate Dead (MU5)

Level: 5
Duration: Permanent
Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The caster may *animate* a number of hit die worth of zombies or skeletons equal to the caster's level. They remain *animated* until they are destroyed or until a *dispel magic* spell is cast upon them.

LL p27 AEC p55

Cloudkill (MU5)

Level: 5
Duration: 6 turns
Range: 0

Generates a bank of poisonous fog in a diameter of 30' that moves away from the caster at 20' per round and grows 5' per round. All creatures in the cloud suffer 1HP of damage each round. Creatures of 4HD or less die instantly unless they make a save versus Poison for every round spent in the cloud. Holding one's breath doesn't help.

LL p28 AEC p58

Conjure Elemental (MU5)

Level: 5
Duration: Permanent
Range: 240'

Summons one elemental of any. For the duration of the spell, the caster can move at ½ movement but may take no other actions. The elemental takes orders for the duration of the spell, and the caster can order the elemental back to its home plane at any time (*dispel magic* also sends it back). If the caster loses concentration the elemental attacks him.

LL p29 AEC p58

Contact^{other} Plane (MU5)

Level: 5
Duration: Special
Range: 0

The caster sends his mind to another plane of existence in order to receive information from powers there. See the table in the rulebook for results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are given single word answers.

LL p29 AEC p58

Feeblemind (MU5)

Level: 5
Duration: Indefinite
Range: 240'

If the target creature fails a saving throw versus Spells with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the *feeblemind*.

LL p31 AEC p63

Hold Monster (MU5)

Level: 5
Duration: 6 turns +1/lvl
Range: 120'

Causes monsters to become *held* and freeze in place. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus Spells. This spell can effect 1d4 beings, but if directed at a single monster, the saving throw is attempted with a -2 penalty. Undead are not affected.

LL p32 AEC p66

Magic Jar (MU5)

Level: 5
Duration: See below
Range: 30'

Places the caster's soul in a gem or crystal, leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the *magic jar*. The caster may move back to the *jar* (returning the trapped soul to its body) and try possessing another body. The spell ends when the caster sends his soul back to his own body, leaving the *jar* empty.

LL p34 AEC p69

Passwall (MU5)

Level: 5
Duration: 3 turns
Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

LL p35 AEC p72

Telekinesis (MU5)

Level: 5
Duration: 6 rounds
Range: 120'

By concentrating on nothing else, and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20lbs per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus Spells.

LL p40 AEC p80

Teleport (MU5)

Level: 5
Duration: Instantaneous
Range: 10'

Instantly transports the caster or another being to a stated location, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus Spells. The caster must have an idea of the location and layout of the destination. The clearer the mental image, the more likely the teleport works.

LL p40 AEC p80

Trans Rock to Mud (R) (MU5)

Level: 5
Duration: 3d6 days
Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute mud to rock* (reverse of *transmute rock to mud*) changes an equal volume of mud described above into rock. However, the alteration caused by this reversed form of the spell is permanent.

LL p40 AEC p81

Wall of Stone (MU5)

Level: 5
Duration: See below
Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *dispel magic* spell is cast upon it. The wall may not be evoked so that it appears where existing objects are, and it must rest on a solid surface.

LL p41 AEC p82

Anti-Magic Shell (MU6)

Level: 6
Duration: 12 turns
Range: 0

An *anti-magic* barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

LL p27 AEC p55

Control Weather (MU6)

Level: 6
Duration: See below
Range: 0

Controls the weather within a 240 yard radius for as long as the caster maintains his concentration. Eg. *Calm*: dissipates foul weather. *Hot/Cold*: All movement is halved. *Winds*: Flight and missile use not possible, movement halved. *Tornado*: Moves at 120' and attacks as a 12HD air elemental. *Fog/Snow*: Visibillity 20', half movement.

LL p29 AEC p59

Death Spell (MU6)

Level: 6
Duration: 1 round
Range: 240'

This formidable spell kills creatures of 8HD or fewer within a 60' cube. A total of 4d8HD of creatures are killed, and a saving throw versus Death is allowed. For example, if 20HD is rolled and there are five 4HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effects.

LL p30 AEC p60

Disintegrate (MU6)

Level: 6
Duration: Permanent
Range: 60'

Shoots a ray that *disintegrates* any non-magical creature. No to hit roll is necessary, but targets may save versus Death to negate the effect. When used against an object, the ray disintegrates as much as 10' cube of nonliving matter. The ray affects even objects made of force, such as a *crushing hand*, but not magical effects such as an *anti-magic shell*.

LL p30 AEC p60

Geas (R) (MU6)

Level: 6
Duration: See below
Range: 30'

Allows the caster to compel a character to embark on a quest unless they save versus Spells. This quest may be dangerous, but a character will not harm himself. If a character resists taking on a quest, he will be *curse*d, the nature of the *curse* should be decided by the Labyrinth Lord. The only way to remove the *curse* is to undertake the quest.

LL p31 AEC p65

Invisible Stalker (MU6)

Level: 6
Duration: See below
Range: 0'

The caster uses this spell to summon an *invisible stalker*, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is completed or until the *invisible stalker* is destroyed. The spell *dispel evil* will send an *invisible stalker* back to its home plane.

LL p33 AEC p68

Lower Water (MU6)

Level: 6
Duration: 10 turns
Range: 240'

This spell allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of the spell.

LL p34 AEC p69

Move Earth (MU6)

Level: 6
Duration: 6 turns
Range: 240'

A total of 60 cubic feet of loose soil may be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved.

LL p35 AEC p71

Part Water (MU6)

Level: 6
Duration: 6 turns
Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through a body of water, such as a pond, lake, or similar. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

LL p35 AEC p72

Project Image (MU6)

Level: 6
Duration: 6 turns
Range: 240'

Creates an illusory version of the caster. The image looks, sounds, and smells like the caster but is intangible. The image will mimic the caster's actions (including speech) and sounds or spell effects will seem to come from the image. If the image is touched by a hand or weapon, it disappears. However, missile weapons and spells pass through with no effect.

LL p37 AEC p74

Reincarnate (MU6)

Level: 6
Duration: Permanent
Range: 0'

Returns life to a character by means of creating a new but different body. So long as some small portion of the original body still exists, it can be *reincarnated*. The body created will be of a random type. If the *reincarnation* results in a new character rather than a monster or animal, then the player rolls a d6 to determine the character's level.

LL p38 AEC p75

Stone to Flesh (R) (MU6)

Level: 6
Duration: Permanent
Range: 120'

This spell restores a petrified creature to its normal state, restoring life and equipment. Any petrified creature, regardless of size, can be restored. *Flesh to stone* (reverse of *stone to flesh*) turns one creature into a statue, including all gear and any items currently held. A saving throw versus Petrify is permitted to resist the transformation.

LL p42 AEC p78

(MU7)

Delayed Fireball

Level: 7
Duration: See below
Range: 100' +10'/lvl

Can be set to "go off" 1-5 rounds after casting. Deals 1d6+1 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst and, unless an obstructed, the *fireball* in flight the *fireball* bursts at that point.

LL p30 AEC p60

(MU7)

Duo-Dimension

Level: 7
Duration: 3 rounds +1/lvl
Range: 0

Shifts one dimension of the caster's being to exist another plane. The caster has the ability to appear invisible if standing side on. The caster may also slide through small cracks or other tight spaces. True seeing allows a viewer to see the caster. Any damage sustained is multiplied by three, but the character cannot be hit if standing sideways to an attacker.

LL p30 AEC p61

(MU7)

Grasping Hand

Level: 7
Duration: 1 round/lvl
Range: 60'

Creates a ghostly and bodiless hand that can act as a force barrier. The hand can hold a creature in place (max 1,000lbs). It can push a being of up to 4,000lbs, reducing movement to 10' per round. For creatures up to 16,000lbs movement is reduced by half. The hand has an AC of 9 and HP equal to the caster.

LL p31 AEC p65

(MU7)

Instant Summons

Level: 7
Duration: Instantaneous
Range: Unlimited

Calls a nonliving item (max 3'/8lbs) from any location directly to his hand. The caster places a magical mark on the item and another on a 5,000gp+ gem. Thereafter, the caster may *summon* the item by speaking a special word and crushing the gem. The item appears instantly in the caster's hand. If another creature takes the item the *summons* fails.

LL p32 AEC p67

(MU7)

Limited Wish

Level: 7
Duration: Varies
Range: Unlimited

Creates nearly any type of effect. E.g., duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as *geas* or *quest*, and produce any other effect whose power level is in line with the above effects. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Unique effects can also be allowed at the LL's discretion.

LL p33 AEC p69

(MU7)

Mass Invisibility

Level: 7
Duration: Special
Range: 10'/lvl

Affects all creatures within a 30' square. Carried equipment also vanishes but light does not. Any creature that moves beyond the area of effect become visible again. The spell ends if a subject makes an attack, but is otherwise of indefinite duration.

LL p34 AEC p70

(MU7)

Magic Sword

Level: 7
Duration: 1 round/lvl
Range: 30'

Brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level but a to hit roll of 19+ is always a hit. The energy sword can strike any creature normally only hit by magical weapons, and also phase creatures, or those from another plane. The sword deals 6d4 points of damage.

LL p34 AEC p70

(MU7)

Phase Door

Level: 7
Duration: 1 passage/2lvls
Range: Touch

Creates an ethereal passage through wooden, plaster, or stone walls. It is 10' deep by 5' wide. The phase door is invisible and inaccessible to all but the caster. The caster disappears when entering the phase door and reappears when exiting. The caster may take one other creature (human-sized or smaller) through the door. This counts as two uses of the door.

LL p36 AEC p72

(MU7)

Power Word Stun

Level: 7
Duration: See below
Range: 5'/lvl

The caster utters a single word of power that instantly stuns a single creature of his choice. The creature gets no saving throw and it doesn't matter if the word can be heard or not. Duration is based on the targets Hit Points:

- 1-30 = 4d4 rounds
- 31-60 = 2d4 rounds
- 61-90 = 1d4 rounds
- 90+ no effect.

LL p37 AEC p73

Reverse Gravity (MU7)

Level: 7
Duration: 1 round
Range: 5'/lvl

Reverses gravity in a 30' square area, all unattached objects and creatures *fall* upward 20'. If some solid object (such as a ceiling) blocks the *fall*, objects and creatures strike it in the same manner as they would during a normal downward fall. At the end of the spell duration, affected objects and creatures drop and hit the ground.

LL p38 AEC p75

Simulacrum (MU7)

Level: 7
Duration: Permanent
Range: Touch

Simulacrum creates a copy of any creature. The spell is cast over a rough snow or ice form, with a piece of the creature to be copied (hair, nail, etc) placed within. The *simulacrum* appears to be the same as the original, but has half the real creature's HP. The duplicate has 30% of the original's memory. The caster may give it commands verbally or by signal.

LL p38 AEC p76

Statue (MU7)

Level: 7
Duration: 6 turns/lvl
Range: Touch

Turns the caster or a subject, and carried/worn items, to solid stone. The subject sees, hears, and smells normally, but doesn't breathe. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the *statue* state if it so desires.

LL p39 AEC p77

Antipathy/Sympathy (MU8)

Level: 8
Duration: 12 turns/lvl
Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named. Saving throws are allowed for both versions.

LL p27 AEC p55

Clenched Fist (MU8)

Level: 8
Duration: 1 round/lvl
Range: 5'/lvl

Creates a large, ghostly hand that strikes once per round. The attacks always hit, a d20 determines the impact: 1-4d6 dam & stun for 3rds, 2-4=3d6 dam & stun 1rd, 5-8= 2d6 dam, 9-20 1d6 dam. While a target is stunned, take 4 from any subsequent rolls. Opponents may attack a *clenched fist*. It has an AC of 9 and HP equal to those of the caster.

LL p28 AEC p57

Clone (MU8)

Level: 8
Duration: Permanent
Range: Touch

Makes a duplicate of a creature. A piece of flesh taken from the original creature's living body. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate matures, if the original being is still alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other.

LL p28 AEC p58

Glass like Steel (MU8)

Level: 8
Duration: Permanent
Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by the caster's level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

LL p31 AEC p65

Incendiary Cloud (MU8)

Level: 8
Duration: 4+1d6 rounds
Range: 30'

Creates a 20'x20'x10' cloud of smoke, shot through with white-hot embers. It blocks vision and on round 3 deals damage equal to half the caster's level, on round 4 damage equal to his level, and finally on round 5 it halves again. All creatures caught within the cloud get a save versus Spells on the third round. If successful, all damage is halved for the entire duration.

LL p32 AEC p67

Irresistible Dance (MU8)

Level: 8
Duration: 1d4+1 rounds
Range: Touch

The subject begins to dance uncontrollably, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield.

LL p33 AEC p68

Mass Charm (MU8)

Level: 8
Duration: Special
Range: 5'/lvl

Makes monsters of total HD up to twice the caster's level, within a 30' square area, regard him as trusted friend. Undead are unaffected. If monsters make a save versus Spells at -2 they avoid the charmed. Charmed monsters get ongoing saving thows based on their intelligence.

LL p34 AEC p70

Maze (MU8)

Level: 8
Duration: Special
Range: 5'/lvl

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by its intelligence score:

2 or less = 2d4 turns
 3-5 = 1d4 turns
 6-8 = 5d4 rounds
 9-11 = 4d4 rounds
 12-14 = 3d4 rounds
 15-17, 2d4 rounds
 18+, 1d4 rounds

LL p35 AEC p70

Mind Blank (MU8)

Level: 8
Duration: 7 rounds +1/lvl
Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils *limited wish* and *wish* spells. Scrying type spells still work but the creature simply isn't detected.

LL p35 AEC p71

Polymorph any Object (MU8)

Level: 8
Duration: Variable
Range: 5'/lvl

Functions like other *polymorph* spells, except that it changes one type of object or creature into another. A saving throw versus Polymorph is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state and is left to the LL to decide. May also duplicate effects of transmutation spells such as *flesh to stone*.

LL p36 AEC p72

Symbol (MU8)

Level: 8
Duration: See below
Range: Touch

Scribes a potent rune of power upon a surface. There are eight different kinds of *symbol*: *Conflict, Death, Despair, Fear, Insanity, Pain, Sleep* and *Stuning*. *Symbols* are triggered when read, touched, or if a creature passes through a door with a symbol inscribed on it. *Symbols* may only be identified by reading, which automatically triggers their effects.

LL p39 AEC p79

Trap the Soul (MU8)

Level: 8
Duration: Permanent
Range: 10'

Forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. The spell requires a gem of at least 1,000 gp value per HD of the creature to be trapped.

LL p40 AEC p81

Crushing Hand (MU9)

Level: 9
Duration: 1 round/lvl
Range: 5'/lvl

Creates a large, ghostly and bodiless hand that can grasp and squeeze 1 opponent per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10. The *crushing hand* has an AC of 9 and HP equal to the caster.

LL p30 AEC p59

Imprisonment (R) (MU9)

Level: 9
Duration: Permanent
Range: Touch

At the caster's touch entombs a creature in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell (reverse of *imprisonment*) is cast at the locale where the *imprisonment* took place.

