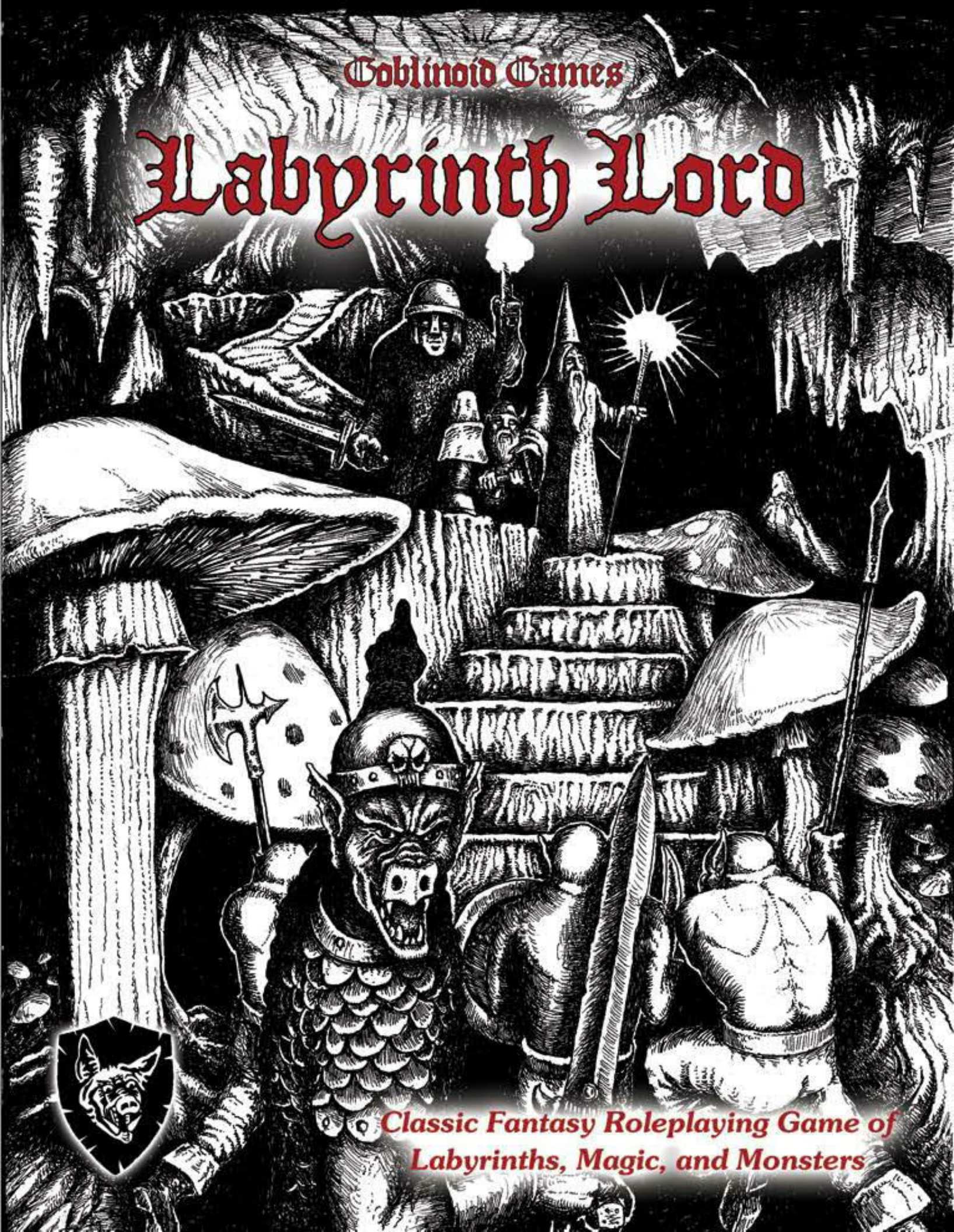


Goblinoid Games

Labyrinth Lord



Classic Fantasy Roleplaying Game of
Labyrinths, Magic, and Monsters



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Labyrinths, Magic, and Monsters***

