

CHAPTER 1 : CHARACTER CREATION

Character Abilities

Character Abilities must be determined by rolling randomly. Roll 3d6 for each of the abilities. The Game Master may allow you to roll abilities in any order, or in order as listed here.

Strength (STR) measures a character’s muscle and physical power. This ability is especially important for berserkers, fighters, thanes, dwarves, and elves because it helps them prevail in combat. High or low STR affects a character’s ability to hit and cause damage in combat, and the chances of a character forcing open a door.

Strength Table

Score	Modifiers to Hit, Damage*, and Forcing Doors	
3	-3	
4-5	-2	
6-8	-1	
9-12	+/-0	
13-15	+1	
16-17	+2	
18	+3	

**All hits will do a minimum of 1 point of damage,*

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for thieves.

Dexterity Table

Score	Armor Class	
	Modifier	Missile Attack Modifier*
3	+3	-3
4-5	+2	-2
6-8	+1	-1
9-12	+/-0	+/-0
13-15	-1	+1
16-17	-2	+2
18	-3	+3

**These modifiers apply only to hit, not to damage.*

Constitution (CON) represents a character’s health and stamina. A Constitution bonus increases a character’s hit points, so the ability is important for all classes.

Constitution Table

Score	Hit Point Modifier per Hit Die*
3	-3
4-5	-2
6-8	-1
9-12	+/-0
13-15	+1
16-17	+2
18	+3

**A character will receive a minimum of 1 hit point per level regardless of hit point modifier*

Intelligence (INT) determines how well a character learns, remembers, and reasons. This ability is important for magic-users and elves.

Intelligence Table

Score	Additional Languages
3	0
4-5	0
6-8	0
9-12	0
13-15	-1
16-17	-2
18	-3

Wisdom (WIS) describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics.

Wisdom Table

Score	Saving Throw Modifiers (to all magical effects*)
3	-3
4-5	-2
6-8	-1
9-12	+/-0
13-15	+1
16-17	+2
18	+3

**This modifier applies to all effects of magical origin, but excludes breath weapons. All magical devices are included (wands, staves, etc., but not swords or other weapons).*

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability is important for how other characters or monsters will respond to a character in an encounter, and affects the morale of hirelings and the number of retainers a character may have. This ability is very important for Thanes.

Charisma Table

Score	Reaction Adjustment	Retainers	Retainer Morale
3	+3	1	4
4-5	+2	2	5
6-8	+1	3	6
9-12	+/-0	4	7
13-15	-1	5	8
16-17	-2	6	9
18	-3	7	10

Ability Prime Requisites

The classes discussed in the next portion of this section have ability prime requisites. The table below details the effect a score in a prime requisite has on experience points earned by characters.

Prime Requisites Table

Score	Experience Adjustment
3-5	-10%
6-8	-5%
9-12	+/-0%
13-15	+5%
16-18	+10%

Choosing a Class

Once abilities have been determined, each player must choose a class. Each class will have a prime requisite, and some classes have a requirement of a minimum ability score. If the prime requisite ability is high enough, the character will receive a bonus to experience. Sometimes, a player will choose a certain class and the character does not have a prime requisite high enough to receive the experience bonus. In these cases, 2 ability points may be sacrificed from one ability to raise one prime requisite ability 1 point. This may be done more than once, but no ability can be lowered below 9. There are certain restrictions on how to raise or lower abilities. No ability may be lowered if it is also a prime requisite for the class, even if there are a few points to spare above the minimum required score. Dexterity can only be raised, never lowered. Constitution and Charisma are the only abilities that may not be modified in any way.

Hit Points

Hit points (hp) are a measure of a character's ability to take damage before death occurs. When a character, or any other being, reaches 0 or fewer hit points, he dies. Each character class rolls a different kind of die to determine hit points, as noted in the Character Classes section. One die is rolled at first level, and further dice are rolled and cumulatively added to the total hp for each level of experience, unless otherwise noted. One optional rule, to allow first level characters to be hardier, is for the Game Master to allow all hp rolls for first level characters to be re-rolled when results of 1 or 2 occur.