LL p32 AEC p67

Meteor Swarm (MU9)

Level: 9
Duration: Instantaneous
Range: 40' +10'/lvl

Either four 2' spheres or eight 1' spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The 2' spheres have a 30' blast radius and land 20' apart doing 1d4x10 damage. The 1' spheres have a 15' blast radius landing in a circular overlapping pattern doing 5d4 damage. A save versus Spells reduces the damage by half.

LL p35 AEC p71

(MU9)

Power Word Kill

Level: 9
Duration: Permanent
Range: 2½'/lvl

The caster utters a single word of power that instantly kills one or more creatures within a diameter of 20', whether the creatures can hear the word or not. It will kill multiple creatures that have 10 or less Hit Points (max total 120HP), or a single creature with up to 60HP. No saving throws are allowed. Creatures with 61+HP are not affected.

LL p37 AEC p73

(MU9)

Prismatic Sphere

Level: 9
Duration: 1 turn/lvl
Range: 0

Conjures an immobile globe of multicolored light that surrounds the caster and protects against all attacks. The sphere causes *blindness* on creatures under 8HD, lasting 2d4 turns. The caster can pass in and out of the sphere without harm. The sphere blocks outward spells. Creatures attacking the sphere suffer the effects of each color, one by one.

LL p37 AEC p73

(MU9)

Shape Change

Level: 9
Duration: 1 turn/lvl
Range: 0

Enables the caster to assume the form of any single non-unique creature (excluding demons, devils, demi-gods, etc.) The caster's hit points remain the same. The caster gains all the abilities (both attacks and qualities) of the creature, except for any abilities relying on knowledge or intelligence of the monster. The caster may change once per round for the duration.

LL p38 AEC p76

(MU9)

Temporal Stasis

Level: 9
Duration: Permanent
Range: 10'

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful *dispel magic* spell). No saving throw is permitted.

LL p40 AEC p80

(MU9)

Time Stop

Level: 9
Duration: 2 rounds
Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30' diameter. The caster alone may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

LL p40 AEC p80

(MU9)

Wish

Level: 9
Duration: See below
Range: Unlimited

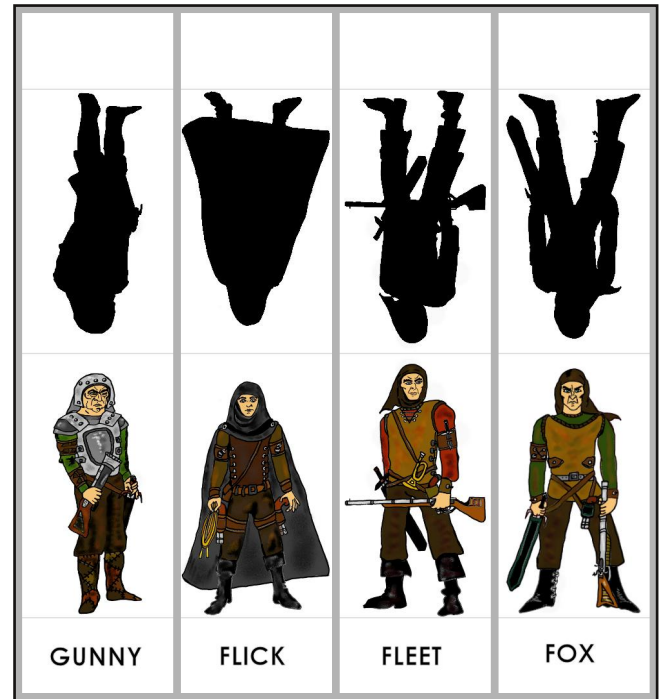
Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster alters reality. This spell may mimic other 9th level spells or create comparable effects. Ultimately, the LL decides the limits of a *wish* spell. *Wishes* will be fulfilled according to the letter of the request, and the LL can exercise some regulation of *wishes* based on this strict enforcement.

LL p41 AEC p82

Weapons Test PDF Heroes

This sheet provides printable cardstock figures of the 4 pre-generated characters, intended for use with this month's adventure. For printable monster figures, I recommend visiting www.onemonk.com where you will find a vast range of PDF printable figures available for free download.

The figures should be printed onto 150gsm, or thicker, inkjet paper. To assemble, score them lightly, fold the two flaps together underneath, and stick with double-sided tape. The figures can be further improved by sticking them onto small coins or counters, to give them a more solid base.



GUNNY
Character name

HUMAN
Race

FIGHTER
Class

46
Age

Advanced Edition
Character Sheet



NEUTRAL Alignment Religion 6 Level Experience for next Level

15 STR +1
Modifier to hit, damage and forcing doors

9 DEX 0 0 0
Armour class Missile attack Optional initiative
modifier modifier modifier

14 CON +1
Hit point Save v poison Survive Survive
modifier modifier resurrection transformation

11 INT 0
Additional Learn Min spells Max spells
languages spell per level per level

14 WIS +1
Save v magic Spell 1st 2nd 3rd 4th
modifier failure Additional Spells by level

12 CHA 0 4 7
Reaction Retainers Retainer
adjustment morale

Symbol or
character
sketch



35
Hit points

3
Armour class

Weapon	To hit	AC	0	1	2	3	4	5	6	7	8	9

Equipment	lbs	Equipment	lbs	Magic items	lbs
LONG SWORD					
BLUNDERBUSS					
DBL HVY PISTOL					
POWDER & SHOT					
PLATE MAIL					
				Treasure & Coins	
				50gp	

Saving throws

13	Breath attacks
10	Poison or death
12	Petrify or paralyze
10	Wands
13	Spells / spell-like devices

Languages, abilities and spells

COMMON

FLICK
Character name

HUMAN
Race

THIEF
Class

25
Age

Advanced Edition
Character Sheet



NEUTRAL Religion 5 Level Experience for next Level

10 STR 0
Modifier to hit, damage and forcing doors

17 DEX -2 Armour class +2 Missile attack modifier +1 Optional initiative modifier

9 CON 0 Hit point modifier Save v poison modifier Survive resurrection Survive transformation

12 INT 0 Additional languages Learn spell Min spells per level Max spells per level

9 WIS 0 Save v magic modifier Spell failure 1st Additional Spells by level 2nd 3rd 4th

11 CHA 0 Reaction adjustment 4 Retainers 7 Retainer morale

Symbol or character sketch



16
Hit points

5
Armour class

Weapon \ To hit AC	0	1	2	3	4	5	6	7	8	9

Saving throws

14	Breath attacks
12	Poison or death
11	Petrify or paralyze
13	Wands
12	Spells / spell-like devices

Equipment	lbs	Equipment	lbs	Magic items	lbs
DAGGER					
2x DBL PISTOLS					
4x GRENADES					
SLOW MATCH					
POWDER & SHOT					
50' ROPE					
LEATHER ARMOR					
				Treasure & Coins	
				35gp	

Languages, abilities and spells

COMMON

FLEET
Character name

HUMAN
Race

FIGHTER
Class

31
Age

Advanced Edition
Character Sheet



NEUTRAL

Alignment Religion

4

Level Experience for next Level

14 STR

+1
Modifier to hit, damage
and forcing doors

Symbol or
character
sketch



12 DEX

0 0 0
Armour class Missile attack Optional initiative
modifier modifier modifier

15 CON

+1
Hit point Save v poison Survive Survive
modifier modifier resurrection transformation

9 INT

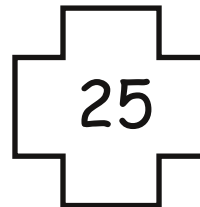
0
Additional Learn Min spells Max spells
languages spell per level per level

12 WIS

0
Save v magic Spell 1st 2nd 3rd 4th
modifier failure Additional Spells by level

8 CHA

+1 3 6
Reaction Retainers Retainer
adjustment morale



Hit points



Armour class

Weapon	To hit	AC	0	1	2	3	4	5	6	7	8	9

Equipment	lbs	Equipment	lbs	Magic items	lbs
LONG SWORD					
RIFLED MUSKET					
DBL HVY PISTOL					
POWDER & SHOT					
HUNTING HORN					
LEATHER ARMOR					
				Treasure & Coins	
				20gp	

Saving throws	
13	Breath attacks
10	Poison or death
12	Petrify or paralyze
11	Wands
14	Spells / spell-like devices

Languages, abilities and spells	
COMMON	

FOX _____ HUMAN _____ FIGHTER _____ 28 _____
 Character name Race Class Age

Advanced Edition
 Character Sheet



NEUTRAL _____ 4 _____ _____ _____
 Alignment Religion Level Experience for next Level

12 STR 0
 Modifier to hit, damage and forcing doors

13 DEX -1 +1 +1
 Armour class Missile attack Optional initiative modifier modifier modifier

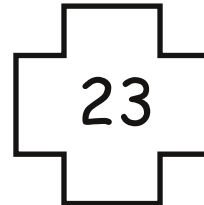
13 CON +1 _____ _____ _____ _____
 Hit point modifier Save v poison modifier Survive resurrection Survive transformation

11 INT 0
 Additional languages Learn spell Min spells per level Max spells per level

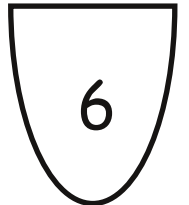
10 WIS 0
 Save v magic modifier Spell failure 1st 2nd 3rd 4th Additional Spells by level

11 CHA 0 4 7
 Reaction adjustment Retainers Retainer morale

Symbol or character sketch



Hit points



Armour class

Weapon \ To hit AC	0	1	2	3	4	5	6	7	8	9

Equipment	lbs	Equipment	lbs	Magic items	lbs
LONG SWORD					
RIFLED MUSKET					
DBL HVY PISTOL					
POWDER & SHOT					
LEATHER ARMOR					
				Treasure & Coins	
				20gp	

