

Labyrinth Lord™

Original Edition Characters

Reference Sheets

Compiled and designed by

Robert Morris

For use with Labyrinth Lord™ and Original Edition Characters

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Goblinoid Games

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Labyrinth Lord™

<http://www.goblinoidgames.com/labyrinthlord.html>

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Version 1.0

Please visit my blog for more information about my own campaigns and other material for Labyrinth Lord™.

Back to the Keep

<http://backtothekeep.blogspot.com>

Note: There are two versions of the reference sheets included here. One is shaded and the other is lined. They contain exactly the same information, so use whichever you prefer.

Score	Dexterity	Constitution		Intelligence	Charisma			Prime Requisite
	Missile Attack Modifier ¹	Hit Point Modifier per Hit Die ²	Survive Transformative Shock	Additional Languages	Reaction Adjustment	Retainers	Retainer Morale	Experience Adjustment
3	-1	-1	5%	0	+2	1	4	-20%
4	-1	-1	10%	0	+1	2	5	-20%
5	-1	-1	20%	0	+1	2	5	-20%
6	-1	-1	30%	0	+1	3	6	-20%
7	-1	0	40%	0	+1	3	6	-10%
8	-1	0	50%	0	+1	3	6	-10%
9	0	0	60%	0	0	4	7	0
10	0	0	70%	0	0	4	7	0
11	0	0	80%	+1	0	4	7	0
12	0	0	90%	+2	0	4	7	0
13	+1	+1	99%	+3	-1	5	8	+5%
14	+1	+1		+4	-1	5	8	+5%
15	+1	+1		+5	-1	5	8	+10%
16	+1	+1		+6	-1	6	9	+10%
17	+1	+1		+7	-1	6	9	+10%
18	+1	+1		+8	-2	12	10	+10%

¹ These modifiers only apply to hit, not to damage.

² A character will receive a minimum of 1 hit point per level regardless of the modifier to hit dice.

Class	Prime Requisite	Hit Dice	Maximum Level
Clerics	WIS	1d6	None
Dwarves	STR	1d8	FM 6
Elves	STR and INT	1d8 or 1d6	FM 4; MU 8
Fighting Men	STR	1d8	None
Halflings	STR	1d8	FM 4
Magic-Users	INT	1d6	None

FIGHTING MAN LEVEL PROGRESSION

Experience	Level	Hit Dice (1d8)
0	1	1+1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5+1
32,501	6	6
65,001	7	7+1
120,001	8	8+2
240,001	9	9+3
360,001	10	10+1
480,001	11	10+2
600,001	12	11+1
720,001	13	11+2
840,001	14	11+3
960,001	15	11+4
1,080,001	16	11+5
1,200,001	17	11+6
1,320,001	18	11+7
1,440,001	19	11+8
1,560,001	20	11+9

FIGHTING MAN SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
	1-3	15	12	14	13
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

CLERIC LEVEL AND SPELL PROGRESSION

Experience	Level	Hit Dice (1d6)	Spell Level				
			1	2	3	4	5
0	1	1	0	0	0	0	0
1,565	2	2	1	0	0	0	0
3,125	3	3	2	0	0	0	0
6,251	4	4	2	1	0	0	0
12,501	5	4+1	2	2	0	0	0
25,001	6	5	2	2	1	1	0
50,001	7	6	2	2	2	1	1
100,001	8	7	2	2	2	2	2
200,001	9	7+1	3	3	3	2	2
300,001	10	7+2	3	3	3	3	3
400,001	11	7+3	4	4	4	3	3
500,001	12	8+1	4	4	4	4	4
600,001	13	8+2	5	5	5	4	4
700,001	14	8+3	5	5	5	5	5
800,001	15	9+1	6	6	6	5	5
900,001	16	9+2	6	6	6	6	6
1,000,001	17	9+3	7	7	7	6	6
1,100,001	18	9+4	7	7	7	7	7
1,200,001	19	9+5	8	8	8	7	7
1,300,001	20	9+6	8	8	8	8	8

