

Labyrinths of Madness

Lovecraftian Horror with *Labyrinth Lord*

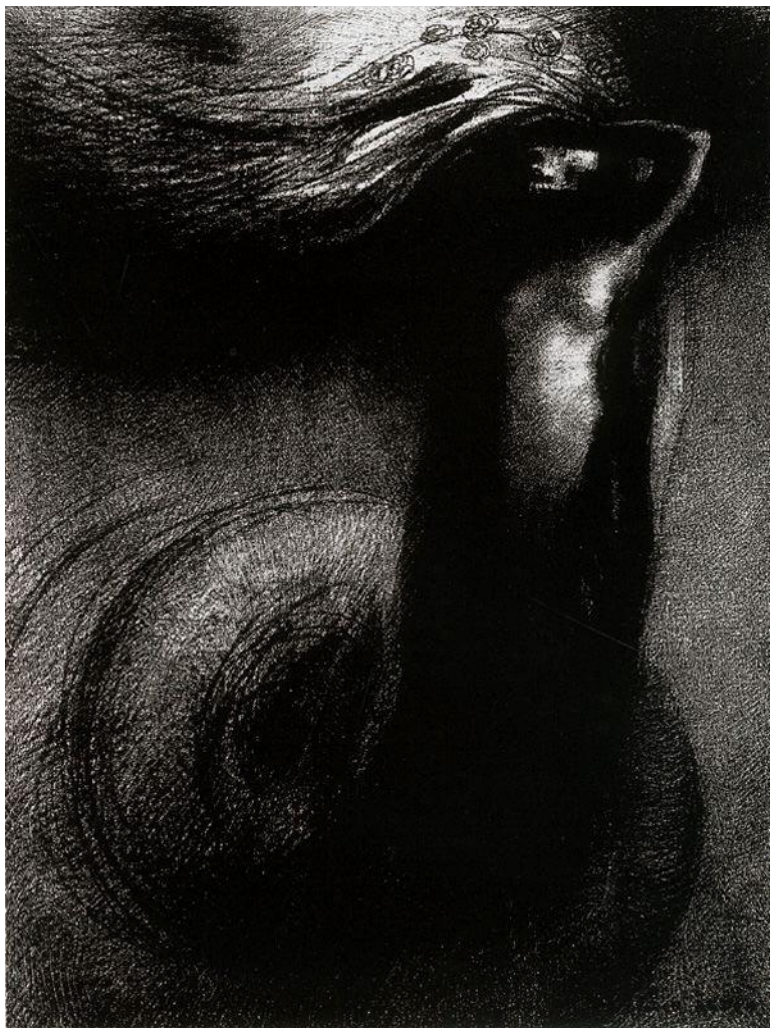


Table of Contents

Introduction.....	1
Character Creation.....	1
Basics.....	1
Background and Profession.....	1
Skills.....	2
Skill Advancement.....	5
Additional Rules.....	6
Damage, Injury and Healing.....	6
Horror, Insanity and Recuperation.....	7
Tomes and Magic.....	8
Monsters.....	9
Open Game License.....	9

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Introduction

This booklet contains some guidelines for running role-playing games of Lovecraftian horror and investigation using the *Labyrinth Lord* game rules. Many other RPGs exist which provide rules for games with the dark, creeping atmosphere and eldritch investigation typified by Lovecraft's writings, but the rules in this booklet are designed for referees who wish to run such a game using the solid and familiar foundation of *Labyrinth Lord*.

Primarily only the rules for character creation and advancement are modified, as many of the tropes of character advancement in fantasy adventure games are antithetical to a Lovecraftian setting. Some additional more detailed rules for injury, horror, sanity and magic are also provided, to emphasise the atmosphere of a Lovecraft-inspired setting.

Character Creation

Basics

The following alterations to the standard *Labyrinth Lord* rules apply when creating an investigator (as PCs are known):

- Ability scores are rolled as normal, using whatever method is preferred. However the standard ability modifiers are not used.
- WIS is an indicator of a character's sanity – those with low WIS scores are far more susceptible to the effects of horror and succumb more quickly to madness.
- The concepts of character class and level do not exist. Investigator abilities and advancement are governed by the skills system.
- Humans are always 1 Hit Die. Investigators have 1d8 hit points.
- Investigators use the saving throw and attack tables for 1st level fighters.

Background and Profession

After rolling a PC's ability scores and hit points, the player should think a bit about the character's history, social background, education and profession. Getting a good picture of the character at this stage will guide the selection of skills in the next section.

An investigator's primary skills will usually be determined by his profession, as a large part of a person's knowledge and training is developed through their professional life. Additional skills should also be selected to represent the character's personal interests or hobbies.

Following are a few archetypal Lovecraftian investigators and suggested skills which they would typically know due to their profession.