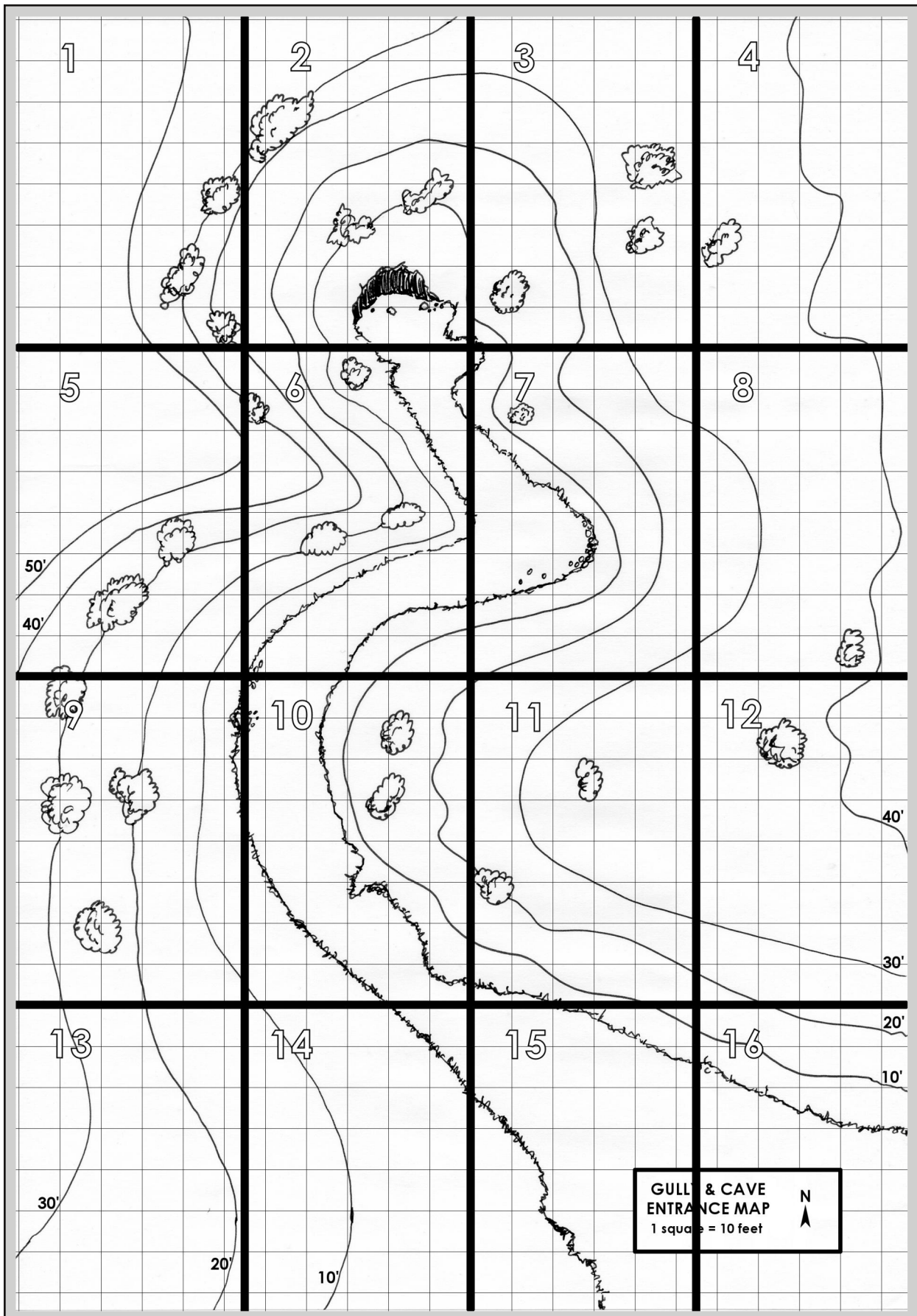
Saving throws

13	Breath attacks
10	Poison or death
12	Petrify or paralyze
11	Wands
14	Spells / spell-like devices

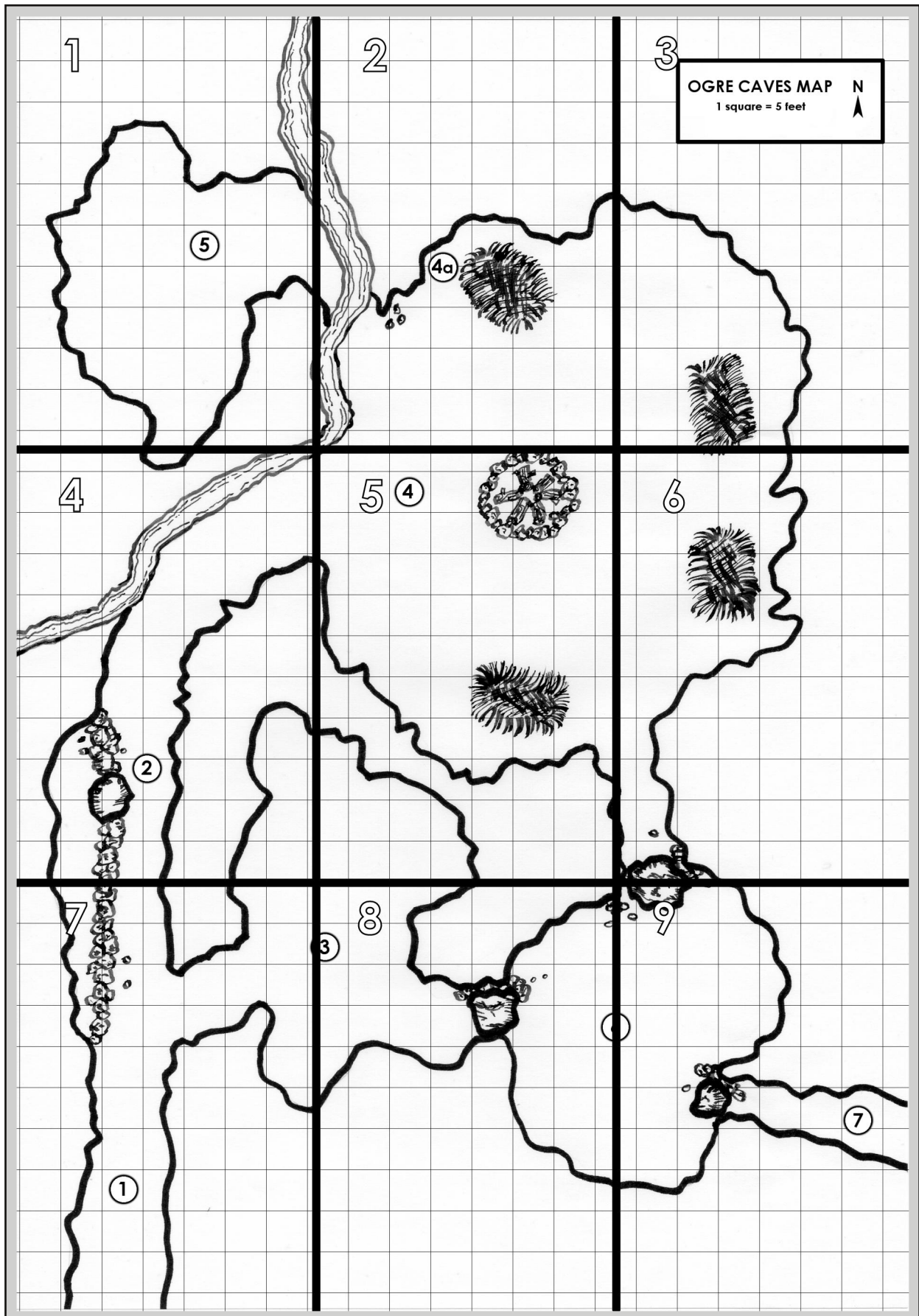
Languages, abilities and spells

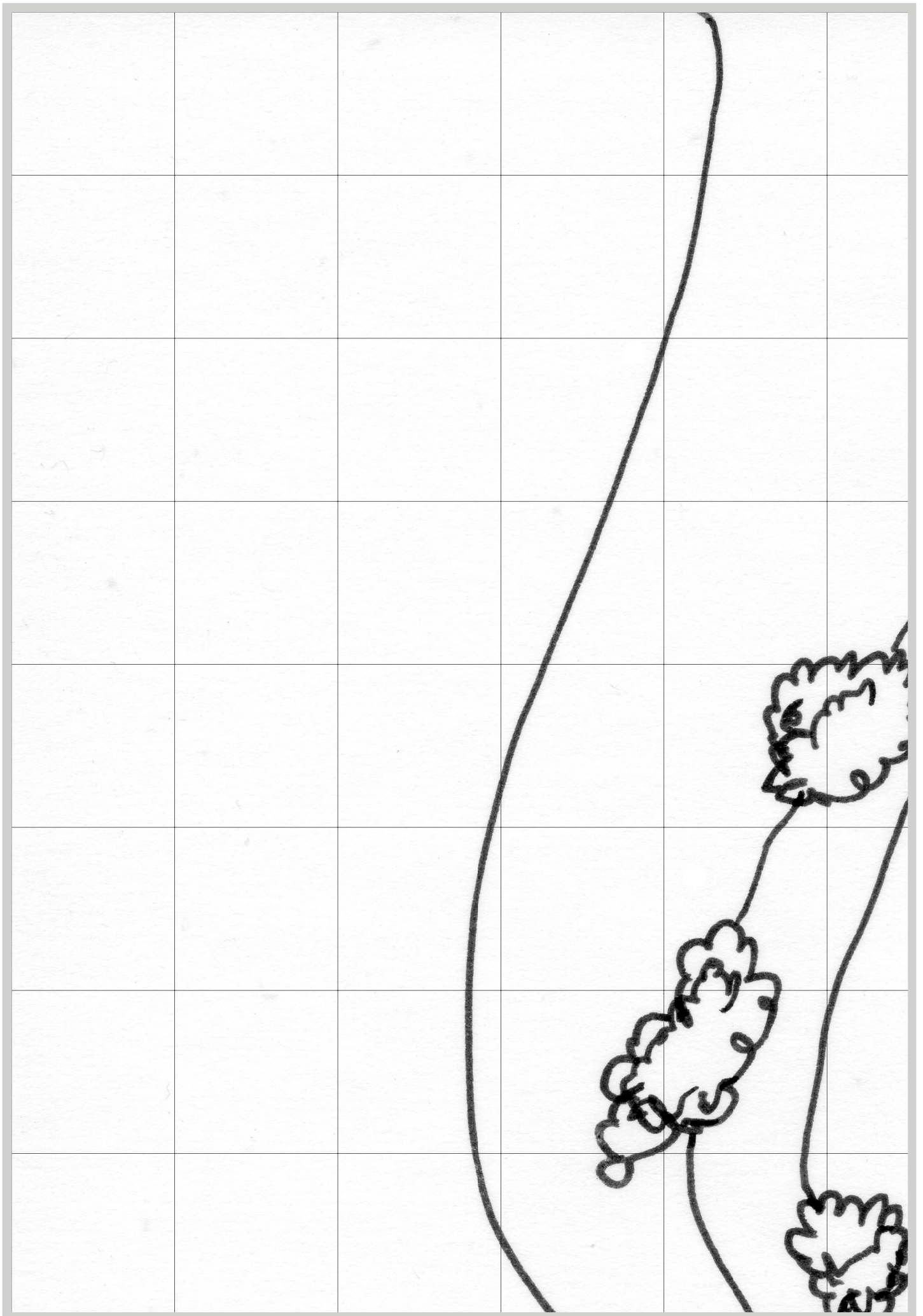
COMMON

Gully and Cave Entrance: Large-Scale Map Guide Sheet

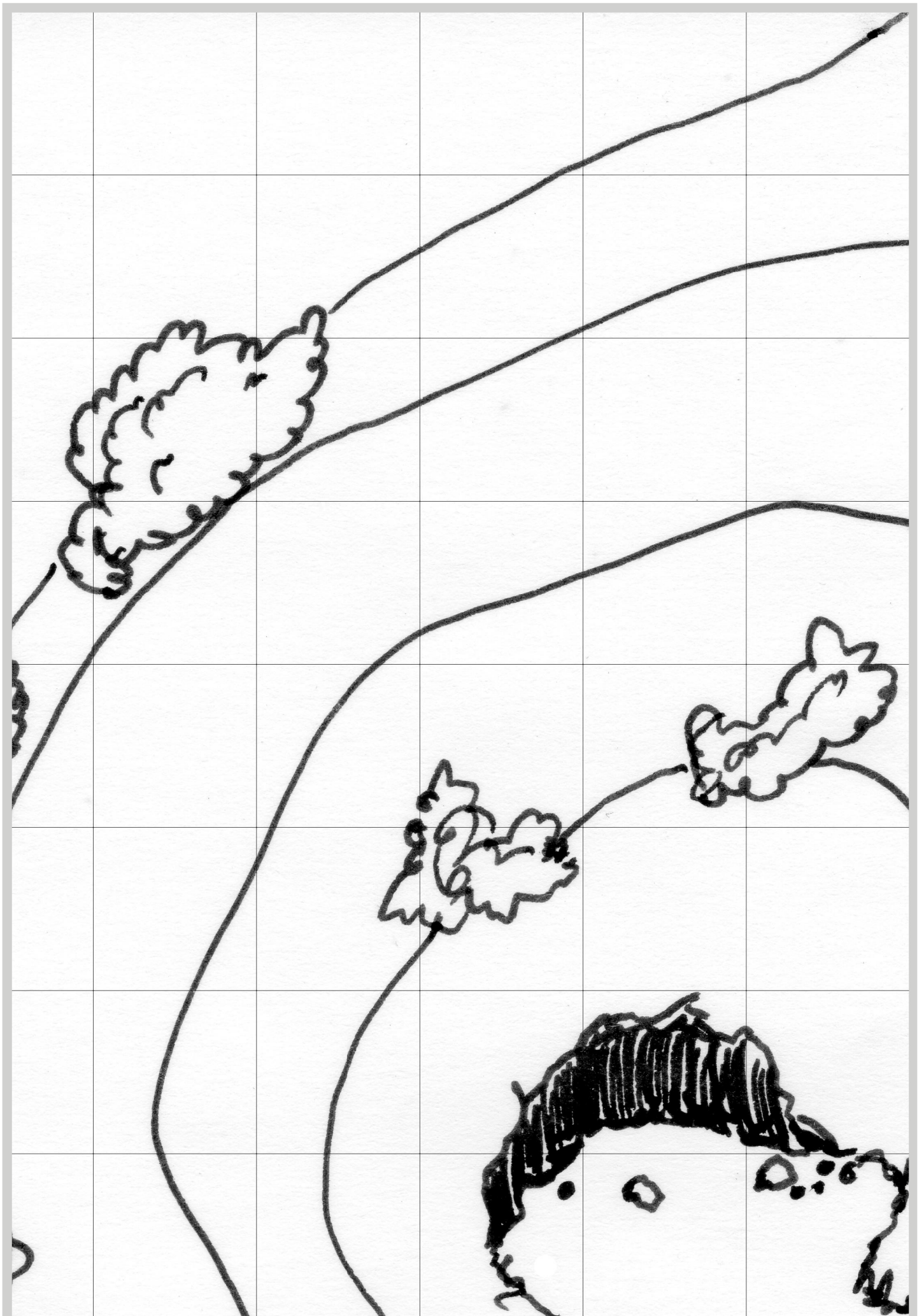


Ogre Caves: Large-Scale Map Guide Sheet