Character Classes

In Viking Saga there are two racial groups, humans and demi-humans. Demi-humans are races that are in many ways similar to humans, but have slightly different talents and appearances. Humans can choose to be one of six different classes, but demi-humans are a class defined by their race. Humans can be berserkers, clerics, fighters, magic-users, thanes, and thieves. Dwarves and elves are their own classes. High or low prime requisite abilities affect all experience earned for each class (see the Prime Requisite table). A character must have the minimum required ability, if one is indicated, in order to choose a particular class.

BERSERKER

Requirements: STR 13+, CON 13+
 Prime Requisite: CON
 Hit Dice: 1d8

Fierce fighting-men, shield-biter. You know no fear and charge into battle with a wild roar.

“they often fought without mail, that is, in their bare sarks. They were huge and strong but ugly to behold, unkempt, unwashed, surly and bullying. In battle a madness came upon them; they howled, foamed at the mouth, grew swollen and purple in the face, gnawed the rims of their shields, and rushed forward like angry aurochs. Then their strength was such that no ordinary man could stand before them. It was said that iron would not bite on them, either. Truth was, the wounds they got, save for the deepest, hardly bled and closed up almost at once. After the rage was past, they were weak and shivery. By that time, however, most who had tried to fight them would be dead or fled.

Goodfolk loathed berserkers.... and feared them.” –Poul Anderson “**Hrolf Kraki’s Saga**”

Berserkers are limited to melee weapons only, and cannot wear any armor though they may use a shield. Also, they may not use any magic item other than potions.

Battle Rage: Any round following a round in which a Berserker took damage, he may make an extra melee attack.

True Strike: Starting at 4th level, a Berserker may attack magical creatures as if wielding a +1 weapon (though he does not get any bonus to attack or damage - only the ability to hit magical creatures).

Berserker Level Progression

Experience	Level	Hit Dice (d8)	Base A.C.
0	1	2	9
2,255	2	3	8
4,501	3	4	7
9,001	4	5	6
18,001	5	6	5
36,001	6	7	4
72,001	7	8	3
144,001	8	9	2
288,001	9	10	1
388,001	10	+4 hp only*	0

*Hit point modifiers from CON are ignored.

CLERIC

Requirements: None
 Prime Requisite: WIS
 Hit Dice: 1d6

Humans who become clerics have pledged their lives to serve a deity. To this end, they conduct their lives in a way to further the desires and will of their gods or goddesses. Clerics may use divine energy in the form of spells, which are granted through prayer and worship. The power and number of cleric spells available to a character are determined by level. Clerics are also trained to fight, and they should be thought of not as passive priests but as fighting holy crusaders. If a cleric ever falls from favor, due to violating the beliefs of his god or breaking the rules of his clergy, the god may impose penalties upon the cleric. These penalties are entirely up to the Labyrinth Lord, but may include penalties to attack (-1) or even a reduction in spells available.

Clerics can use any form of armor and weapons except for weapons that have a sharp edge. This eliminates weapons such as swords, axes, and arrows, but not slings, maces, or other blunt items. Strict holy doctrine prevents clerics from using any cutting or impaling weapons.

Turning Undead: Clerics have the ability to Turn Undead. The potency of this ability is determined by level. The cleric is able to call upon the name and power of his deity to repel, and even destroy, undead. Turned undead will leave the area by any means they can, and will not attempt to harm or make contact with the cleric. On the Turning Undead table, there will be a dash, a “T”, a “D”, or a number corresponding to the HD of an undead creature and the level of the cleric. A dash means that the cleric has not attained high enough level to turn the undead type. A “T” means that the cleric automatically turns the undead, and a “D” means that the undead will be destroyed automatically. A number indicates that the player must roll that number or higher on 2d6 in order to turn the undead. If this roll is successful, or there is a “T” in the chart, the player rolls 2d6 again and the result equals the number of total hit dice of undead creatures turned. A “D” in the chart requires the same roll to determine how many HD of undead are destroyed. No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful use of Turn Undead.

Vikings Saga

Reaching 9th level: Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The Labyrinth Lord chooses which proportions of followers are bowman, infantry, etc.