TURNING UNDEAD TABLE

Cleric Level	Undead HD									
	1	2	3	4	5	6	7	8	9	Infernal*
1	7	9	11	-	-	-	-	-	-	-
2	5	7	9	11	-	-	-	-	-	-
3	3	5	7	9	11	-	-	-	-	-
4	T	3	5	7	9	11	-	-	-	-
5	T	T	3	5	7	9	11	-	-	-
6	D	T	T	3	5	7	9	11	-	-
7	D	D	T	T	3	5	7	9	11	-
8	D	D	D	T	T	3	5	7	9	11
9	D	D	D	D	T	T	3	5	7	9
10	D	D	D	D	D	T	T	3	5	7
11	D	D	D	D	D	D	T	T	3	5
12	D	D	D	D	D	D	D	T	T	3
13	D	D	D	D	D	D	D	D	T	T
14+	D	D	D	D	D	D	D	D	D	T

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

CLERIC SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

CLERIC SPELLS BY LEVEL

	LEVEL				
	1	2	3	4	5
1.	Cure Light Wounds	Bless	Animal Growth	Create Food and Water	Commune
2.	Detect Evil	Find Traps	Animate Dead	Cure Serious Wounds	Cure Critical Wounds
3.	Detect Magic	Hold Person	Continual Light	Detect Lie	Dispel Evil
4.	Light	Know Alignment	Cure Disease	Lower Water	Flame Strike
5.	Protection from Evil	Resist Fire	Dispel Magic	Neutralize Poison	Insect Plague
6.	Purify Food and Drink	Silence 15' Radius	Locate Object	Protection from Evil 10' Radius	Quest
7.	Remove Fear	Snake Charm	Remove Curse	Speak with Plants	Raise Dead
8.	Resist Cold	Speak with Animal	Striking	Sticks to Snakes	True Seeing

MAGIC-USER LEVEL AND SPELL PROGRESSION

Experience	Level	Hit Dice (1d6)	Spell Level					
			1	2	3	4	5	6
0	1	1	1	0	0	0	0	0
2,501	2	1+1	2	0	0	0	0	0
5,001	3	2	3	1	0	0	0	0
10,001	4	2+1	4	2	0	0	0	0
20,001	5	3	4	2	1	0	0	0
40,001	6	3+1	4	2	2	0	0	0
80,001	7	4	4	3	2	1	0	0
160,001	8	5	4	3	3	2	0	0
310,001	9	6+1	4	3	3	2	1	0
460,001	10	7	4	4	3	3	1	0
610,001	11	8+1	4	4	4	3	1	0
760,001	12	8+2	4	4	4	3	2	1
910,001	13	8+3	4	4	4	3	3	2
1,060,001	14	8+4	4	4	4	4	4	3
1,210,001	15	9+1	5	5	5	4	4	4
1,360,001	16	9+2	5	5	5	5	5	5
1,510,001	17	9+3	6	6	6	5	5	5
1,660,001	18	10+1	6	6	6	6	6	6
1,810,001	19	10+2	7	7	7	6	6	6
1,960,001	20	10+3	7	7	7	7	7	7

MAGIC-USER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

MAGIC-USER SPELLS BY LEVEL

	LEVEL					
	1	2	3	4	5	6
1.	Charm Person	Arcane Lock	Clairvoyance	Arcane Eye	Animate Dead	Anti-Magic Shell
2.	Detect Magic	Continual Light	Dispel Magic	Charm Monster	Cloudkill	Control Weather
3.	Floating Disc	Detect Evil	Fire Ball	Confusion	Conjure Elemental	Death Spell
4.	Hold Portal	Detect Invisible	Fly	Dimension Door	Contact Other Plane	Disintegrate
5.	Light	ESP	Haste	Hallucinatory Terrain	Feeblemind	Geas
6.	Magic Missile	Invisibility	Hold Person	Massmorph	Hold Monster	Invisible Stalker
7.	Protection from Evil	Knock	Infra-vision	Plant Growth	Magic Jar	Lower Water
8.	Read Languages	Levitate	Invisibility 10' radius	Polymorph Others	Passwall	Move Earth
9.	Read Magic	Locate Object	Lightning Bolt	Polymorph Self	Telekinesis	Part Water
10.	Shield	Mirror Image	Protection from Evil 10' radius	Remove Curse	Teleport	Project Image
11.	Sleep	Phantasmal Force	Protection from Normal Missiles	Wall of Fire	Transmute Rock to Mud	Reincarnation
12.	Ventriloquism	Web	Water Breathing	Wall of Ice	Wall of Stone	Stone to Flesh