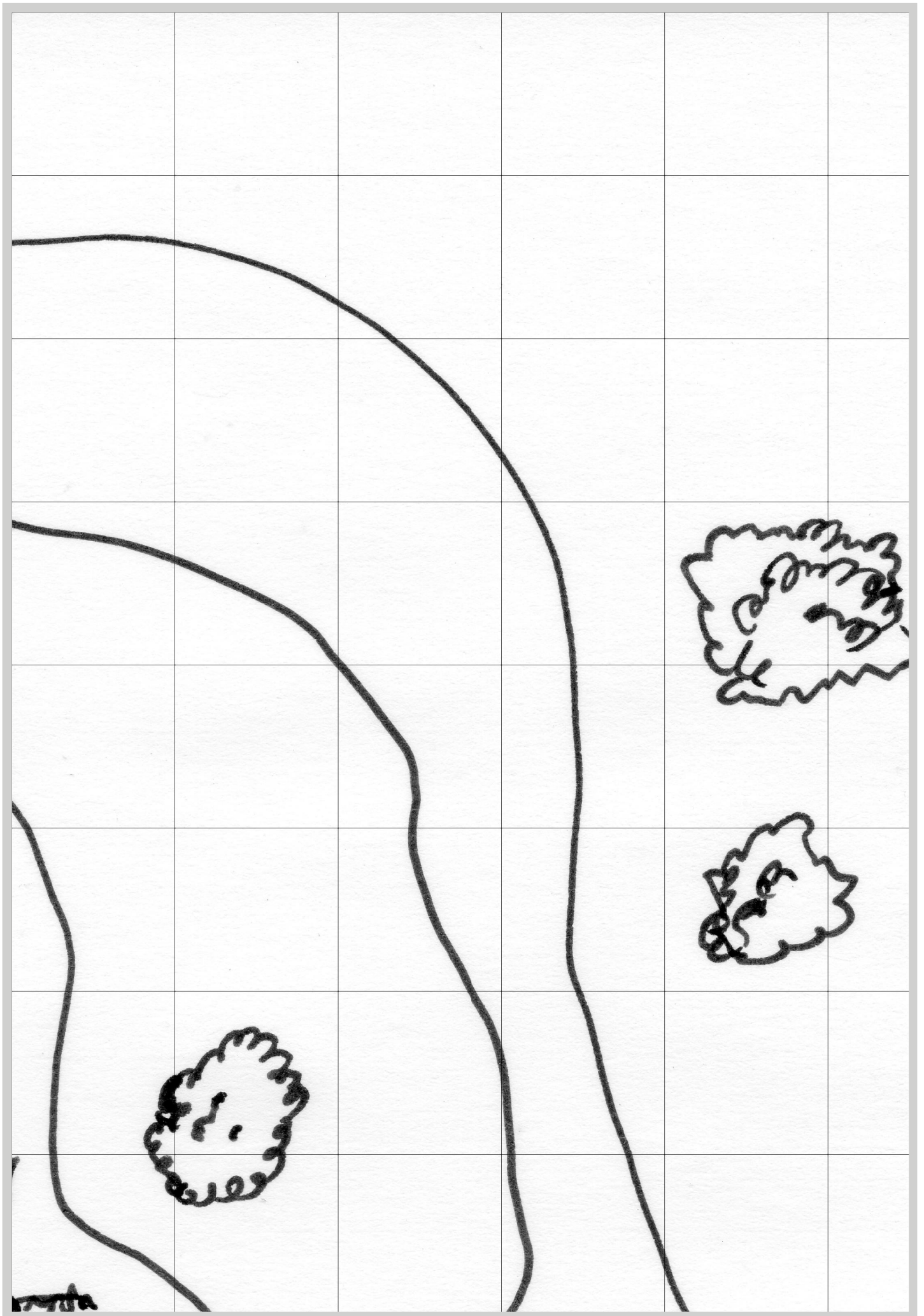




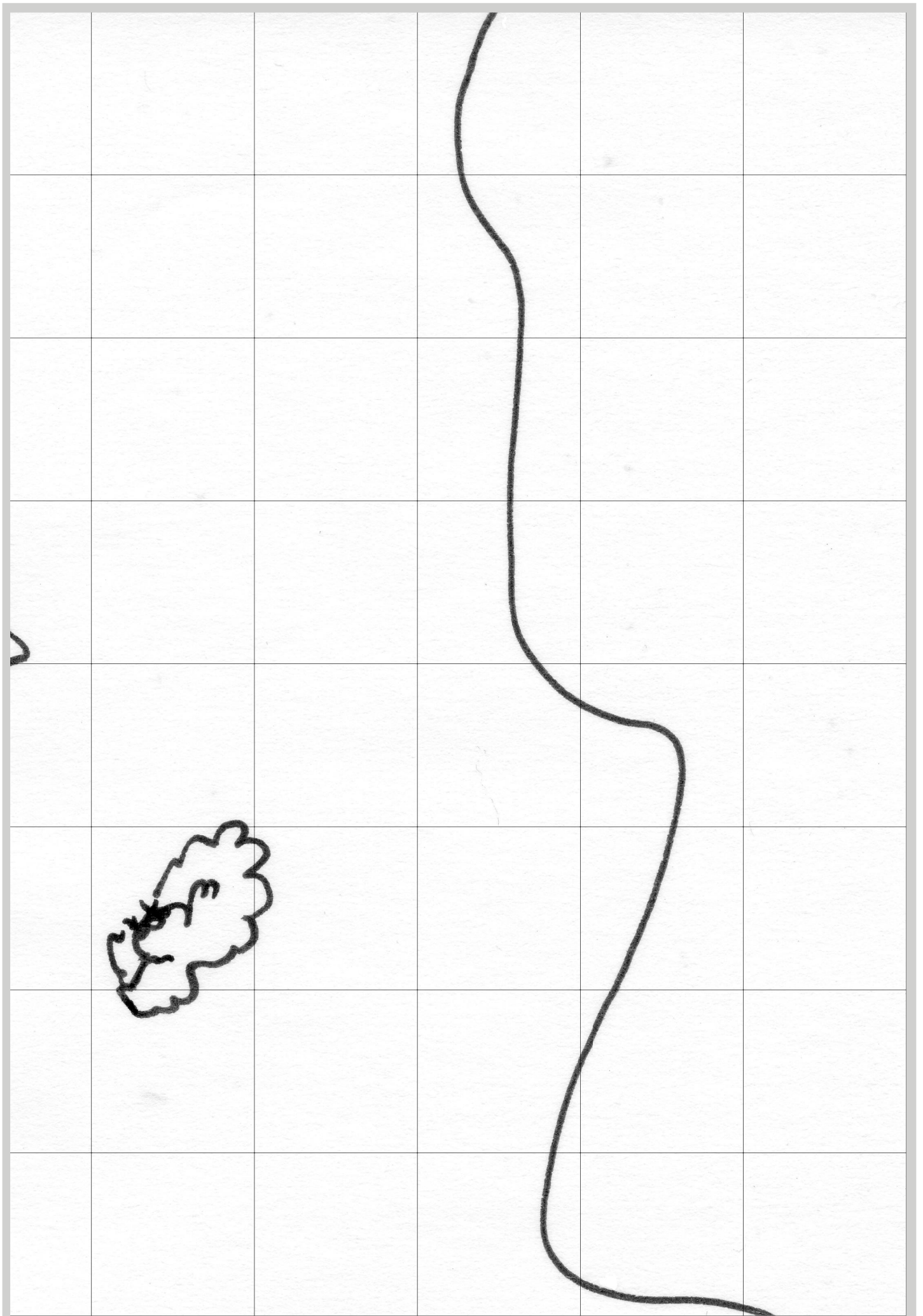
Gully and Cave Entrance: Map Sheet 1



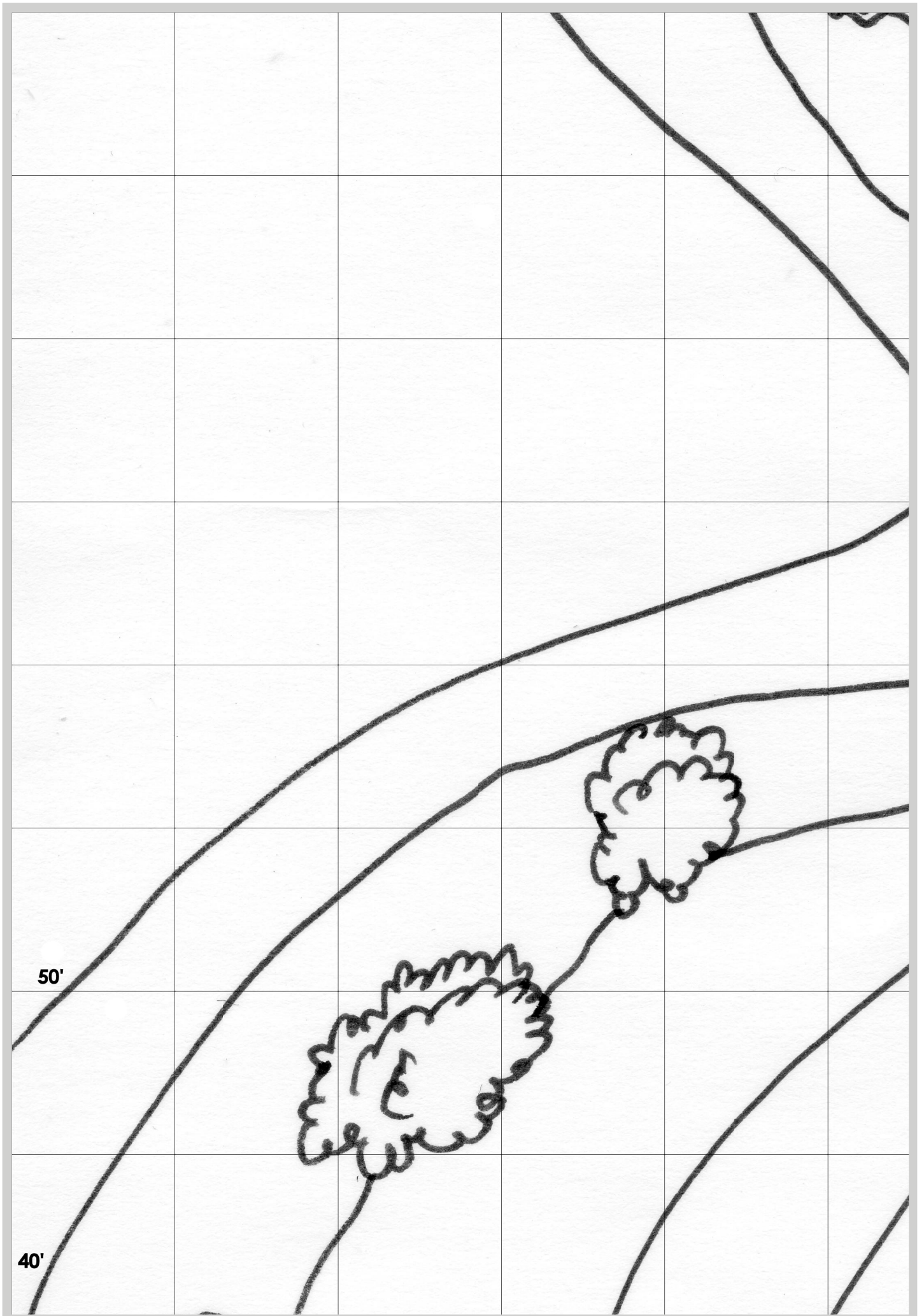
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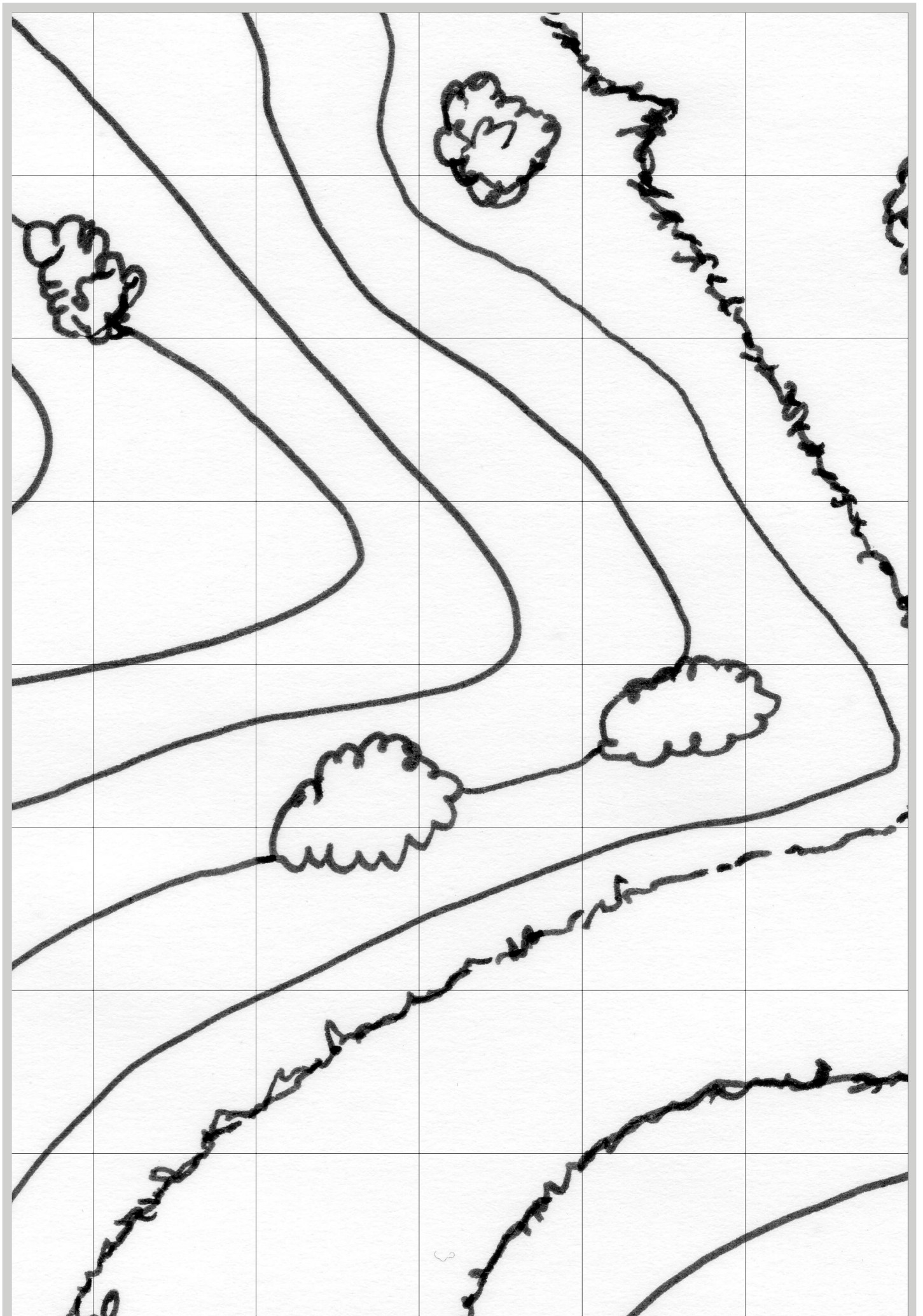
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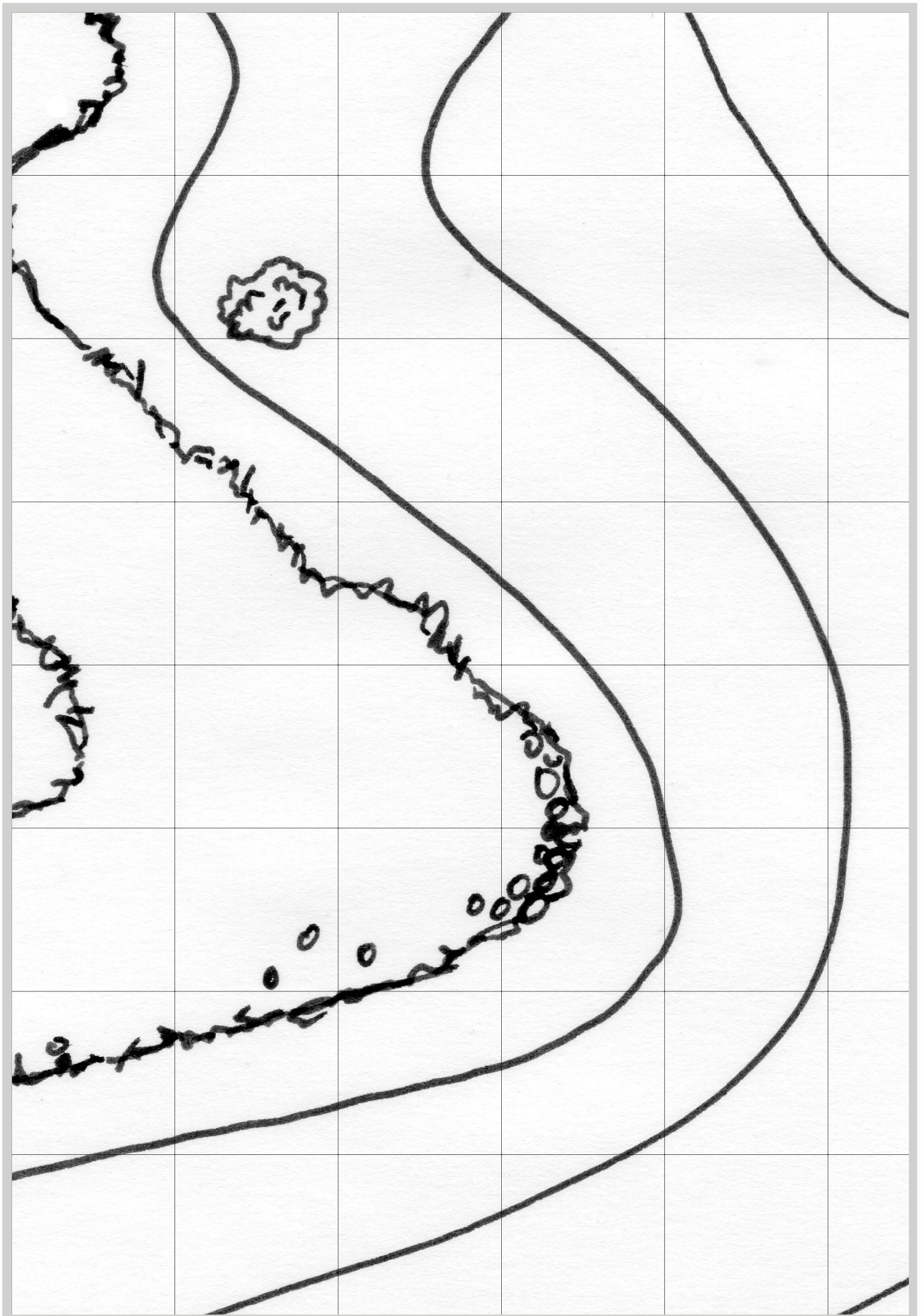
Gully and Cave Entrance: Map Sheet 4