Antiquarian: Art (various), Bargain, Academic discipline (history), Library use, Ancient languages, Spot hidden.

Author: Art (writing), Academic discipline (history, psychology), Library use, Modern languages, Persuade.

Doctor: Academic discipline (biology, medicine, pharmacy, psychology), First aid, Ancient languages (Latin).

Journalist: Fast talk, Academic discipline (history, psychology), Library use, Art (writing), Persuade, Photography.

Detective: Bargain, Fast talk, Academic discipline (law, psychology), Hear noise, Persuade, Spot hidden.

Professor: Bargain, Library use, Languages (modern/ancient), Persuade, Academic discipline (various).

Skills

An investigator's talents, knowledge and training are determined by the skills system. Skills are ranked from 0 to 4, with 0 being completely untrained, and 4 being world-class.

A skill check is a roll of 2d6 plus the skill's rank, modified by an ability score (as appropriate). If the result of the check equals or exceeds the difficulty rating set by the referee, then the skill succeeds.

Ability Score	Skill Check Modifier
3	-3
4 - 5	-2
6 - 8	-1
9 - 12	None
13 - 15	+1
16 - 17	+2
18	+3

It is assumed that even a character with rank 1 in a skill is capable of performing routine tasks with the skill. Only more difficult tasks or hampering circumstances (pressure, urgency, danger, etc.) should call for a skill check. The easiest difficulty worth rolling for is 6. A check of average difficulty would require a result of 8, while more difficult feats might require results of 10, 12 or even more.

In general, a character with rank 0 in a skill is unable to attempt checks. Depending on the circumstance, the referee may allow an unskilled check to be made, but an additional -1 penalty applies.

Some common skills and their uses are listed below – others can be invented as required.

Note that the scope of skills is left deliberately vague in order to allow the most flexibility for the referee in deciding when a skill is appropriate to a given situation. The choice of which ability score modifies a skill check also supports this flexibility – an academic discipline skill, while normally associated with INT, may for example be used in conjunction with CHA when attempting to impress an audience.

Academic Discipline: Expertise in a specific field of intellectual study or professional training, such as: Accounting, Anthropology, Archaeology, Astronomy, Biology, Chemistry, Engineering, Electronics, Geology, History, Law, Mathematics, Medicine, Natural History, Pharmacy, Physics, Psychology. Ranks may be applied in multiple academic disciplines as separate skills.

Ancient Languages: Each rank in this skill indicates fluency in a single ancient language, which can be understood without making a skill check. The basics of other ancient languages can be understood with a skill check.

Art: Aptitude for a certain creative pursuit, such as: Acting, Music, Painting, Poetry, Sculpture, Writing. Ranks may be applied in multiple arts as separate skills.

Bargain: Can be used to acquire goods or services at a reduced rate. The referee should determine the minimum price which the seller will accept to avoid making a loss – no bargaining can reduce the price below this level.

Climbing: Skill at climbing cliffs, trees, rough walls, and so on.

Disguise: Covers both the effective use of clothing and make-up to take on another appearance, and the ability to alter the posture, voice and behaviour through acting.

Dodge: Each rank in this skill grants a +1 bonus to the character's armour class. Normal skills check are seldom required with this skill.

Drive: Depending on the historical setting, this skill covers the ability to drive either horse-drawn carriages or automobiles.

Electrical Repair: This skill can be used to repair, modify or sabotage electrical devices. The exact nature of devices covered by this skill depend on the historical setting of the campaign.

Fast Talk: This skill can be used to temporarily cause an NPC to believe what the character says. The bluff normally only lasts while the fast talking character is still present – when the NPC has some time to think, he or she usually soon realises that a con has taken place. A fast talk skill check should only be made in situations where the referee is uncertain of success – when a player gives a very convincing portrayal or description of a bluff, the fast talk may succeed automatically.

Fighting: Each rank in this skill grants a +1 bonus to attack and damage rolls in melee. Normal skills check are seldom required with this skill.

First Aid: A successful first aid check can heal 1 hit point of damage when applied after a fight. Immediate first aid attention can also grant a +2 bonus to subsequent checks to heal a serious injury.

Hide: An investigator's ability to conceal him or herself in shadows, undergrowth, crowds and so on, in order to avoid detection.

Hear Noise: This skill determines whether a character can notice and understand quiet or subtle sounds. It is used, for example, when listening at doors or keyholes, or when trying to understand a whispered conversation.

Hypnotism: The ability to put willing patients into a hypnotic trance, wherein suppressed or forgotten information may be revealed.

Jump: This skill may be required when jumping across chasms, from walls, or onto balconies.

Library Use: Represents an investigator's ability to find specific books, articles or information by searching through library archives.

Mechanical Repair: This skill can be used to repair, modify or sabotage mechanical devices.