Cleric Level Progression

Experience	Level	Hit Dice (d6)	Spell Level Progression				
			1	2	3	4	5
0	1	1	1	-	-	-	-
1,565	2	2	2		-	-	-
3,125	3	3	2	1	-	-	-
6,251	4	4	3	2	-	-	-
12,501	5	5	3	2	1	-	-
25,001	6	6	3	3	2	-	-
50,001	7	7	4	3	2	1	-
100,001	8	8	4	3	3	2	-
200,001	9	9	4	4	3	2	1
300,001	10	+1 hp only*	5	4	3	3	2

*Hit point modifiers from CON are ignored.

Cleric Turning Undead Table

Undead	Cleric Level									
	1	2	3	4	5	6	7	8	9	10
1	7	5	3	T	T	D	D	D	D	D
2	9	7	5	3	T	T	D	D	D	D
3	11	9	7	5	3	T	T	D	D	D
4	-	11	9	7	5	3	T	T	D	D
5	-	-	11	9	7	5	3	T	T	D
6	-	-	-	11	9	7	5	3	T	T
7	-	-	-	-	11	9	7	5	3	T
8	-	-	-	-	-	11	9	7	5	3
9	-	-	-	-	-	-	11	9	7	5
Infernal*	-	-	-	-	-	-	-	11	9	7

*This category includes very powerful undead, or unholy beings such as demons and devils

DWARF

Requirements: CON 9+
 Prime Requisite: STR
 Hit Dice: 1d8

Dwarves have a reputation for having surly attitudes, and are particularly gruff with elves. Dwarves are stout, short, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves value precious metals and stones, and live underground. Perhaps not surprisingly, they have skin, hair and eye colors in earth tones. Due to their short height, dwarves cannot use two-handed weapons. However, they can use any other weapon or armor.

Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60 feet. From their experience underground, dwarves have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function. In addition to these abilities, dwarves are particularly hardy people, and have a strong resistance to magic, as reflected in their saving throws. Further, a dwarf character will speak the common tongue and dwarvish.

Reaching 9th Level: When a dwarf reaches level 9, he has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.

Dwarf Level Progression

Experience	Level	Hit Dice (d8)
0	1	1
2,187	2	2
4,375	3	3
8,751	4	4
17,501	5	5
35,001	6	6
70,001	7	7
140,001	8	8
280,001	9	9
400,001	10	+3 hp only*

*Hit point modifiers from CON are ignored.

ELF

Requirements: INT 9+
 Prime Requisite: STR and INT
 Hit Dice: 1d6

Elves have pointed ears, and are thin, fey beings. They are very diverse in appearance, much like humans, and there are said to be different kinds of elves in distant locations. They typically weigh about 120 pounds and are between 5 and 5 1/2 feet tall. Though very peaceful people who enjoy good, light food and play, elves are very talented fighters and users of magic. They can wield any weapon and use any armor, in addition to casting spells as a magic-user. An elf must have at least 13 in both prime requisites in order to get the +5% to experience. They must also have an INT of 16 and a STR of 13 to get the +10% bonus.

Elves have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their connection to nature, elves are completely unaffected by the paralysis ghouls can inflict. Elves can speak the common tongue, and elvish.

Reaching 9th Level: Elves can establish a stronghold in a natural setting, such as a forest or glen, when they reach the 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.

Elf Spell Progression: Elves follow the same spell progression as magic-users up to 10th level. Refer to the chart provided under the magic-user class description.

Elf Level Progression

Experience	Level	Hit Dice (d6)
0	1	1
4,065	2	2
8,125	3	3
16,251	4	4
32,501	5	5
65,001	6	6
130,001	7	7
200,001	8	8
400,001	9	9
600,001	10	+2 hp only*

*Hit point modifiers from CON are ignored.

FIGHTERS

Requirements: None
 Prime Requisite: STR
 Hit Dice: 1d8

Fighters, as their name implies, are exclusively trained in the arts of combat and war. They are specialists at dealing physical blows. Unlike other classes, fighters are particularly burdened in a group of adventurers because they are tougher and must take the lead to defend others. Fighters can use any weapons and armor.