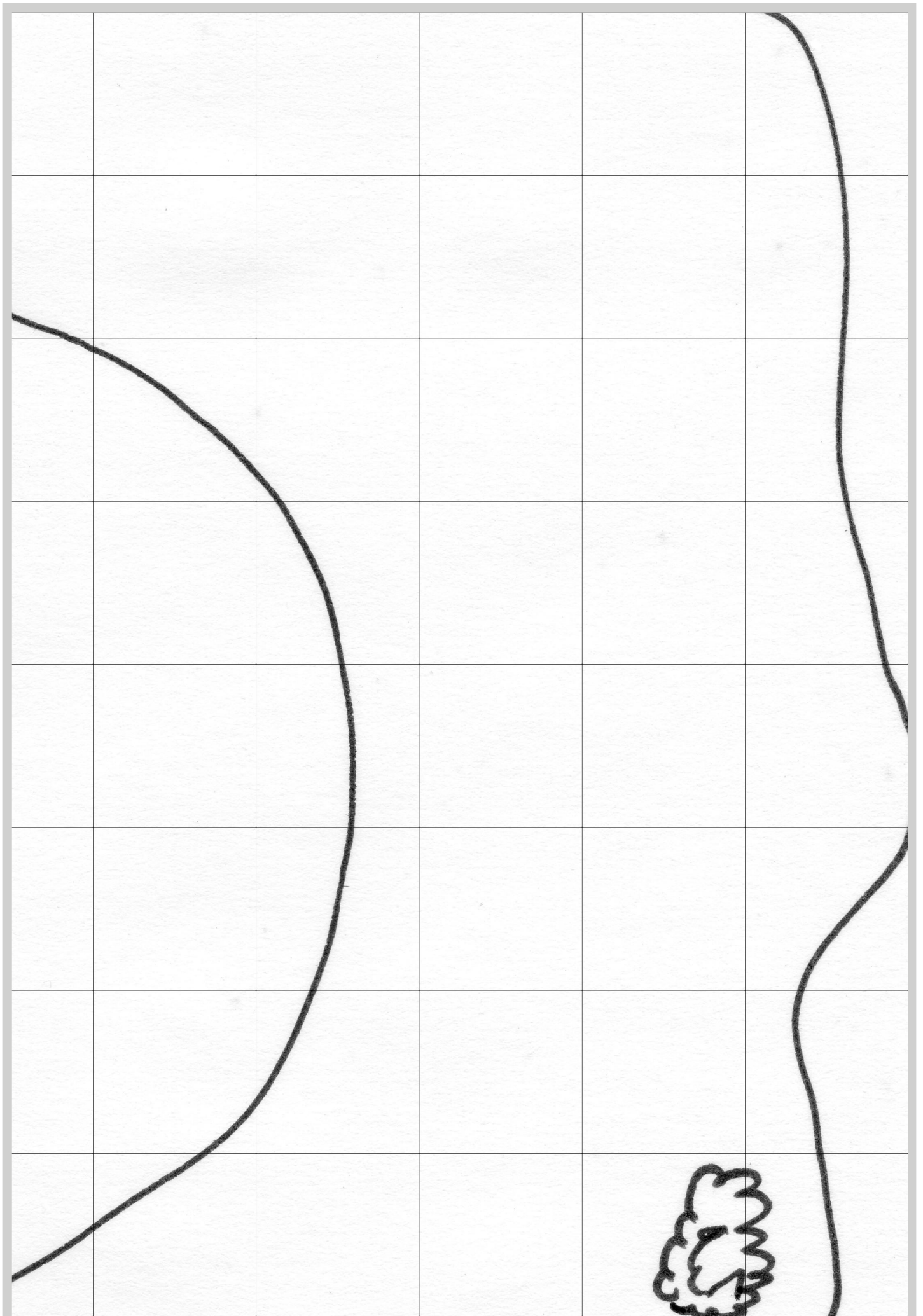
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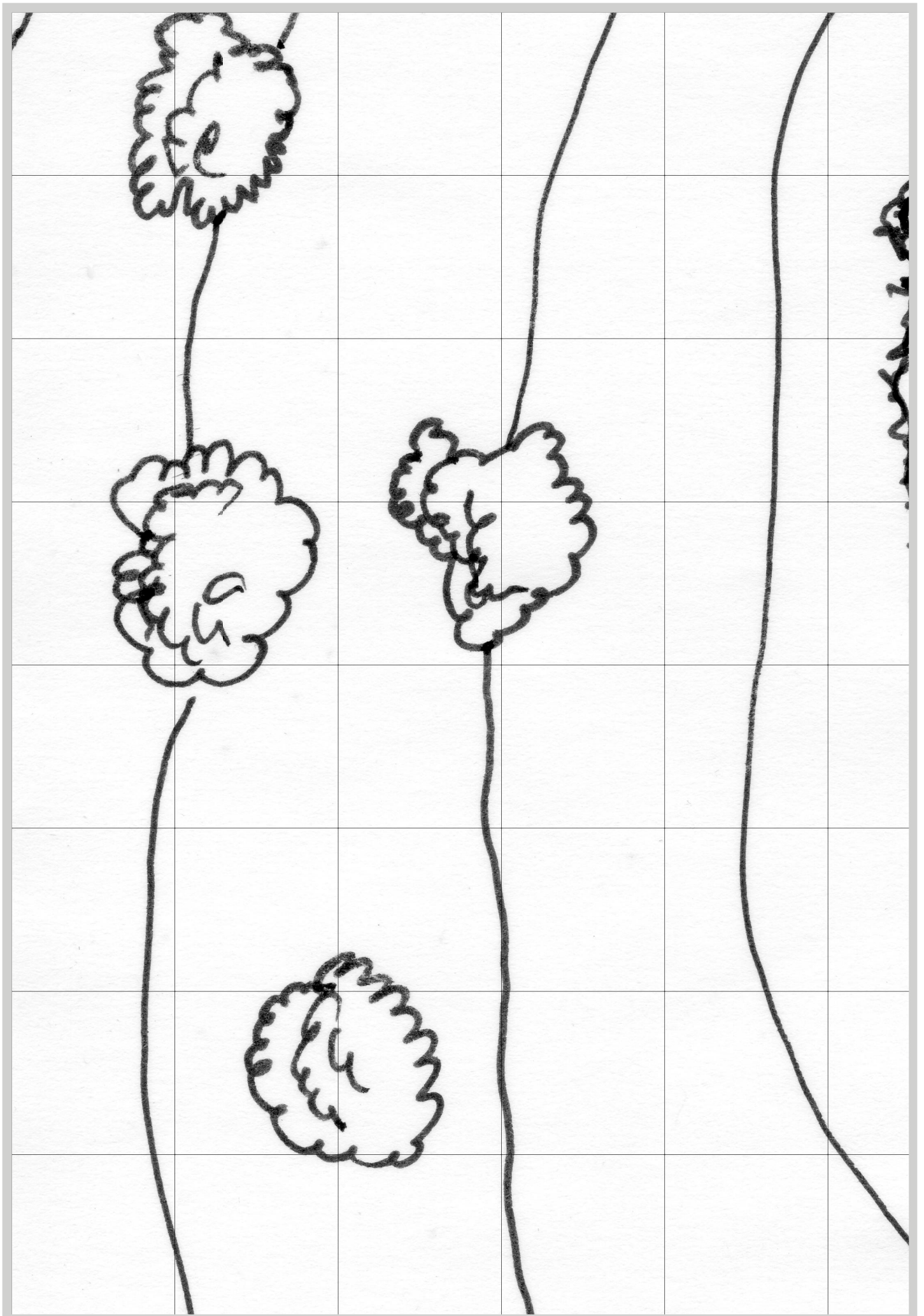
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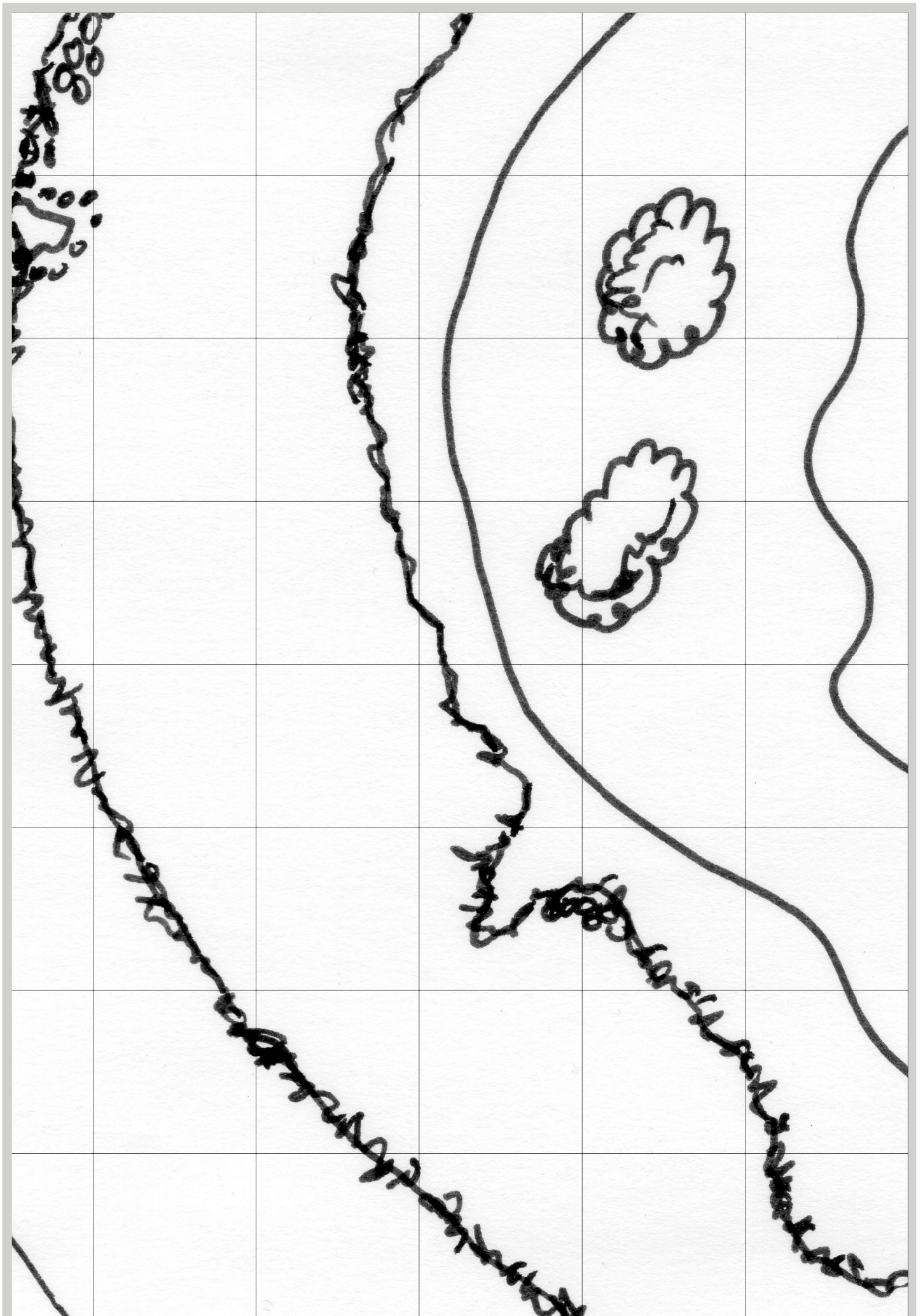
Gully and Cave Entrance: Map Sheet 7