CHARACTER ATTACK TABLE

Classes			Attack Values: Roll 1d20 and hit the AC with the listed value or higher											
Cleric	Fighting Man	Magic-User	Armor Class											
Level Ranges			-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	1-2	1-3	20	20	19	18	17	16	15	14	13	12	11	10
4-5	3	4-7	20	19	18	17	16	15	14	13	12	11	10	9
6-8	4	8-10	19	18	17	16	15	14	13	12	11	10	9	8
9-10	5	11-12	18	17	16	15	14	13	12	11	10	9	8	7
11	6	13	17	16	15	14	13	12	11	10	9	8	7	6
12	7-8	14-15	16	15	14	13	12	11	10	9	8	7	6	5
13-14	9	16-18	15	14	13	12	11	10	9	8	7	6	5	4
15-16	10-11	19-20	14	13	12	11	10	9	8	7	6	5	4	3
17-18	12	21-23	13	12	11	10	9	8	7	6	5	4	3	2
19-20	13	24+	12	11	10	9	8	7	6	5	4	3	2	2
21+	14		11	10	9	8	7	6	5	4	3	2	2	2
	15		10	9	8	7	6	5	4	3	2	2	2	2
	16		9	8	7	6	5	4	3	2	2	2	2	2
	17		8	7	6	5	4	3	2	2	2	2	2	2
	18		7	6	5	4	3	2	2	2	2	2	2	2
	19+		6	5	4	3	2	2	2	2	2	2	2	2

MONSTER ATTACK TABLE

Attacking Monster HD	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ and 4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ and above	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2

Missile Weapon Ranges

Weapon	Short Range (+1)	Medium Range (0)	Long Range (-1)
Axe (thrown)	Up to 10'	... to 20'	... to 30'
Bow, long	Up to 70'	... to 140'	... to 210'
Bow, short	Up to 50'	... to 100'	... to 150'
Crossbow*	Up to 80'	... to 160'	... to 240'
Dagger (thrown)	Up to 10'	... to 20'	... to 30'
Dart	Up to 15'	... to 30'	... to 45'
Holy water	Up to 10'	... to 30'	... to 50'
Javelin	Up to 20'	... to 40'	... to 60'
Oil	Up to 10'	... to 30'	... to 50'
Sling	Up to 40'	... to 80'	... to 160'
Spear	Up to 20'	... to 40'	... to 60'

*Note that crossbows attack once every other round.

Combat

1. Players declare character movement or actions.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first. The Labyrinth Lord may check morale for monsters.
4. Movements can be made.
5. Missile attack rolls are made, accounting for DEX adjustments, cover, and range.
6. Spells are cast and applicable saving throws are made.
7. Melee combat occurs; attack and damage rolls are made, accounting for STR and magic adjustments.
8. Other sides act through steps 4-7, in order of initiative.
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

Coins	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (cp) =	1	1/10	1/50	1/100	1/1,000
Silver Piece (sp) =	10	1	1/5	1/10	1/100
Electrum Piece (ep) =	50	5	1	1/2	1/20
Gold Piece (gp) =	100	10	2	1	1/10
Platinum Piece (pp) =	1,000	100	20	10	1

WEAPONS

Weapon	Cost	Variable Damage	Weight
Axe, battle*	6 gp	1d8	6 lb.
Axe, hand	1 gp	1d6	3 lb.
Club	3 gp	1d4	3 lb.
Crossbow, heavy	25 gp		8 lb.
Heavy quarrels (10) and case	3 gp	1d8	1 lb.
Crossbow, light	16 gp		4 lb.
Light quarrels (10) and case	3 ep	1d6	1 lb.
Dagger	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.
Javelin	1 gp	1d6	2 lb.
Lance	7 gp	1d6	10 lb.
Longbow	40 gp		3 lb.
Quiver and arrows (20)	5 gp	1d8	3 lb.
Mace	5 gp	1d6	3 lb.
Morningstar*	5 gp	1d6	6 lb.
Pick, heavy*	8 gp	1d8	6 lb.
Pick, light	5 gp	1d6	3 lb.
Pole Arm*	7 gp	1d10	15 lb.
Quarterstaff*	2 gp	1d6	4 lb.
Shortbow	25 gp		2 lb.
Quiver and arrows (20)	5 gp	1d6	3 lb.
Sling	2 gp		0 lb.
Bullets, sling (10)	nil	1d4	5 lb.
Spear	3 gp	1d6	6 lb.
Sword, long	10 gp	1d8	4 lb.
Sword, short	7 gp	1d6	2 lb.
Sword, two-handed*	15 gp	1d10	15 lb.
Trident*	4 gp	1d6	4 lb.