Reaching 9th Level: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Fighter Level Progression

Experience	Level	Hit Dice (d8)
0	1	1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5
32,501	6	6
65,001	7	7
120,001	8	8
240,001	9	9
360,001	10	+2 hp only*

*Hit point modifiers from CON are ignored.

MAGIC USERS

Requirements: None
 Prime Requisite: INT
 Hit Dice: 1d4

Sometimes called wizards, warlocks, or witches, magic-users study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly more powerful spells as they advance in level. However, they are limited in their choice of weapons, as they are only able to use small weapons such as a dagger. They are unable to use shields or wear any kind of armor. For these reasons, magic-users are weak at low levels, and in an adventuring group they should be protected.

Magic-users carry spell books, which hold the formulae for spells written on their pages. A magic-user can have any number of spells in a spell book, but can only memorize a certain number of spells that he can know off hand to cast at any time. This number increases as a magic-user increases in class level.

Reaching 9th Level: When a magic-user reaches the 9th level, he is able to create spells and magic items. These rules are in the Magic Research portion of Section 8.

A magic-user may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Magic-User Level Progression

Experience	Level	Hit Dice (d4)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+1 hp only*

*Hit point modifiers from CON are ignored.

Elf & Magic-User Spell Progression

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

RUNECASTER

Requirements: STR 12+, INT 15+

Prime Requisite: INT

Hit Dice: 1d8

Legendary warriors with the ability to craft powerful “rune-magic”. They fight and save as normal Fighters, but they advance more slowly. They are able to use all magic items that any normal fighter can.

Runes: Runecasters have knowledge of runes that control magical properties. Runes must be learned and are not “cast” or forgotten as normal spells. It requires time to craft a rune and failure is possible. Runecasters have a very limited selection of runes, and will always be looking to learn more. At first level a Runecaster starts the game knowing 1d3 runes (selected randomly or assigned by the GM – they are not freely chosen by the player). At each new experience level, the character can attempt to learn a new rune (based on the character’s INT score). If the check is successful, he adds the rune to his list of known runes. If the result fails, the character cannot attempt to learn that rune until he gains another level of experience.

Ominous Reputation: A Runecaster can only have ½ the number of followers or henchmen as allowed by his CHA score.

Rune Learning Ability

INT Score	% Chance to Learn Rune
3	20%
4-5	30%
6-7	35%
8-9	40%
10-12	50%
13-14	70%
15-16	80%
17	85%
18	90%

Runecaster Level Progression

Experience	Level	Hit Dice (d8)
0	1	1
2,355	2	2
4,401	3	3
8,801	4	4
17,001	5	5
34,001	6	6
68,001	7	7
136,001	8	8
270,001	9	9
450,001	10	+2 hp only

THANES

Requirements: CHA 13+

Prime Requisite: CHA

Hit Dice: 1d8

The Noble hero, thanes are a warrior above all other warriors, a leader of men. Men will flock to a thanes banner as they advance in level.

Leader of Men: Starting at 2nd level, men will begin flocking to the Thane's banner. Roll on the table below to determine who joins each level.

Reaching 9th Level: At level 9 a thane may take control of a parcel of land or build a fleet of longships. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Thane Level Progression

Experience	Level	Hit Dice (d8)
0	1	1
2,495	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
320,001	9	9
440,001	10	+2 hp only*

*Hit point modifiers from CON are ignored.

Thane Follower Table

1d100 + Level Followers	
01-05	1 Warrior (0 level, no armor, spear)
06-15	1 Warrior (0 level, shield, spear)
16-25	2 Warriors (0 level, leather, shield, spear)
26-35	2 Archers (0 level, no armor, bow)
36-45	2 Warriors (0 level, mail+shield, spear)
46-60	2 Archers (0 level, leather, bow)
61-66	1 Huscarl (F1, mail+shield, sword)
67-75	3 Warriors (0 level, leather+shield, axes)
76-80	2 Huscarls (F1, mail+shield, sword)
81-90	3 Archers (0 level, leather, bow)
91-00	4 Warriors (0 level, leather+shield, axe)
101-105	3 Huscarls (F1, mail+shield, sword)
106-109	10 Warriors (0 level, leather+shield, spear)
110	30 Warriors (0 level, leather+shield, spear)