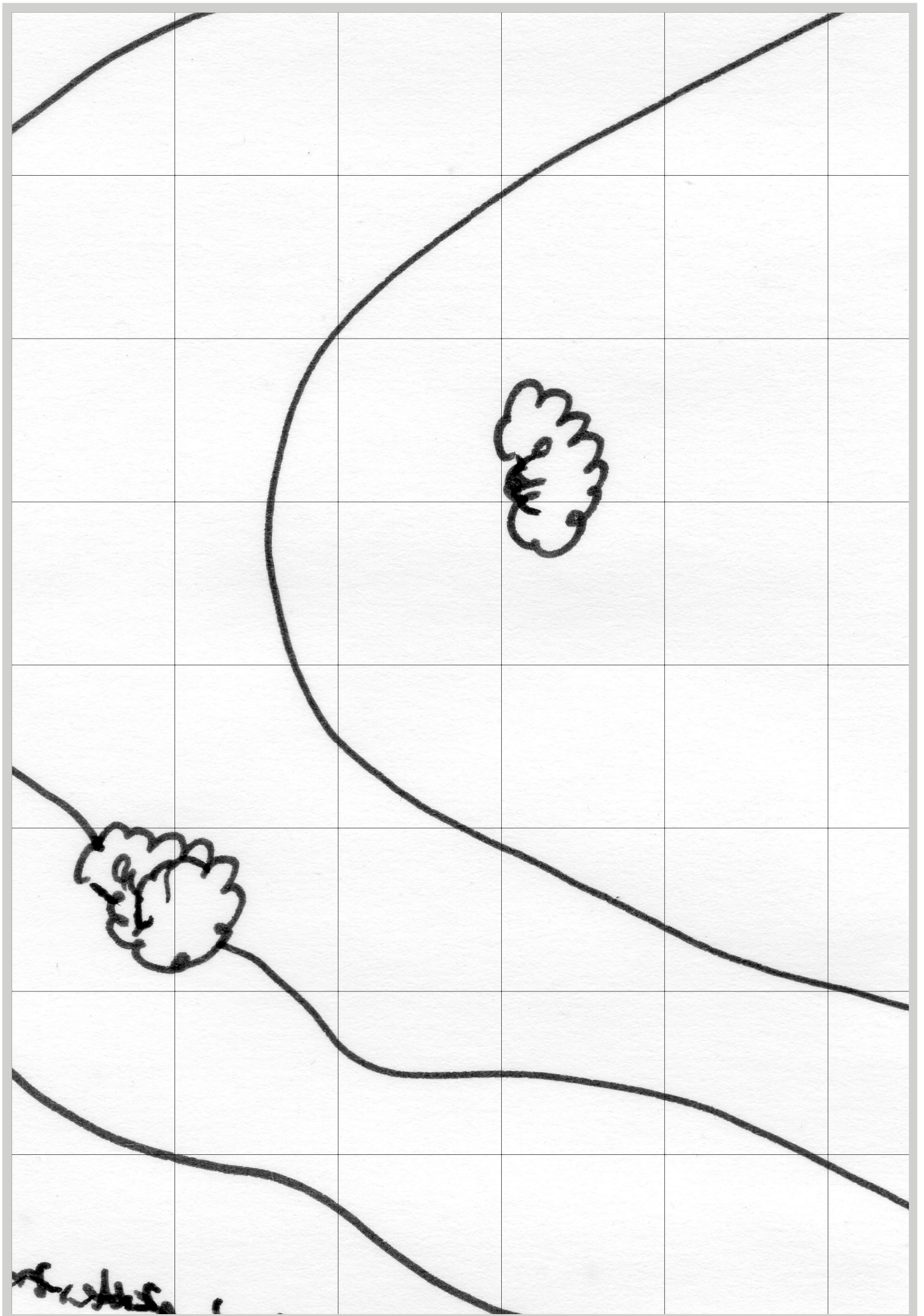
Gully and Cave Entrance: Map Sheet 8



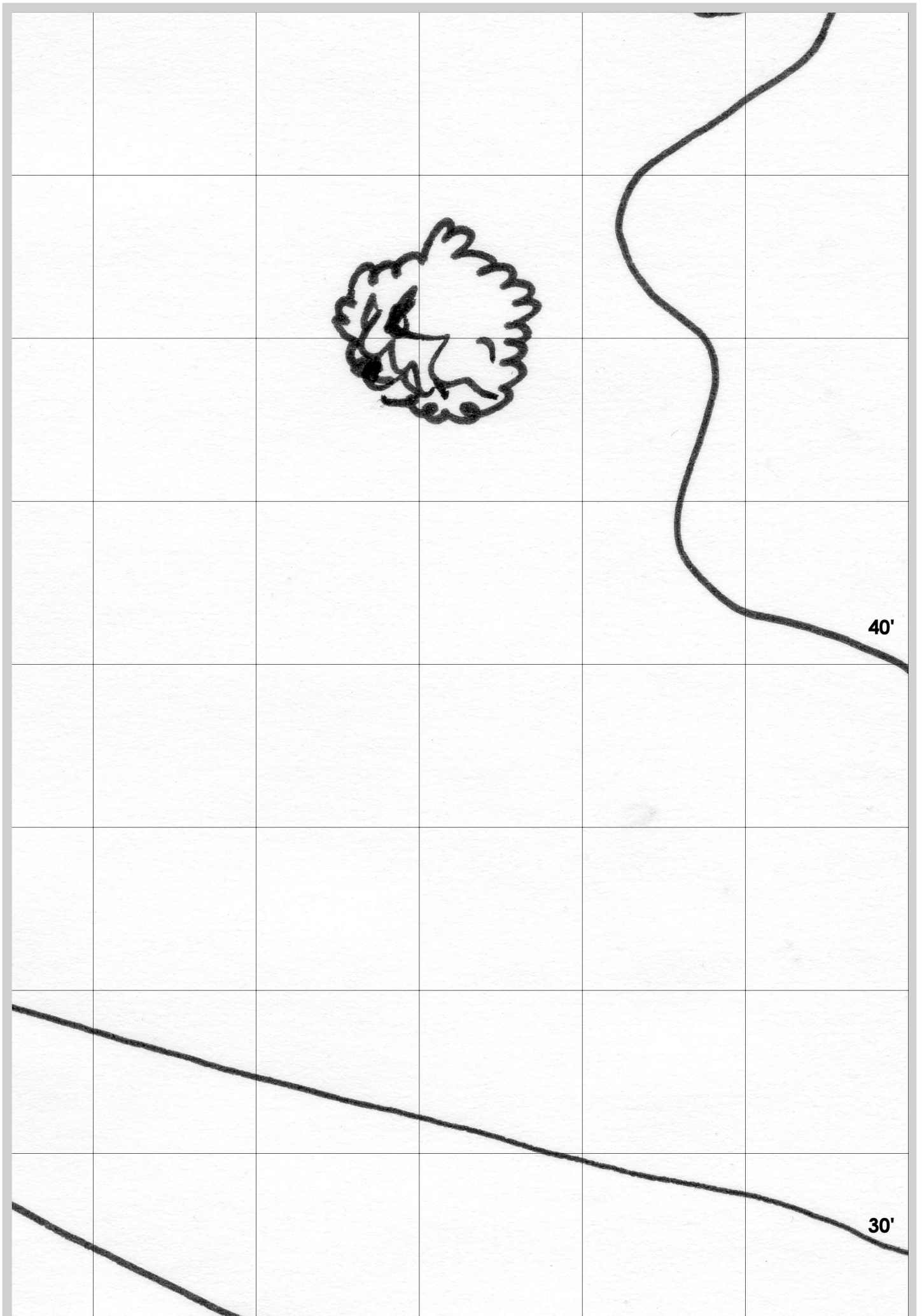
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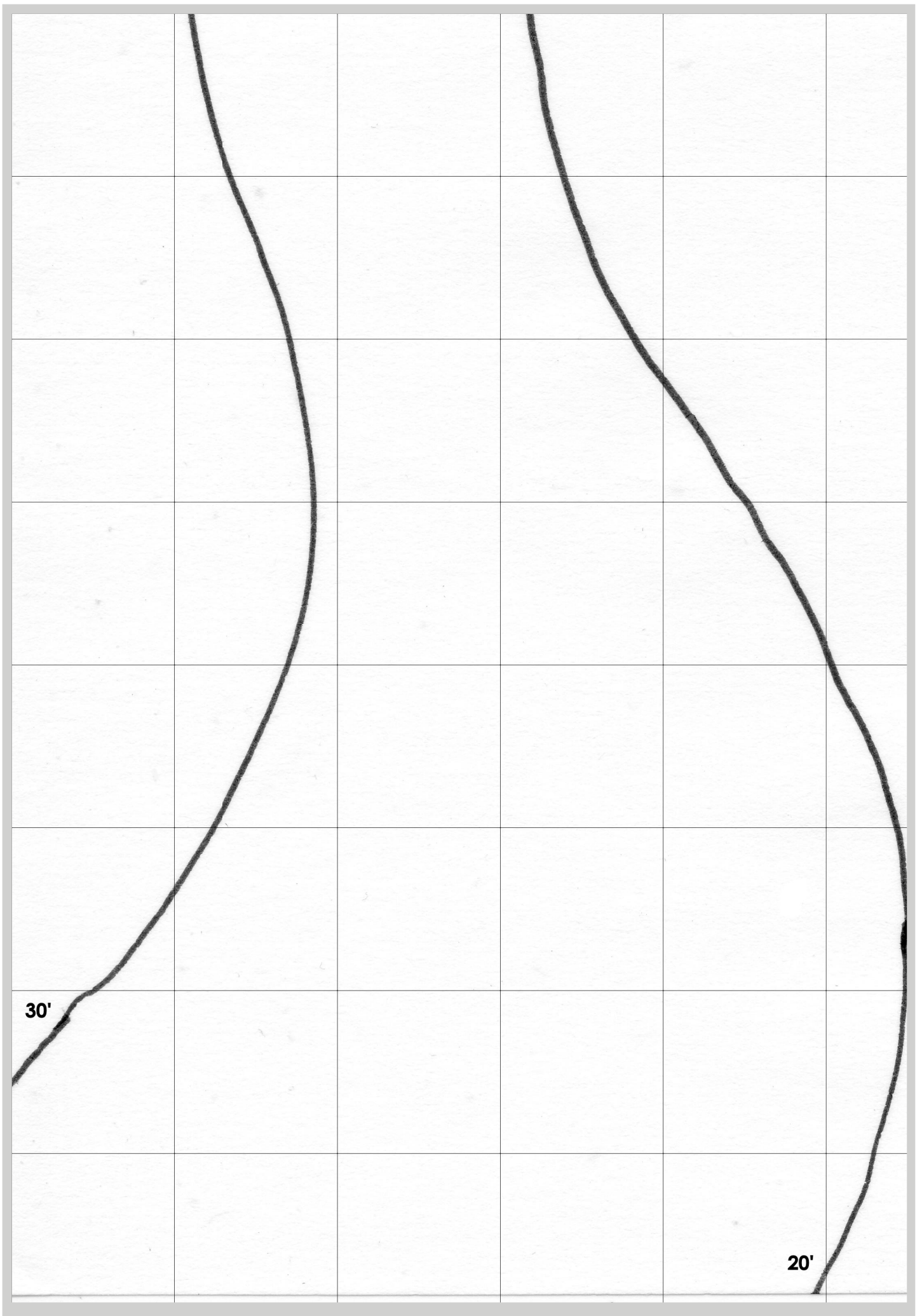
Gully and Cave Entrance: Map Sheet 10