* These are classified as two-handed weapons.

ARMOR

Armor	Cost	Armor	
		Class	Weight
Banded mail	45 gp	4	35 lb.
Chain mail	30 gp	5	30 lb.
Horse barding	150 gp	5	60 lb.
Leather	16 gp	7	15 lb.
Padded	5 gp	8	10 lb.
Plate mail	55 gp	3	50 lb.
Scale mail	25 gp	6	40 lb.
Shield	10 gp	1 less*	10 lb.
Splint mail	45 gp	4	45 lb.
Studded leather	25 gp	6	20 lb.
Unarmored	0 gp	9	nil

* Using a shield reduces armor class by 1.

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.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.

Gear	Cost	Weight
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pole, 10-foot wooden	2 sp	8 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.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty)	2 sp	1/2 lb.
Sack, small (empty)	1 sp	1/2 lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	1/2 lb.
Spade or shovel	2 gp	8 lb.
Spell book (blank)	15 gp	3 lb.
Spikes, iron (12)	1 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Stakes, wooden (3)	5 cp	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.
Wine (2 pints)	1 gp	1/2 lb.
Wolfsbane (fist full)	10 gp	—

ANIMALS, LAND AND WATER TRANSPORT

Animals and Land 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
Horse, war	250 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp

Water Transport	Cost
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Canoe	55 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot
Sailing Ship, large	22,000 gp
Sailing Ship, small	7,000 gp
Sailing Ship, transport	30,000 gp

MOVEMENT AND ENCUMBRANCE TABLE

Encumbrance*	Turn Movement	Encounter Movement	Running Movement
Up to 40 lbs.	120'	40' per round	120' per round
41 to 60 lbs.	90'	30' per round	90' per round
61 to 80 lbs.	60'	20' per round	60' per round
81 to 160 lbs.	30'	10' per round	30' per round

*At the Labyrinth Lord's discretion, a character wearing armor in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

Score	Dexterity	Constitution		Intelligence	Charisma			Prime Requisite
	Missile Attack Modifier ¹	Hit Point Modifier per Hit Die ²	Survive Transformative Shock	Additional Languages	Reaction Adjustment	Retainers	Retainer Morale	Experience Adjustment
3	-1	-1	5%	0	+2	1	4	-20%
4	-1	-1	10%	0	+1	2	5	-20%
5	-1	-1	20%	0	+1	2	5	-20%
6	-1	-1	30%	0	+1	3	6	-20%
7	-1	0	40%	0	+1	3	6	-10%
8	-1	0	50%	0	+1	3	6	-10%
9	0	0	60%	0	0	4	7	0
10	0	0	70%	0	0	4	7	0
11	0	0	80%	+1	0	4	7	0
12	0	0	90%	+2	0	4	7	0
13	+1	+1	99%	+3	-1	5	8	+5%
14	+1	+1		+4	-1	5	8	+5%
15	+1	+1		+5	-1	5	8	+10%
16	+1	+1		+6	-1	6	9	+10%
17	+1	+1		+7	-1	6	9	+10%
18	+1	+1		+8	-2	12	10	+10%

¹ These modifiers only apply to hit, not to damage.

² A character will receive a minimum of 1 hit point per level regardless of the modifier to hit dice.