THIEVES

Requirements: None

Prime Requisite: DEX

Hit Dice: 1d4

Thieves have a range of unique skills associated with their profession that make them very handy companions in adventures. However, thieves can be a bit shady and they sometimes are not as trustworthy as other classes. Because of their need of stealth and free movement, thieves cannot wear armor heavier than leather, and they cannot use shields. They have a need for using diverse weapons, and are able to use any kind. A thief has the ability to backstab. He must catch an opponent unaware of his presence, using move silently and hide in shadows. The thief will receive an attack bonus of +4 and will multiply all damage by 2.

Thief Level Progression

Experience	Level	Hit Dice (d4)
0	1	1
1,251	2	2
2,501	3	3
5,001	4	4
10,001	5	5
20,001	6	6
40,001	7	7
80,001	8	8
160,001	9	9
280,001	10	+2 hp only

Thief Abilities: Thieves have the following range of skills, which improve as the thief gains levels. See the Thief Skills table. Note that usually the Labyrinth Lord will make rolls for these abilities, because a thief is not always aware when he has failed! All abilities are rolled on a 1d6.

Pick Locks: A thief is skilled in picking locks, but needs lock picks to do so. He can only try to pick a lock one time, and if he fails, he may not try the same lock again until he reaches a higher experience level. The referee might grant an additional try depending on the complexity of the lock.

Find and Remove Traps: A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before he can remove it!

Pick Pockets: This skill is the bread and butter of non-adventuring thieves, for it is a quick source of income...but not without peril.

Move Silently: When successful, others will not hear the movements of a thief. However, the thief always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Climb Walls: Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. They require a skill roll for each 100 feet they intend to climb. If the roll fails, they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

Hide in Shadows: A thief will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Hear Noise: Thieves can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the thief must be quiet and in a quiet environment.

Additional Abilities

Thieves gain the following abilities as they progress in levels:

Level 4: A thief can read languages (any) with 80% probability. This ability does not include magical writings. If the roll does not succeed, the thief may not try to read that particular piece of writing until he reaches a higher level of experience.

Level 9: When a thief attains level 9 he can establish a thief den, and 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them.

Level 10: A thief can read and cast magic from magic-user (and elf) scrolls with 90% accuracy. A failed roll means the spell does not function as expected, and can create a horrible effect at the Labyrinth Lord's discretion.

Thief Skill Table

Level	Pick Locks	Find & Remove Traps	Pick Pockets*	Move Silently	Climb Walls	Hide In Shadows	Hear Noise
1	1	1	1	1	1-3	1	1-2
2	1-2	1-2	1-2	1-2	1-3	1-2	1-2
3	1-2	1-2	1-2	1-2	1-4	1-2	1-3
4	1-3	1-3	1-3	1-3	1-4	1-3	1-3
5	1-3	1-3	1-3	1-3	1-4	1-3	1-3
6	1-4	1-4	1-4	1-4	1-5	1-4	1-4
7	1-4	1-4	1-4	1-4	1-5	1-4	1-4
8	1-5	1-5	1-5	1-5	1-5	1-5	1-4
9	1-5	1-5	1-5	1-5	1-5	1-5	1-5
10	1-5	1-5	1-5	1-5	1-5	1-5	1-5

Choosing Alignment

In Labyrinth Lord, all beings, whether characters or monsters, adhere to one of three philosophies or spheres of behavior. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his character is created. The different alignments are described below. Note that although players should do their best to adhere to one of these spheres, the Labyrinth Lord will take note when behavior deviates too much from their chosen alignment and he may assign a new alignment more appropriate to actual character actions. All alignments have alignment languages. In addition to the common tongue and other languages known, as indicated by class, adherents of a particular alignment share an alignment language that only they understand.

Law: Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good, and will choose the good of a larger group over the good of an individual.