Gully and Cave Entrance: Map Sheet 11



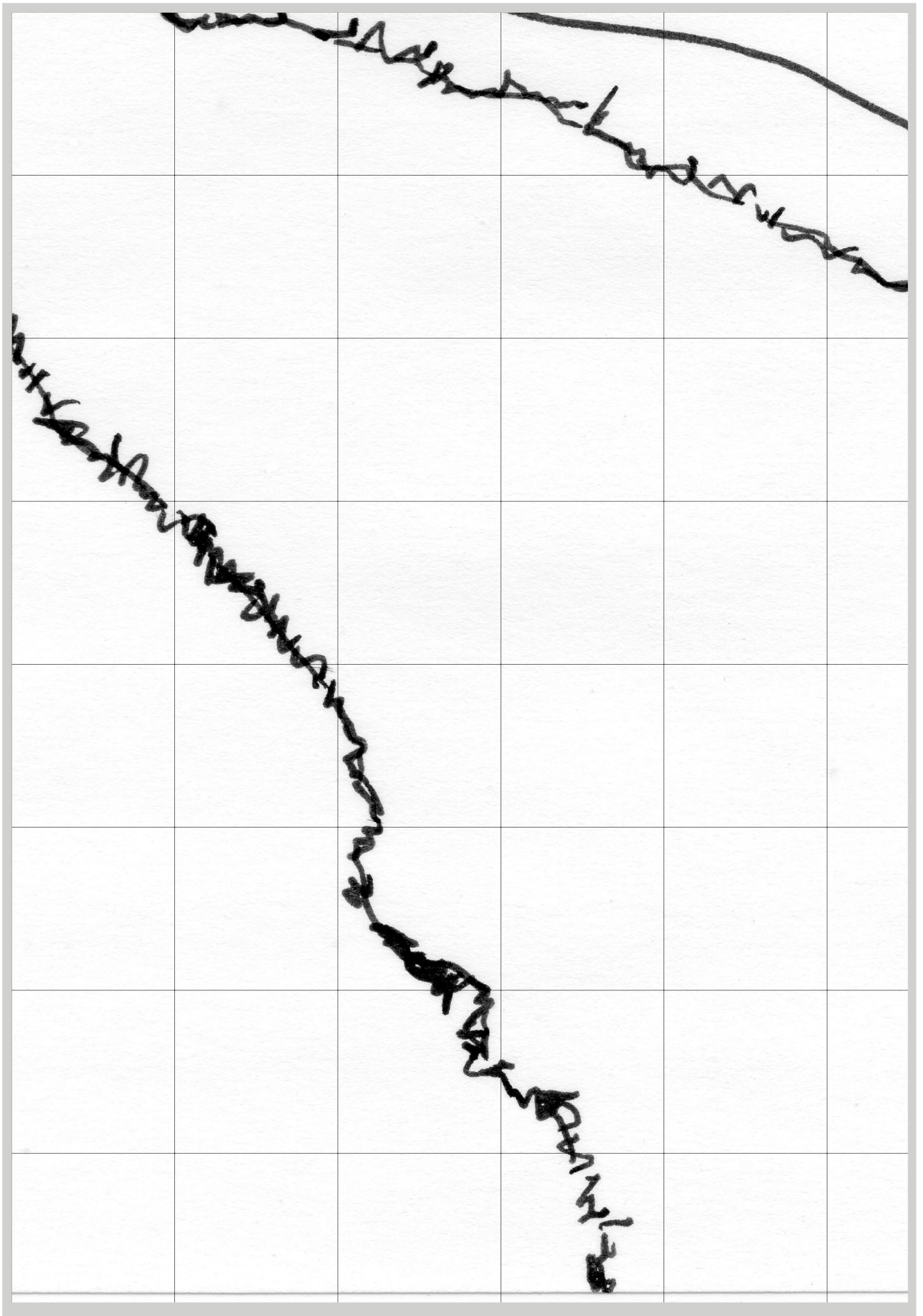
Gully and Cave Entrance: Map Sheet 12



Gully and Cave Entrance: Map Sheet 13



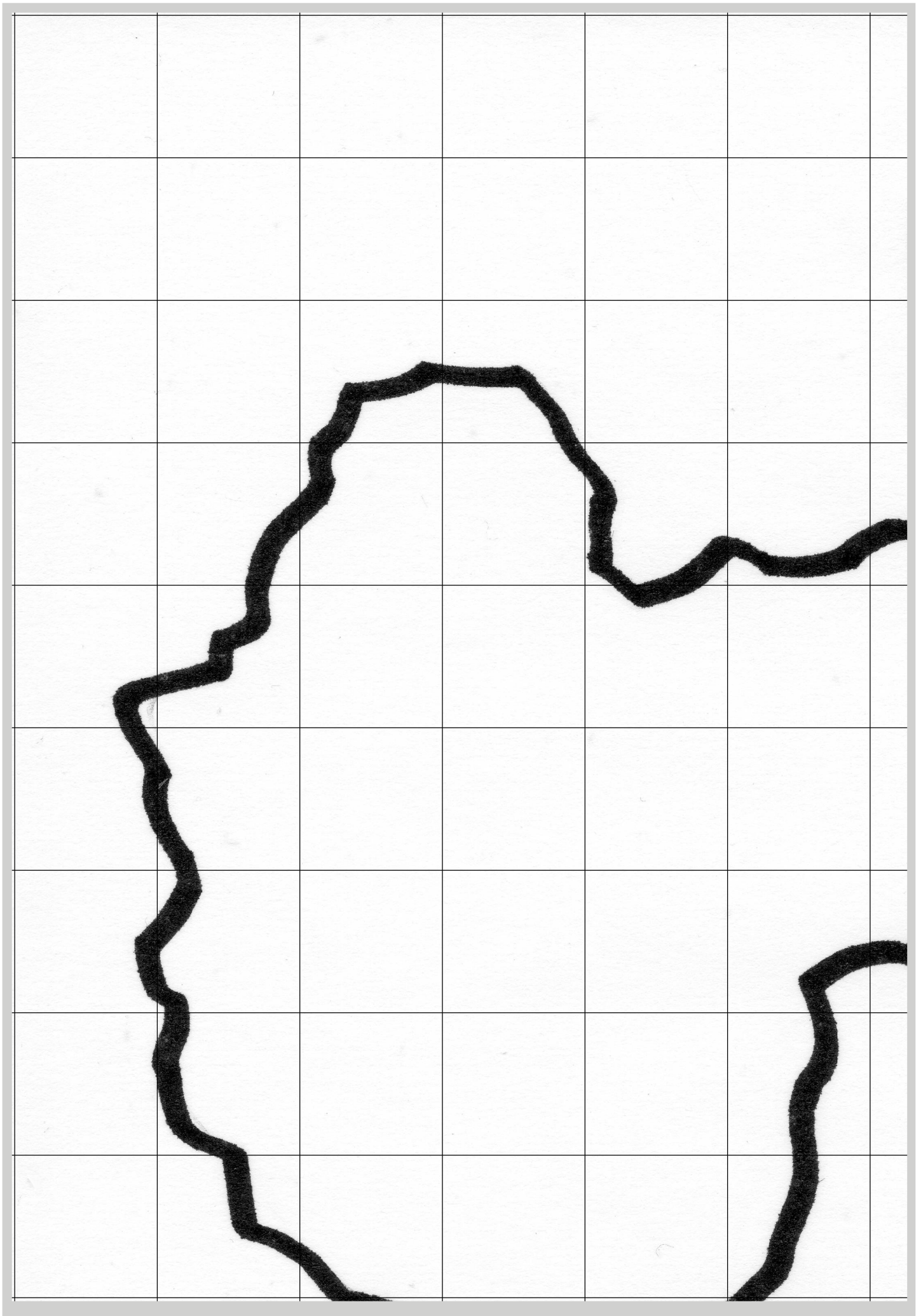
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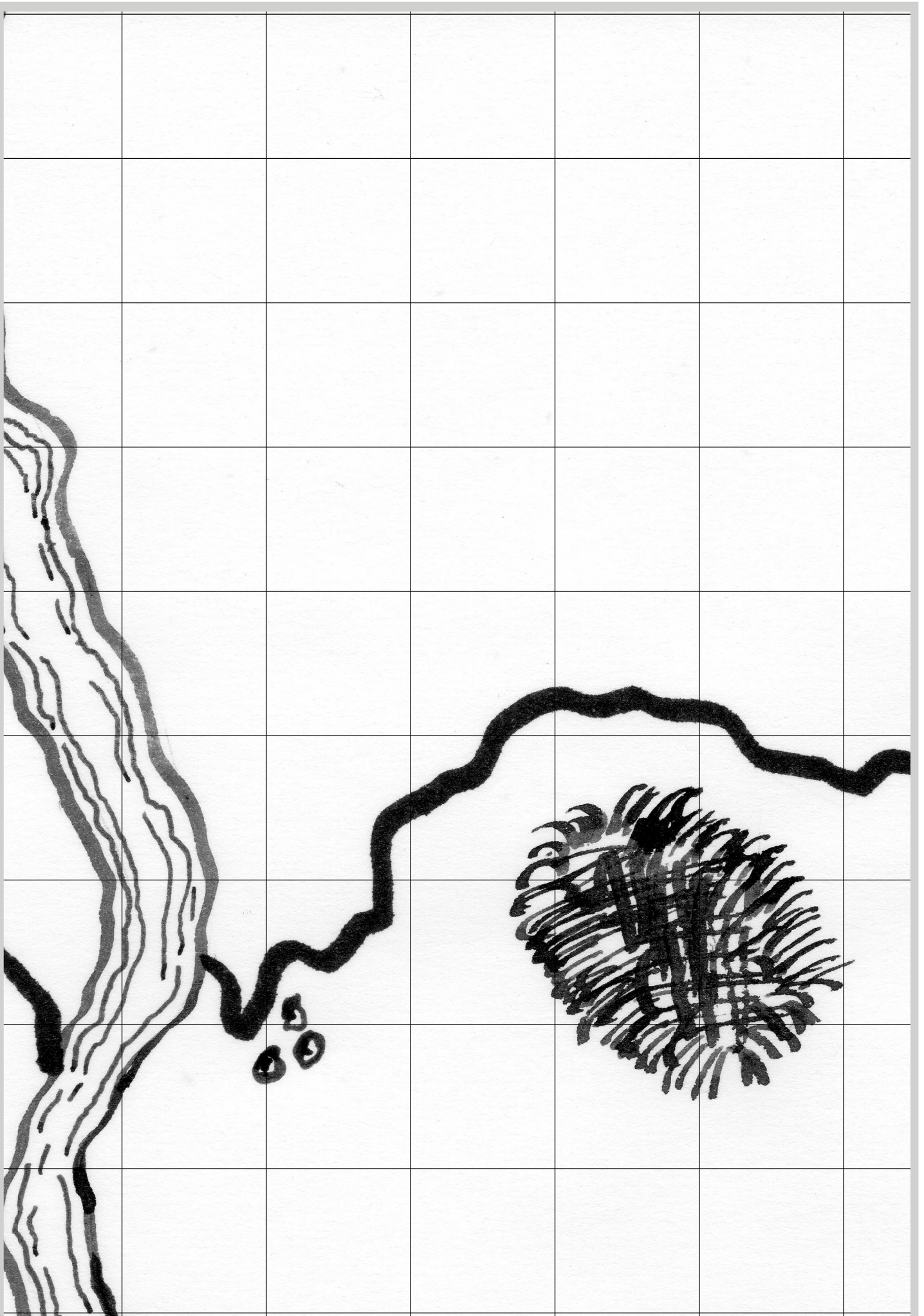
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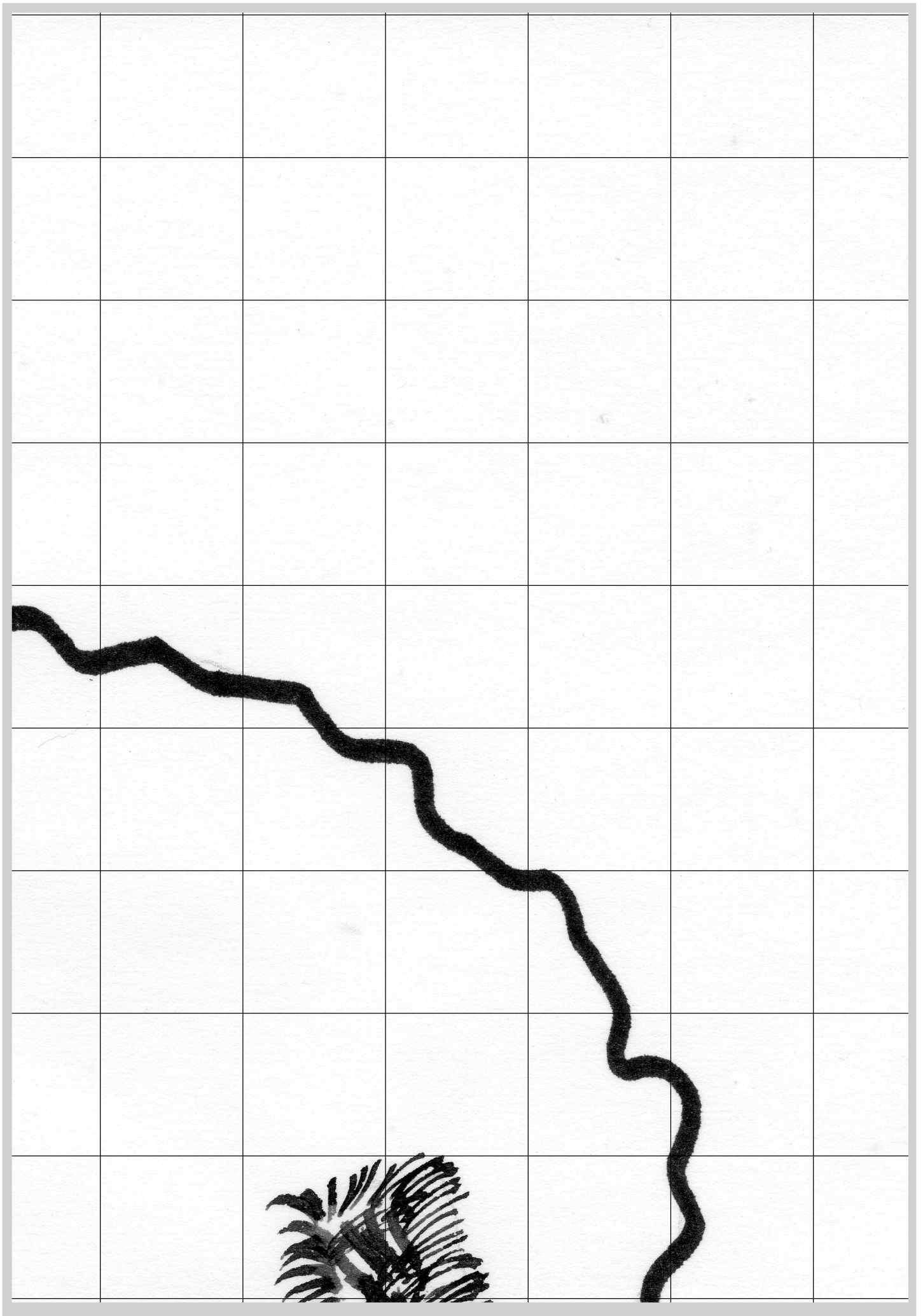