Modern Languages: Each rank in this skill indicates fluency in two modern language (in addition to the character's mother tongue), which can be understood without making a skill check. The basics of other modern languages can be understood with a skill check.

Move Silently: May be required in any situation where an investigator wishes to move without being heard by others nearby.

Navigation: Covers both the intuitive sense of orientation and the in-depth knowledge of navigation with the aid of maps, compasses, radio signals, the stars and so on.

Occult Secrets: This skill represents knowledge of ancient eldritch secrets and other-worldly beings which are often encountered by investigators. It is thus an extremely useful skill to have. The downside of such eldritch knowledge is that it weakens a character's grasp on normality. A character's ranks in this skill are thus applied as a *penalty* when making saving throws against horror.

Operate Heavy Machinery: This skill is required to know how to use industrial or military machinery and vehicles.

Persuade: Unlike fast talk, this skill represents an investigator's ability to convince others of a certain fact or viewpoint by appeals to logic, reason, morality and so forth. Persuasion typically requires interaction with an NPC over extended periods – several hours or even days. If a persuade skill check succeeds, the NPC takes on the new belief or opinion as his or her own, and will thenceforth defend it against others who disagree. (Essentially another contrary persuade check is needed to convince the NPC otherwise, though this is usually more difficult to achieve.)

Photography: Represents the investigator's ability to use a camera to accurately capture scenes. The skills of developing and enhancing photographs are also covered.

Pick Locks: With the right tools, allows the character to open locks without the possession of the correct key.

Pilot Aircraft: Skill at flying aircraft of all kinds. In earlier historical periods this skill may apply only to hot air balloons, or may not exist at all.

Pilot Boat: Skill at handling ships and boats of all kinds.

Riding: Indicates skill at caring for and riding horses (or other mounts, as appropriate to the setting). Skill checks may be required when riding under dangerous circumstances, to avoid falling from a mount when injured, or to perform feats such as leaping.

Sanity: Each rank in this skill grants a +1 bonus to saving throws against horror or insanity – including when reading eldritch tomes. Such mental stability may be due to great faith, or as a result of having lived through harrowing experiences. Normal skill checks are seldom required with this skill.

Shooting: Each rank in this skill grants a +1 bonus to attack rolls with guns. Normal skill checks are seldom required with this skill.

Spot Hidden: This skill is used when investigators are searching for a concealed object or secret mechanism.

Swimming: A single rank in this skill indicates ability to swim and stay afloat. Skill checks may be required when swimming under perilous or competitive circumstances.

Throwing: Each rank in this skill grants a +1 bonus to attack rolls with thrown weapons. Normal skill check are seldom required with this skill.

Tracking: Allows the character to find, identify and follow tracks in the wild.

Skill Advancement

At the start of a campaign, the referee should decide whether the investigators are to be novice, proficient or expert in their chosen professions. This determines the number of skill ranks the players may assign to their characters' skills. Novice characters may distribute 15 skill ranks, proficient characters 25, and expert characters 35. Novice characters cannot place more than 2 ranks in any single skill, and proficient characters at most 3 ranks.

Further advancement of skills requires time and study. The time required varies depending on the skill in question and the life circumstances of the character. A guideline is that 6 months of game time are required to advance a skill by one rank – assuming the character spends that period devoted to study or training. Some skills may be studied alone, while others may require expert tutors or academic resources.

It is suggested that no PC can have a total of more than 40 skill ranks. Once this maximum is reached, training may be used to move ranks between skills – expertise in one skill may be allowed to fall off in order to devote time to perfecting another.

Additional Rules

Damage, Injury and Healing

The basic *Labyrinth Lord* rules assume the presence of healing magic in the form of clerical spells and magical items. Such resources do not exist in the typical Lovecraft-inspired campaign, so the following rules for injury may be used to increase the survivability of investigators. The rules also add an element of gritty realism and horror, as PCs acquire specific and debilitating injuries which require long periods of time to heal.

Note that the expanded rules for injuries are usually only used for player characters. NPCs die as normal when reaching 0 hit points.

As previously stated, all investigators have 1d8 hit points. Hit points represent fatigue, shock and minor scratches and bruises. If damage reduces a character to 0 (or lower) hit points, he suffers a serious injury. The table below can be used to determine the broad type of injury. The exact nature of the injury depends on the source of the damage, and should be determined by the referee.

Once a character's hit points are exhausted (0 or less), each time he subsequently takes damage another serious injury is incurred. A character can only survive a number of injuries equal to one third of his CON score, rounded down. Once this limit is reached, all further damage kills the character.

Every time a character suffers a serious injury, he must also make a saving throw versus death or fall unconscious for 1d6 turns.