Neutrality: Neutral beings are more self-centered. They believe in a balance between the ideas of law and chaos, and in their actions they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends, and generally will not put others' needs ahead of their own.

Chaos: Chaotic beings are in direct opposition to law. These beings should be seldom trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral being. Chaotic characters believe in chance and that there should be no innate order to life.

Character Languages

All characters begin with the common tongue and their alignment language. Some classes grant further languages, and characters with high intelligence receive additional languages. Additional languages can be chosen at the Labyrinth Lord's discretion. In general, any races or monsters capable of language have their own language. Most monsters have at least a 20% probability of speaking their own language and the common tongue. When we refer to the common tongue, we are assuming this is a language common to all humans. However, the Labyrinth Lord may rule that different humans have different languages, in which case a particular human language must be chosen rather than a common tongue.

Character Inheritance

Characters die. The Labyrinth Lord might allow players to create a will for their characters, to leave treasure behind for an heir. If this is done, the treasure must be stored with a reputable

bank, which will charge a total of 10% of the treasure for their services. A player might try to leave money to an heir through less safe means, such as burying it and leaving a map behind, but this is more risky. A character's heir has to be a new 1st level character, and a player is only allowed to leave a character inheritance one time.

Money and Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). The standard coin weighs about 1/10th of a pound (10 to the pound), and when a carrying device, such as a backpack, lists the weight it can carry this weight can be directly converted to coins to determine how many coins it can carry.

Equipment

Starting characters may purchase the following equipment. These lists will also be handy when characters need to restock supplies between adventures.

Weapons

Weapon	Damage	Weight
Axe, Long	6 gp 1d8	6 lb.
Axe, Hand	1 gp 1d6	3 lb.
Bow	25 gp	2 lb.
Quiver and arrows (20)	5 gp 1d6	3 lb.
Club	3 gp 1d4	3 lb.
Dagger / Dirk	3 gp 1d4	1 lb.
Dagger, silver	30 gp 1d4	1 lb.
Dart	5 sp 1d4	1/2 lb.
Flail	3 gp 1d6	5 lb.
Flail, heavy*	8 gp 1d8	10 lb.
Hammer, light	1 gp 1d4	2 lb.
Hammer, war*	7 gp 1d6	5 lb.
Mace / Morningstar	5 gp 1d6	3 lb.
Quarterstaff*	2 gp 1d6	4 lb.
Sling	2 gp	0 lb.
Bullets, sling (10)	nil 1d4	5 lb.
Spear	3 gp 1d6	6 lb.
Sword, Broad	10 gp 1d8	4 lb.
Sword, Short	7 gp 1d6	2 lb.
Sword, Two-Handed	15 gp 1d10	15 lb.

Armor

Armor	Cost	Armor Class	Weight
Helmet	10 gp	-	5 lb.
Leather Armor / Furs	6 gp	8	15 lb.
Mail Armor	70 gp	4	30 lb.
Padded / Quilted Armor	4 gp	8	10 lb.
Ring Mail Armor	30 gp	7	20 lb.
Scale Mail Armor	50 gp	5	40 lb.
Shield, Round	10 gp	1 less*	10 lb.
Unarmored	0 gp	9	nil

Animals & Transport

Animals & Transport	Cost
Cart	100 gp
Dog	3 sp
Dog, guard	25 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, draft	40 gp
Horse, riding	75 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot

Adventuring Gear

Gear	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Candles (10)	10 cp	—
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Crowbar	2 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	2 gp	—
Garlic (3 cloves)	5 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Ink (1 oz. Vial)	8 gp	—
Quill pen	1 sp	—
Ladder, 10-foot	5 cp	20 lb.
Lantern	9 gp	3 lb.
Lock	20 gp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Rations, unpreserved (per day)	2 sp	1 lb.
Rations, trail (per day, preserved)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Sack, large (empty)	2 sp	½ lb.
Sack, small (empty)	1 sp	½ lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	½ lb.
Spade or shovel	2 gp	8 lb.
Spell book (blank)	15 gp	3 lb.
Spikes, iron (12)	1 gp	8 lb.
Stakes, wooden (3)	5 cp	1 lb.
Thieves' tools	30 gp	1 lb.
Torches (8)	3 sp	8 lb.
Vial, for ink, potion, or holy water	1 gp	1/10 lb.
Waterskin/Wineskin	1 gp	4 lb.