Gully and Cave Entrance: Map Sheet 16

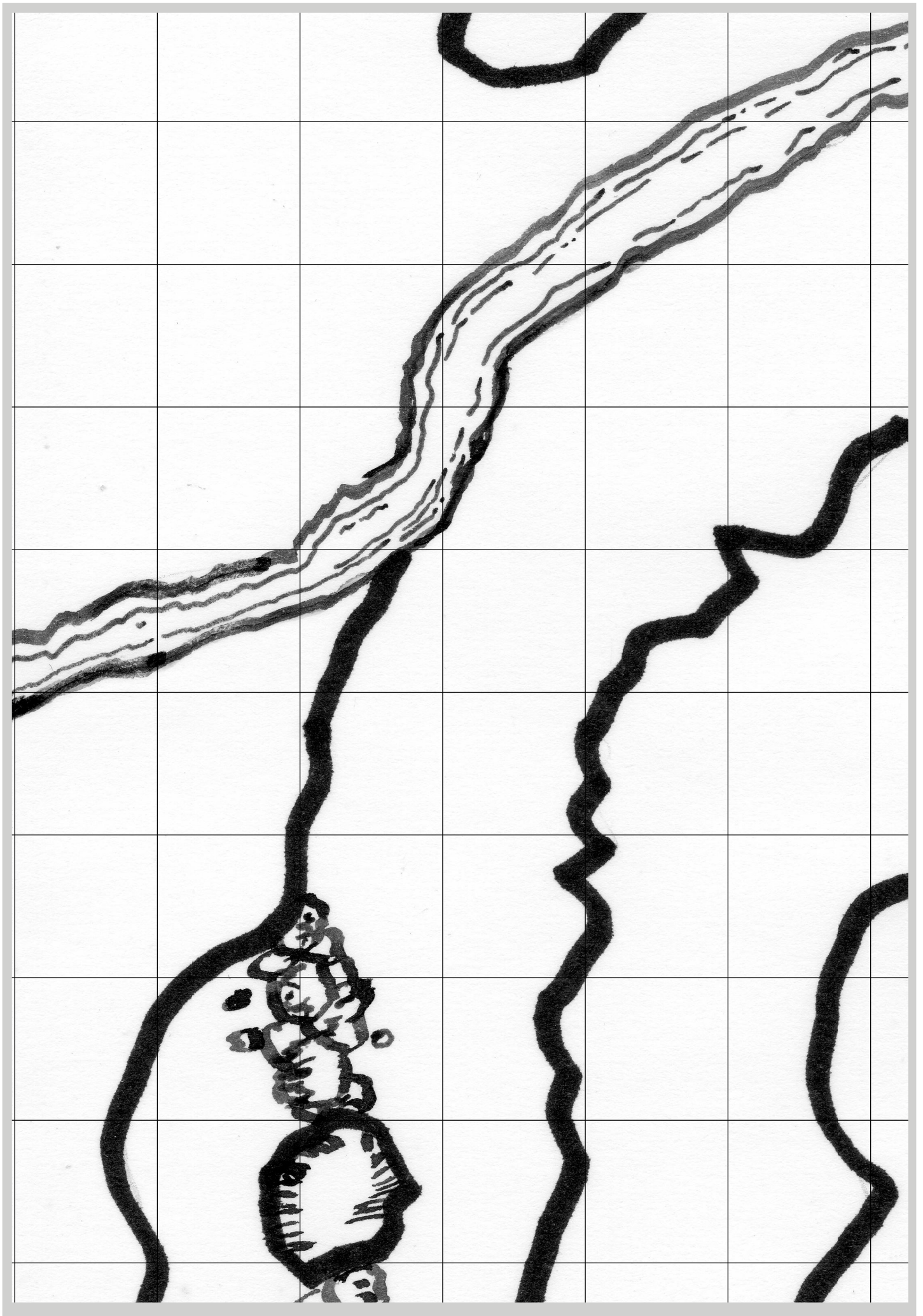


Ogre Caves: Map Sheet 1

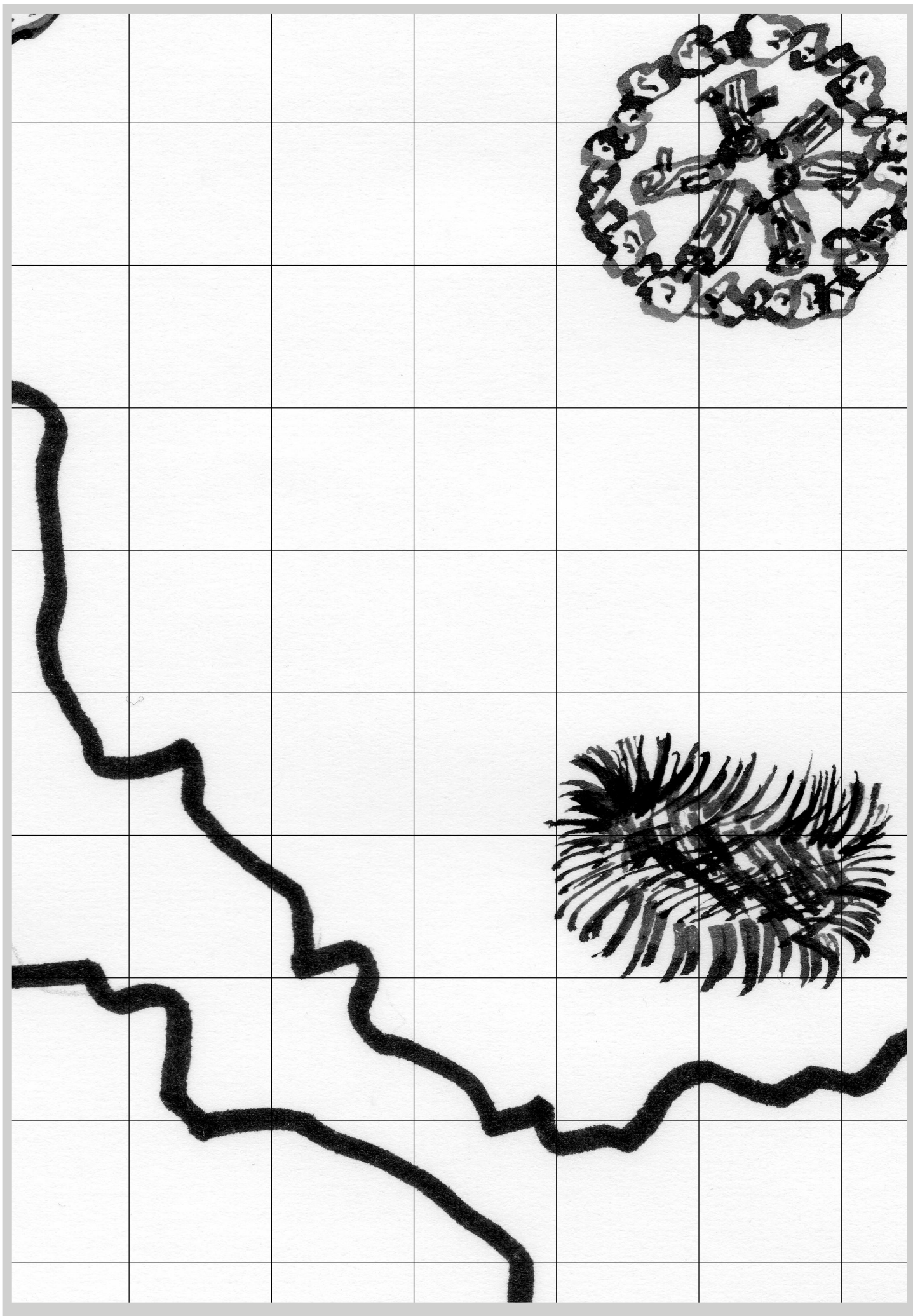


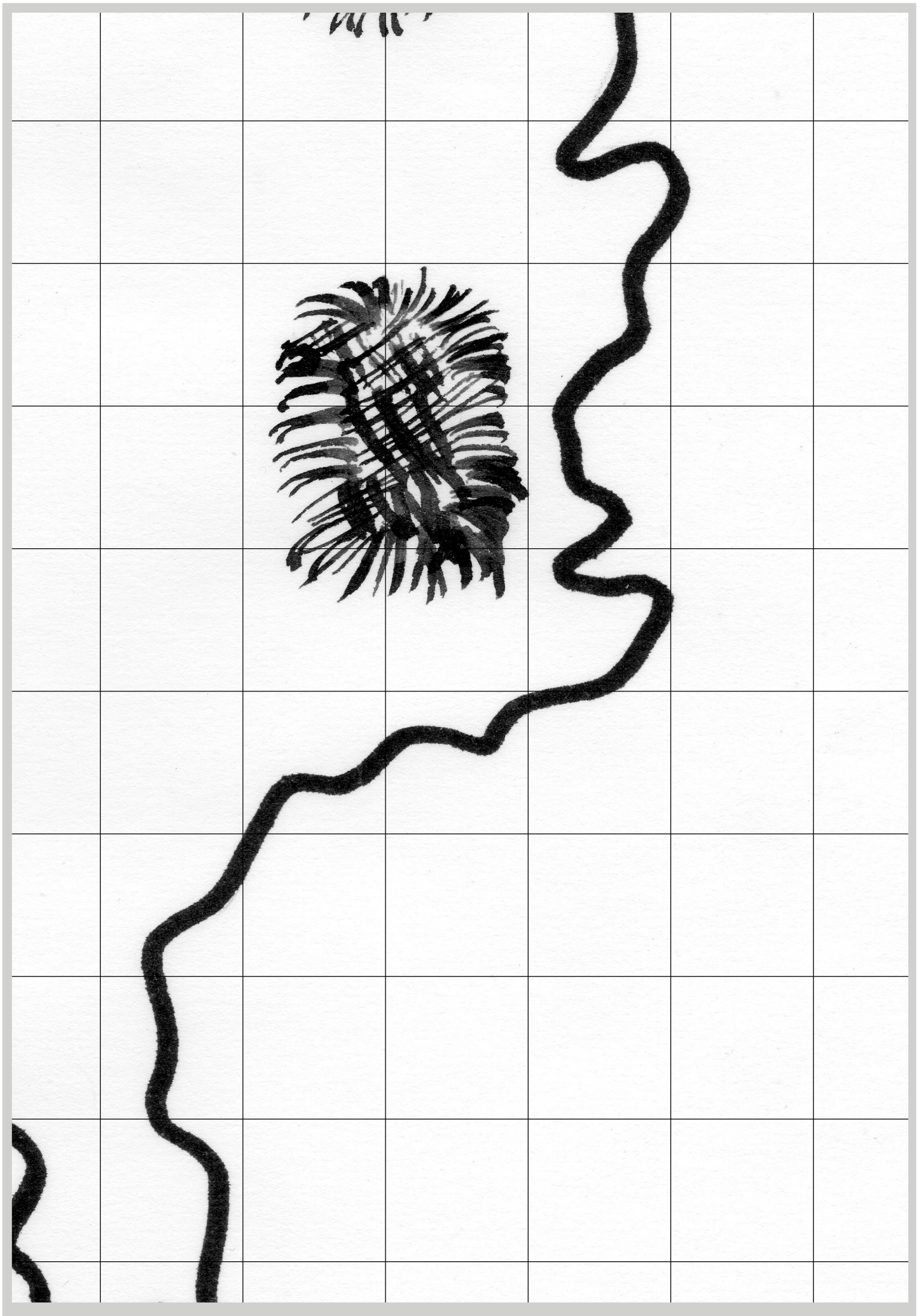


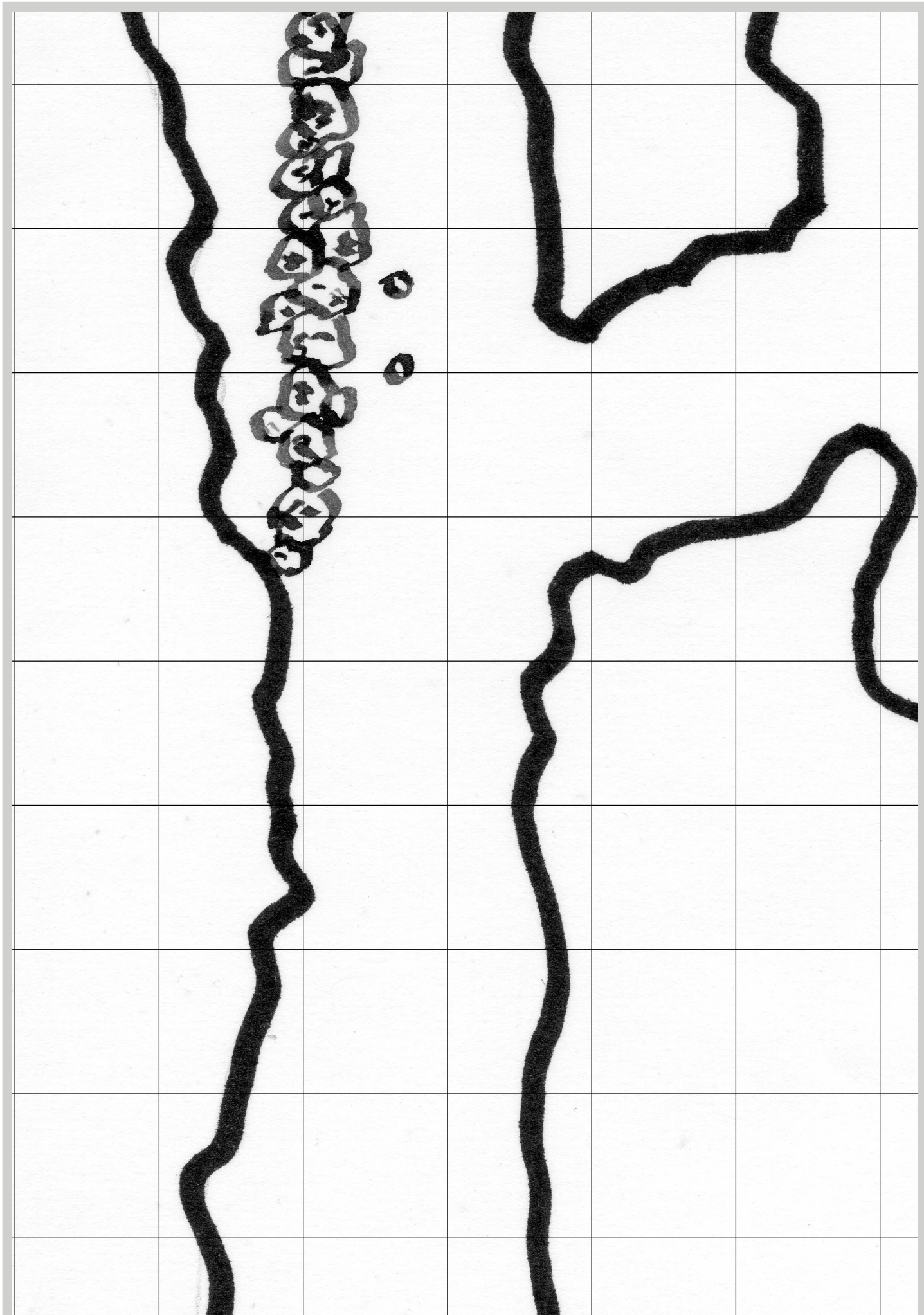
Ogre Caves: Map Sheet 3



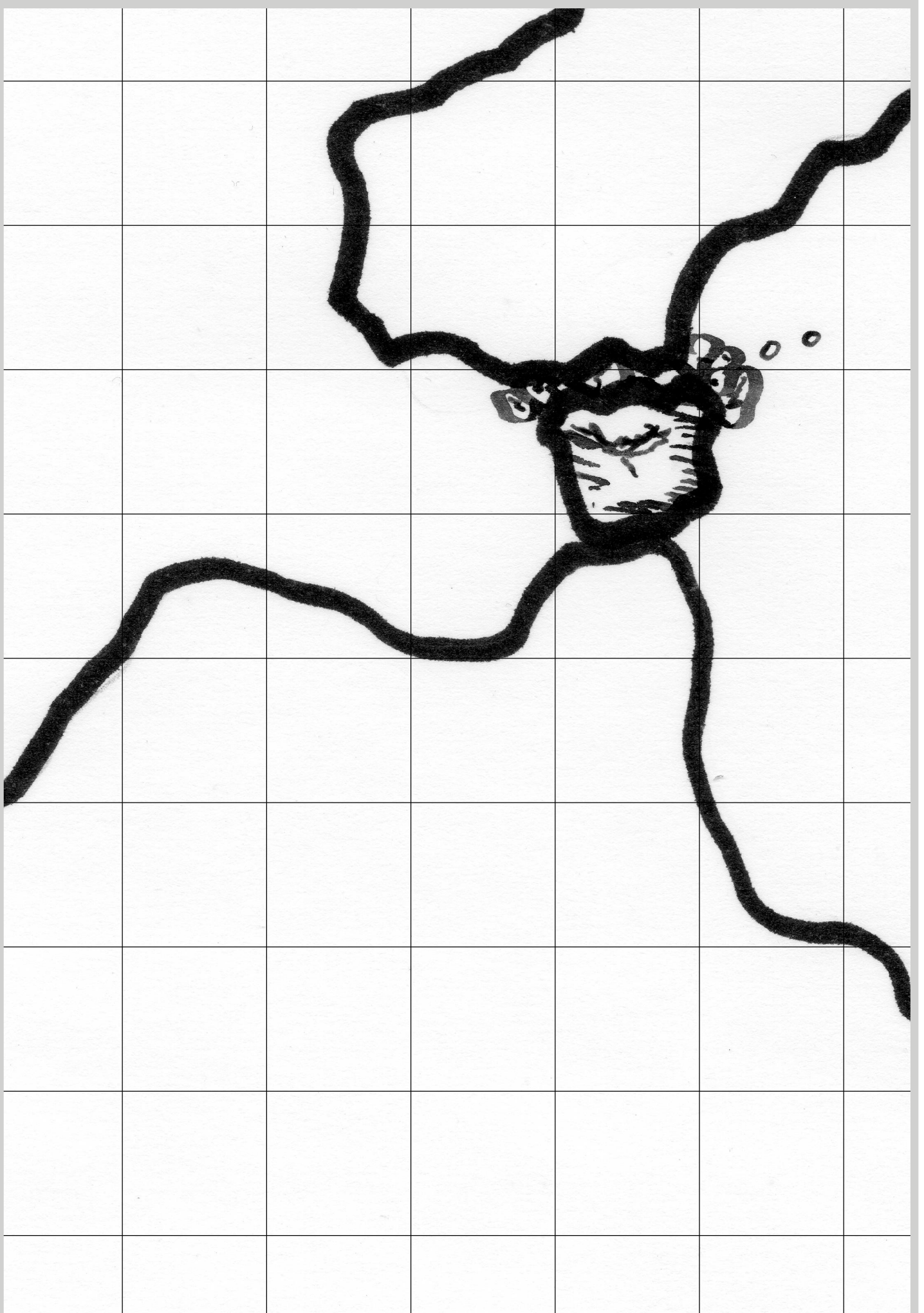
Ogre Caves: Map Sheet 4

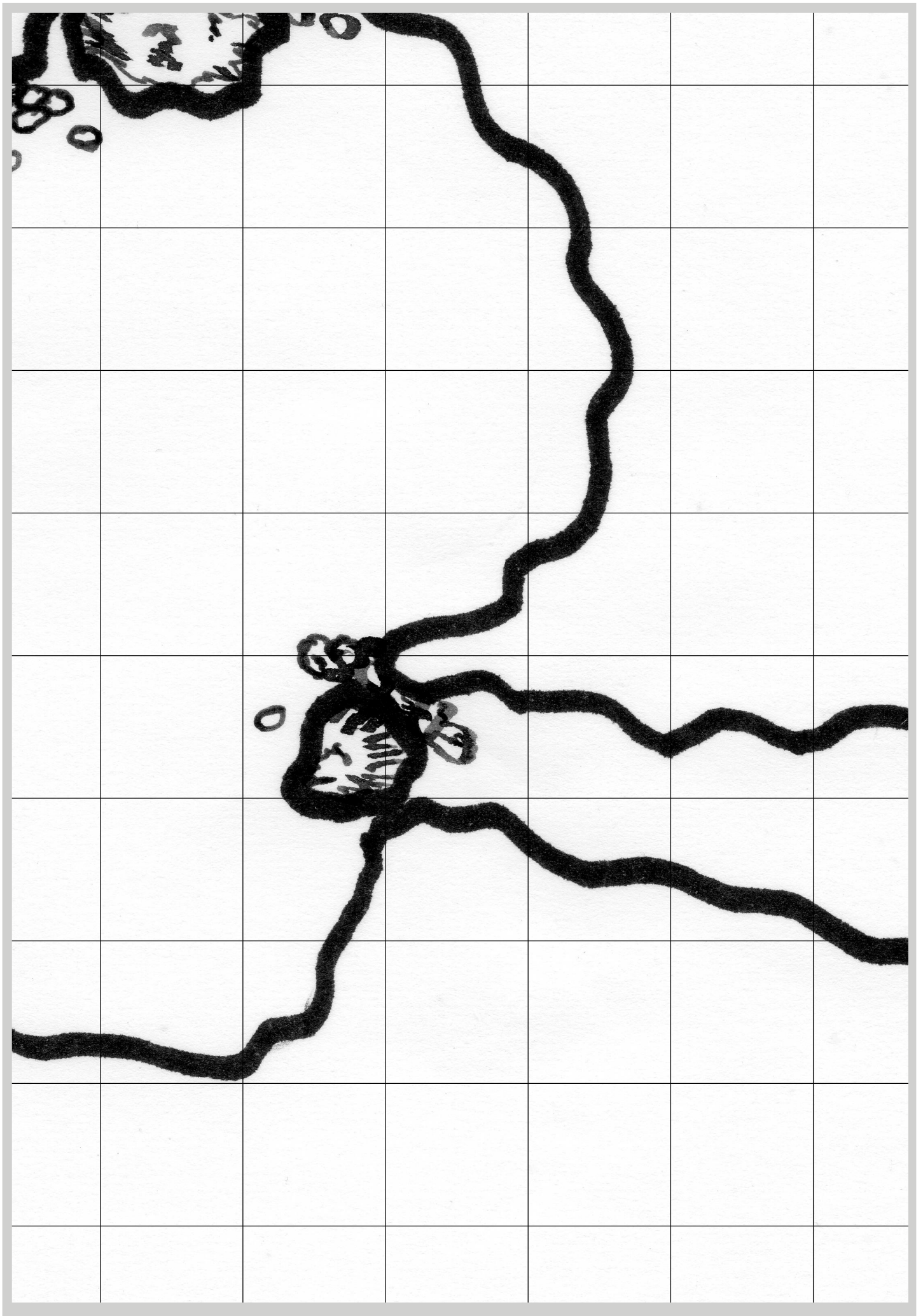






Ogre Caves: Map Sheet 7





DESIGNATION OF PRODUCT IDENTITY

The names Oubliette, Monster Club, Hornet Hill, Tales from Hell, Inheritance, Mouse Watch, The Song of Sithakk and PDF Heroes are product identity. All artwork, maps, diagrams, logos and design are product identity.

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