By Daniel Proctor



Goblinoid Games

FOREWORD

Labyrinth Lord is not new or innovative. This game exists solely as an attempt to help breathe back life into old-school fantasy gaming, to do some small part in expanding its fan base. *Labyrinth Lord* follows in the footsteps of other “retro-clone” game systems. One might think of it as an emulator, meant to employ game rules (algorithms) from early 1980s games by using new presentation in combination with terms that are open game content, provided under the Open Game License Version 1.0a, by Wizards of the Coast, Inc. *Labyrinth Lord* is a restatement of a set of rules that are otherwise out of print and no longer commercially supported. This work follows the idea that game rules themselves are not subject to copyright, only the specific presentation of those rules are. The goal of *Labyrinth Lord* and other retro-clone systems is to make rules currently available, using a common reference, for third-party publishers to create gaming material that is not only compatible with the particular retro-clone system, but also with the system which it seeks to emulate. By doing this we hope to help build a market for games that have otherwise been allowed to fade into the past. For further information, please visit our website at www.goblinoidgames.com.

This effort is meant to complement, not replace, the fine work that came before it. If *Labyrinth Lord* succeeds in being a good representative of old-school fantasy roleplaying, it only does so because it lies on a solid foundation. I cannot, and would not, pretend to take any of the credit.

This is a game about imagination. It represents what was, for most of us, our first tentative steps into the monster-filled labyrinths of our youth. We learned some of our first lessons about life, death, and reaching for impossible goals as we rolled strange dice we had never seen before, and went to worlds we otherwise would never have imagined. Old-school gaming isn't just about nostalgia. We go back to these game rules not just because they might be easier to learn or play compared to their modern derivatives, but also because there is a fresh element to the game. We open a portal to a simpler fantasy world, and we check our adult disillusionment at the door. As I enter that door I become my old dwarf character again, swinging my axe against a fresh wave of orcs on my way to defeat the evil orc chief. I'll kill that chief and save the local village, only to fall in a battle to trolls later. But it doesn't matter. As long as we have this game and our sense of wonder, the adventures never end.

As I was writing *Labyrinth Lord*, I learned from the Internet gaming community at Dragon's Foot (www.dragonsfoot.org) that Tom Moldvay had died. He was the editor of the first set of game rules that inspires *Labyrinth Lord*, and his many writings made him one of the pioneers of fantasy role-playing. Those who knew him report that he was a nice, hard-working man. I only met him through his writings, but it is clear that we owe him a great debt. This work is therefore dedicated to his memory.

Dan Proctor

July 2007

ACKNOWLEDGEMENTS

Special thanks are owed to Tom Moldvay, Dave Cook, Steve Marsh, E. Gary Gygax, Dave Arneson, Frank Mentzer, J. Eric Holmes, Rob Kuntz, Tim Kask, and many, many other individuals who created the foundation of fantasy role playing games. Special thanks also to Ryan Dancey and Wizards of the Coast, Inc., for making the Open Game License and system reference documents available. This work would not have been possible otherwise. Deep appreciation is offered to Bill Ellis and Cameron DuBeers for calculating monster experience points, and to the community at the Goblinoid Games forums for their support and help in pointing out errata. Thanks to Trent Foster, William D. Smith Jr., Matthew Finch, Stuart Marshall, and Allen Shock for looking over this manuscript and offering advice. The person I must thank the most is my wife, for putting up with my obsessive writing over the last many months.

Dedicated to the memory of Tom Moldvay

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Revised Edition (Fourth Release)

September 2009

www.goblinoidgames.com

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Section 1: Introduction

Alexandra the Elf lashes out with her sword again, but the goblins keep getting closer. The dark pit looms behind her, the crevasse that had only moments earlier consumed her companion. She turns and makes a desperate leap toward the pit, hoping to land safely on the other side...

You are about to enter an entirely new world. Unlike board or card games that have highly structured play options and little flexibility, most of the action in *Labyrinth Lord* takes place in your imagination. There are no limits!