Equipment Descriptions

Most equipment and other items listed above are described here. Note that, should the players wish to purchase items not provided in the equipment lists, the Labyrinth Lord may use the items available as guidelines for determining new items' characteristics, including prices, and damage if additional weapons are desired.

Animals of burden: Most horses and mules can carry up to 200 lbs. and move at 120'. A maximum of twice this encumbrance can be carried and will reduce this movement to 1/2.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 40 pounds.

Boat, River: A riverboat can carry 3,000 pounds. It is 10 feet wide and between 20-30 feet long, and has a "draft," or surface depth, of between 2-3 feet when in the water. Riverboats are rowed, or poles are used to push it along. The cost of the boat increases by 1,000 gp if it has a roof.

Boat, Sailing: This boat may be 10 feet longer than a riverboat, but is otherwise similar in dimensions and travels by sail. A sailing boat can carry the weight of 2,000 pounds.

Candles: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Cart: A cart must travel on a road, and is pulled by one or two large horses, or 2-4 donkeys or mules up to 60 feet per turn. If the cart is pulled by only one horse or two mules, it can carry 400 pounds. If pulled by four mules or two horses, it can carry 600 pounds.

Crowbar: A crowbar is 2 or 3 feet long and made of solid iron. This object can be used for forcing doors and other objects open.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Galley, Small: This ship is capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-100 feet long, and have a draft of 2-3 feet. This ship is manned by 60 rowers. Further, in addition to the captain, there is generally a crew of 40. These ships are sometimes equipped with catapults and a ram.

Grappling Hook: These can be used for anchoring a rope, and often have 3 to 4 prongs.

Hammer: If used to fight, this small hammer deals 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace.

Holy Water: Holy Water is water that has been blessed by a cleric. It is used in some church rituals, and is a formidable weapon against the undead.

Ink: This is black ink. One can buy ink in other colors, but it costs twice as much.

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

Lifeboat: This ship is capable of holding a weight of 1,500 pounds. These ships are 4-5 feet wide, 20 feet long, and have a draft of 1-2 feet. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on larger galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on smaller galleys. Lifeboats weigh 500 pounds and will take up this much weight, each, on a galley.

Lock: This is a common iron lock with a key.

Longship: This is a narrow ship capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-80 feet long, and have a draft of 2-3 feet. This ship requires 60 rowers, but is also capable of being sailed. In addition to the captain, there is generally a crew of 75 sailors, of which 60 may row when the wind is low.

Oil Flask: In addition to fueling lamps, oil can be used as a missile weapon.

Raft: Rafts can be professional or makeshift water vessels that can be no larger than 40x40 feet. For every 10x10 area of well-built rafts, the raft can hold a weight of 1,000 pounds. If the raft is makeshift, it will only hold a weight of 500 pounds for each 10x10 foot area. A makeshift raft can be built in 1 to 3 days for each 10x10 foot raft portion.

Rations, trail: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain.

Rations, standard: This food is fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia, or the most basic food at an inn.

Rope, hemp: This strong rope can hold the weight of approximately three human-sized beings.

Rope, silk: This rope is stronger than hemp, and can hold the weight of five human-sized beings.

Sack, Large: This sack can contain 60 pounds.

Sack, Small: This sack can contain 20 pounds.

Saddle Bag: This bag can contain 30 pounds.

Spellbook (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an elf or magic-user for recording spells.

Thieves' Tools: This kit contains all of the tools a thief needs to pick locks.

Torch: A torch burns for 1 hour, clearly illuminating a 30' radius. If a torch is used in combat, it deals 1d4 damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four draft horses (or other beasts of burden) draw it. Two horses can pull a load of 1,500 pounds, while four can pull 4,500 pounds. A wagon can move at a similar speed and under similar conditions to a cart.

Waterskin/Wineskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.