Class	Prime Requisite	Hit Dice	Maximum Level
Clerics	WIS	1d6	None
Dwarves	STR	1d8	FM 6
Elves	STR and INT	1d8 or 1d6	FM 4; MU 8
Fighting Men	STR	1d8	None
Halflings	STR	1d8	FM 4
Magic-Users	INT	1d6	None

FIGHTING MAN LEVEL PROGRESSION

Experience	Level	Hit Dice (1d8)
0	1	1+1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5+1
32,501	6	6
65,001	7	7+1
120,001	8	8+2
240,001	9	9+3
360,001	10	10+1
480,001	11	10+2
600,001	12	11+1
720,001	13	11+2
840,001	14	11+3
960,001	15	11+4
1,080,001	16	11+5
1,200,001	17	11+6
1,320,001	18	11+7
1,440,001	19	11+8
1,560,001	20	11+9

FIGHTING MAN SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

CLERIC LEVEL AND SPELL PROGRESSION

Experience	Level	Hit Dice (1d6)	Spell Level				
			1	2	3	4	5
0	1	1	0	0	0	0	0
1,565	2	2	1	0	0	0	0
3,125	3	3	2	0	0	0	0
6,251	4	4	2	1	0	0	0
12,501	5	4+1	2	2	0	0	0
25,001	6	5	2	2	1	1	0
50,001	7	6	2	2	2	1	1
100,001	8	7	2	2	2	2	2
200,001	9	7+1	3	3	3	2	2
300,001	10	7+2	3	3	3	3	3
400,001	11	7+3	4	4	4	3	3
500,001	12	8+1	4	4	4	4	4
600,001	13	8+2	5	5	5	4	4
700,001	14	8+3	5	5	5	5	5
800,001	15	9+1	6	6	6	5	5
900,001	16	9+2	6	6	6	6	6
1,000,001	17	9+3	7	7	7	6	6
1,100,001	18	9+4	7	7	7	7	7
1,200,001	19	9+5	8	8	8	7	7
1,300,001	20	9+6	8	8	8	8	8

TURNING UNDEAD TABLE

Cleric Level	Undead HD									
	1	2	3	4	5	6	7	8	9	Infernal*
1	7	9	11	-	-	-	-	-	-	-
2	5	7	9	11	-	-	-	-	-	-
3	3	5	7	9	11	-	-	-	-	-
4	T	3	5	7	9	11	-	-	-	-
5	T	T	3	5	7	9	11	-	-	-
6	D	T	T	3	5	7	9	11	-	-
7	D	D	T	T	3	5	7	9	11	-
8	D	D	D	T	T	3	5	7	9	11
9	D	D	D	D	T	T	3	5	7	9
10	D	D	D	D	D	T	T	3	5	7
11	D	D	D	D	D	D	T	T	3	5
12	D	D	D	D	D	D	D	T	T	3
13	D	D	D	D	D	D	D	D	T	T
14+	D	D	D	D	D	D	D	D	D	T

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

CLERIC SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

CLERIC SPELLS BY LEVEL

	LEVEL				
	1	2	3	4	5
1.	Cure Light Wounds	Bless	Animal Growth	Create Food and Water	Commune
2.	Detect Evil	Find Traps	Animate Dead	Cure Serious Wounds	Cure Critical Wounds
3.	Detect Magic	Hold Person	Continual Light	Detect Lie	Dispel Evil
4.	Light	Know Alignment	Cure Disease	Lower Water	Flame Strike
5.	Protection from Evil	Resist Fire	Dispel Magic	Neutralize Poison	Insect Plague
6.	Purify Food and Drink	Silence 15' Radius	Locate Object	Protection from Evil 10' Radius	Quest
7.	Remove Fear	Snake Charm	Remove Curse	Speak with Plants	Raise Dead
8.	Resist Cold	Speak with Animal	Striking	Sticks to Snakes	True Seeing

MAGIC-USER LEVEL AND SPELL PROGRESSION

Experience	Level	Hit Dice (1d6)	Spell Level					
			1	2	3	4	5	6
0	1	1	1	0	0	0	0	0
2,501	2	1+1	2	0	0	0	0	0
5,001	3	2	3	1	0	0	0	0
10,001	4	2+1	4	2	0	0	0	0
20,001	5	3	4	2	1	0	0	0
40,001	6	3+1	4	2	2	0	0	0
80,001	7	4	4	3	2	1	0	0
160,001	8	5	4	3	3	2	0	0
310,001	9	6+1	4	3	3	2	1	0
460,001	10	7	4	4	3	3	1	0
610,001	11	8+1	4	4	4	3	1	0
760,001	12	8+2	4	4	4	3	2	1
910,001	13	8+3	4	4	4	3	3	2
1,060,001	14	8+4	4	4	4	4	4	3
1,210,001	15	9+1	5	5	5	4	4	4
1,360,001	16	9+2	5	5	5	5	5	5
1,510,001	17	9+3	6	6	6	5	5	5
1,660,001	18	10+1	6	6	6	6	6	6
1,810,001	19	10+2	7	7	7	6	6	6
1,960,001	20	10+3	7	7	7	7	7	7