All of a character's hit points are recovered after a night's rest. Serious injuries heal more slowly, requiring a d20 roll of less than or equal to the character's CON for each week of rest. If the roll is successful, one injury is healed. Medical attention can speed the healing process.

d10 Serious Injury

- 1 One or both eyes damaged – complete or partial blindness
 - 2 One or both ears damaged – complete or partial deafness
 - 3 Face disfigured – nose, teeth, jaw may be damaged
 - 4 One hand crippled
 - 5 One arm crippled
 - 6 One foot crippled
 - 7 One leg crippled
 - 8 Head or brain damaged – may result in insanity (see later)
 - 9 Torso or abdominal organs damaged – may result in medical complication
 - 10 Ribs or spine damaged – character may be paralysed
-

Horror, Insanity and Recuperation

Investigators who delve into eldritch secrets are often confronted with mind bending, horrifying, or sanity shaking events. These situations are classified into three levels: mild horror, strong horror and cosmic horror. Examples of some horrifying situations of each level are:

- **Mild horror:** seeing a dead body, seeing someone receive a serious injury, experiencing an inexplicable event.
- **Strong horror:** seeing someone killed, witnessing or undergoing torture, seeing a supernatural being or event.
- **Cosmic horror:** seeing into another dimension, seeing a powerful cosmic entity.

Encountering such situations calls for a saving throw versus death, with a +4 bonus in situations of mild horror, and a -4 penalty against cosmic horror.

A failed save against horror entails a roll on the following table, to determine how the character is affected. Failed saves against cosmic horror also incur a loss of one point of WIS and an insanity (roll on the second table).

Insanities are long-term psychological conditions with a serious impact on the character's behaviour (and can be especially fun to role-play!). Insanities can be healed in a similar manner to serious injuries – a WIS roll is made for each month of complete rest, with success indicating that the insanity has receded. As for physical injuries, medical (in this case psychological) care may speed recovery.

Also similar to serious injuries, a character who is afflicted with more insanities than one third of his WIS score (rounded down) becomes permanently insane, ending his career as an investigator.

d10 Effect of Horror

1	Paralysed for 1d6 rounds
2	Involuntary flight
3	Faint – awake naturally after 1d6 rounds
4	Panic or screaming
5	Hysterical outburst of emotion – crying, laughing, babbling etc.
6	Shock – weakness and shaking for 1d6 hours
7	Defensive reaction
8	Violent outburst
9	Queasiness, vomiting or incontinence
10	Temporary insanity for 1d6 hours

d10 Insanity

- 1 Serious phobia or obsessive behaviour
 - 2 Raving madness
 - 3 Delusional belief
 - 4 Radical personality change
 - 5 Complete amnesia
 - 6 Recurring hallucinations
 - 7 Crippling paranoia
 - 8 Hopelessness or catatonia
 - 9 Multiple personalities or extreme mood swings
 - 10 Sexual aberration
-

Tomes and Magic

In some campaigns investigators may come across arcane tomes hinting at cosmic secrets veiled since antiquity. Such tomes may sometimes contain instructions for magical rituals which investigators are able to learn and perform. The ability to comprehend tomes and perform rituals is governed by the occult secrets skill. Tomes are often written in obscure ancient languages, and may thus also require a language skill check.

Although arcane tomes and magical rituals can grant vital knowledge and great power, they tax the limits of the human mind, pushing a character ever closer to the brink of insanity. Reading a tome or learning a ritual requires a certain period of study (determined by the referee) and a successful skill check. If the tome or ritual can be comprehended, the character must make a saving throw versus spells. Modifiers may be applied based on the nature of the material being read. If this saving throw fails, the character's WIS is reduced by one point. A natural roll of 1 also indicates that the character is afflicted by an insanity.

Characters can also skim a tome, hoping to gain an insight into the broad nature of its contents without gaining a full understanding of the topic. Skimming also requires a skill check, and some period of time (although significantly less than the full study time of the tome), but does not carry a risk of WIS loss or insanity.

Typically rituals are used to summon, bind, command or repel entities of cosmic origin, but any imaginable supernatural effects are possible. Rituals often require sacrifices to be successful. Specific rituals should be designed by the referee as suits the campaign.

Note that, unlike the magic-user and cleric spells in *Labyrinth Lord*, magical rituals are not quick-fire incantations. They require long periods of time to perform (typically in the region of at least half an hour), and often require sacrifices or the possession of special objects.

Monsters

Most of the standard *Labyrinth Lord* monsters are not really suitable for modern era horror games. Some monsters, such as the carcass scavenger, giant insects, various slimes and oozes and normal animals may be appropriate in certain scenarios, perhaps with some extra descriptive twists to add an element of mystery or horror.

For sources of more suitably Lovecraftian horrors compatible with *Labyrinth Lord*, Goblinoid Games' *Realms of Crawling Chaos* is recommended, as is Geoffrey McKinney's *Carcosa* (published by Lamentations of the Flame Princess).

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