MAGIC-USER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

MAGIC-USER SPELLS BY LEVEL

	LEVEL					
	1	2	3	4	5	6
1.	Charm Person	Arcane Lock	Clairvoyance	Arcane Eye	Animate Dead	Anti-Magic Shell
2.	Detect Magic	Continual Light	Dispel Magic	Charm Monster	Cloudkill	Control Weather
3.	Floating Disc	Detect Evil	Fire Ball	Confusion	Conjure Elemental	Death Spell
4.	Hold Portal	Detect Invisible	Fly	Dimension Door	Contact Other Plane	Disintegrate
5.	Light	ESP	Haste	Hallucinatory Terrain	Feeblemind	Geas
6.	Magic Missile	Invisibility	Hold Person	Massmorph	Hold Monster	Invisible Stalker
7.	Protection from Evil	Knock	Infra-vision	Plant Growth	Magic Jar	Lower Water
8.	Read Languages	Levitate	Invisibility 10' radius	Polymorph Others	Passwall	Move Earth
9.	Read Magic	Locate Object	Lightning Bolt	Polymorph Self	Telekinesis	Part Water
10.	Shield	Mirror Image	Protection from Evil 10' radius	Remove Curse	Teleport	Project Image
11.	Sleep	Phantasmal Force	Protection from Normal Missiles	Wall of Fire	Transmute Rock to Mud	Reincarnation
12.	Ventriloquism	Web	Water Breathing	Wall of Ice	Wall of Stone	Stone to Flesh

CHARACTER ATTACK TABLE

Classes			Attack Values: Roll 1d20 and hit the AC with the listed value or higher											
Cleric	Fighting Man	Magic-User	Armor Class											
Level Ranges			-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	1-2	1-3	20	20	19	18	17	16	15	14	13	12	11	10
4-5	3	4-7	20	19	18	17	16	15	14	13	12	11	10	9
6-8	4	8-10	19	18	17	16	15	14	13	12	11	10	9	8
9-10	5	11-12	18	17	16	15	14	13	12	11	10	9	8	7
11	6	13	17	16	15	14	13	12	11	10	9	8	7	6
12	7-8	14-15	16	15	14	13	12	11	10	9	8	7	6	5
13-14	9	16-18	15	14	13	12	11	10	9	8	7	6	5	4
15-16	10-11	19-20	14	13	12	11	10	9	8	7	6	5	4	3
17-18	12	21-23	13	12	11	10	9	8	7	6	5	4	3	2
19-20	13	24+	12	11	10	9	8	7	6	5	4	3	2	2
21+	14		11	10	9	8	7	6	5	4	3	2	2	2
	15		10	9	8	7	6	5	4	3	2	2	2	2
	16		9	8	7	6	5	4	3	2	2	2	2	2
	17		8	7	6	5	4	3	2	2	2	2	2	2
	18		7	6	5	4	3	2	2	2	2	2	2	2
	19+		6	5	4	3	2	2	2	2	2	2	2	2

MONSTER ATTACK TABLE

Attacking	Attack Value for Armor Class															
Monster HD	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ and 4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ and above	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2

Missile Weapon Ranges

Weapon	Short Range (+1)	Medium Range (0)	Long Range (-1)
Axe (thrown)	Up to 10'	... to 20'	... to 30'
Bow, long	Up to 70'	... to 140'	... to 210'
Bow, short	Up to 50'	... to 100'	... to 150'
Crossbow*	Up to 80'	... to 160'	... to 240'
Dagger (thrown)	Up to 10'	... to 20'	... to 30'
Dart	Up to 15'	... to 30'	... to 45'
Holy water	Up to 10'	... to 30'	... to 50'
Javelin	Up to 20'	... to 40'	... to 60'
Oil	Up to 10'	... to 30'	... to 50'
Sling	Up to 40'	... to 80'	... to 160'
Spear	Up to 20'	... to 40'	... to 60'

*Note that crossbows attack once every other round.

Combat

1. Players declare character movement or actions.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first. The Labyrinth Lord may check morale for monsters.
4. Movements can be made.
5. Missile attack rolls are made, accounting for DEX adjustments, cover, and range.
6. Spells are cast and applicable saving throws are made.
7. Melee combat occurs; attack and damage rolls are made, accounting for STR and magic adjustments.
8. Other sides act through steps 4-7, in order of initiative.
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

Exchange Value

Coins	CP	SP	EP	GP	PP
Copper Piece (cp) =	1	1/10	1/50	1/100	1/1,000
Silver Piece (sp) =	10	1	1/5	1/10	1/100
Electrum Piece (ep) =	50	5	1	1/2	1/20
Gold Piece (gp) =	100	10	2	1	1/10
Platinum Piece (pp) =	1,000	100	20	10	1

WEAPONS

Weapon	Cost	Variable Damage	Weight
Axe, battle*	6 gp	1d8	6 lb.
Axe, hand	1 gp	1d6	3 lb.
Club	3 gp	1d4	3 lb.
Crossbow, heavy	25 gp		8 lb.
Heavy quarrels (10) and case	3 gp	1d8	1 lb.
Crossbow, light	16 gp		4 lb.
Light quarrels (10) and case	3 ep	1d6	1 lb.
Dagger	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.
Javelin	1 gp	1d6	2 lb.
Lance	7 gp	1d6	10 lb.
Longbow	40 gp		3 lb.
Quiver and arrows (20)	5 gp	1d8	3 lb.
Mace	5 gp	1d6	3 lb.
Morningstar*	5 gp	1d6	6 lb.
Pick, heavy*	8 gp	1d8	6 lb.
Pick, light	5 gp	1d6	3 lb.
Pole Arm*	7 gp	1d10	15 lb.
Quarterstaff*	2 gp	1d6	4 lb.
Shortbow	25 gp		2 lb.
Quiver and arrows (20)	5 gp	1d6	3 lb.
Sling	2 gp		0 lb.
Bullets, sling (10)	nil	1d4	5 lb.
Spear	3 gp	1d6	6 lb.
Sword, long	10 gp	1d8	4 lb.
Sword, short	7 gp	1d6	2 lb.
Sword, two-handed*	15 gp	1d10	15 lb.
Trident*	4 gp	1d6	4 lb.

* These are classified as two-handed weapons.

ARMOR

Armor	Cost	Armor Class	Weight
Banded mail	45 gp	4	35 lb.
Chain mail	30 gp	5	30 lb.
Horse barding	150 gp	5	60 lb.
Leather	16 gp	7	15 lb.
Padded	5 gp	8	10 lb.
Plate mail	55 gp	3	50 lb.
Scale mail	25 gp	6	40 lb.
Shield	10 gp	1 less*	10 lb.
Splint mail	45 gp	4	45 lb.
Studded leather	25 gp	6	20 lb.
Unarmored	0 gp	9	nil

* Using a shield reduces armor class by 1.

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.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.

Gear	Cost	Weight
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pole, 10-foot wooden	2 sp	8 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.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty)	2 sp	1/2 lb.
Sack, small (empty)	1 sp	1/2 lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	1/2 lb.
Spade or shovel	2 gp	8 lb.
Spell book (blank)	15 gp	3 lb.
Spikes, iron (12)	1 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Stakes, wooden (3)	5 cp	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.
Wine (2 pints)	1 gp	1/2 lb.
Wolfsbane (fist full)	10 gp	—

ANIMALS, LAND AND WATER TRANSPORT

Animals and Land 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
Horse, war	250 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp

Water Transport	Cost
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Canoe	55 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot
Sailing Ship, large	22,000 gp
Sailing Ship, small	7,000 gp
Sailing Ship, transport	30,000 gp

MOVEMENT AND ENCUMBRANCE TABLE

Encumbrance*	Turn Movement	Encounter Movement	Running Movement
Up to 40 lbs.	120'	40' per round	120' per round
41 to 60 lbs.	90'	30' per round	90' per round
61 to 80 lbs.	60'	20' per round	60' per round
81 to 160 lbs.	30'	10' per round	30' per round

*At the Labyrinth Lord's discretion, a character wearing armor in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

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