Labyrinth Lord is a roleplaying game. When you play a role playing game it is like acting in a play. You take on the role of an alter ego, and progress through an interactive story. But in a role playing game, there is no script or predetermined ending. You get to determine your fate, while seeking fame, wealth, and power by conquering foes, gathering treasure, and accumulating levels of experience!

You've taken the first step on your adventure, but you are still a 0 level human. Don't despair, because you become 1st level when you create your first character, and progress from there. Gaining a level is a special occasion, because it incrementally marks your success as your alter ego. Each time a character gains a level, he becomes more powerful and capable of taking on the dangers of deeper and more exciting labyrinth levels.

...Alexandra fails to clear the pit, and plummets within! She feels the cold, slimy walls of stone slide against her, and begins to tumble and glide along the curved wall as she slips into the darkness. She falls a great distance before coming to a sudden, squishy halt. A gasp escapes her as she realizes the slide is stopped by the corpse of her companion, Niles the halfling. He is impaled on a wall of spikes with his mouth still open, as if to scream a warning or produce a shriek of surprise.

How to Play

Although all of the people who sit down to play *Labyrinth Lord* are "players" in the traditional sense, they are not all referred to as "players" in this game's terminology. One game participant is referred to as the "**Labyrinth Lord**," for which this game is named. This person is the moderator of the game, and is the person who should understand the rules better than any other participant. The other participants are called "players," and they take on the role of a **character** (or, rarely, more than one character). Characters played by players are referred to as **player characters (PCs)**. The players act in the role of their characters in the setting or world designed and presented by the Labyrinth Lord. Characters each have a **class**, which might be thought of as a profession, and the class will dictate what sorts of capabilities characters have.

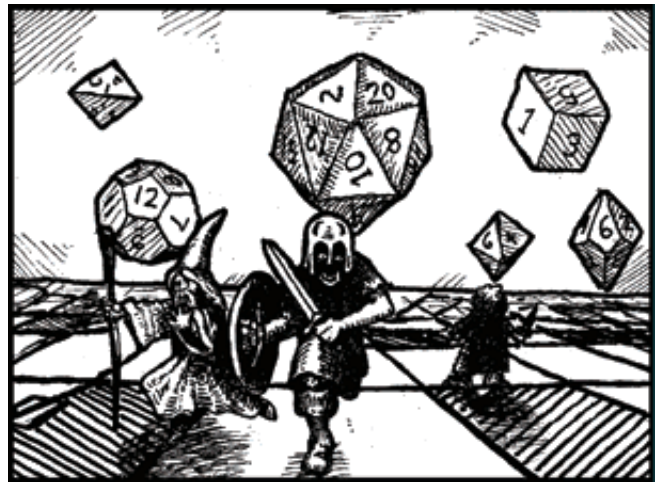
The Labyrinth Lord is the final arbitrator of rules and rules decisions. He guides the progress of the game, and plays the roles of monsters and **non-player characters (NPCs)**. Non-player characters are characters that share many similarities

with the characters played by the players, but the Labyrinth Lord decides on their actions, personalities, and motivations.

No one in this game "wins." Characters do sometimes die; this is a fact of the game, but it does not indicate failure or "losing" in the sense that someone loses at, say, a card game. One can measure "success" in this game in many ways, such as achieving treasure, levels of experience, or powerful magical items. However, the one common measure of success that everyone should strive for is to have fun. Everyone can win at this game, because everyone can have fun playing it. So while a character may die, or riches may be lost, it is the game play itself that matters. Winning is in being able to suspend disbelief long enough to be immersed in a fantasy world.

Adventuring

Many adventures the characters undertake will take place in monster-filled labyrinths, in the wilderness, or in a town. Labyrinths may be large or small, but they are usually underground locations that are mapped and have the contents determined and described by the Labyrinth Lord. While the Labyrinth Lord may design these areas, published pre-made labyrinths or other areas might be used. The Labyrinth Lord has the hardest job of all, because he must be prepared ahead of time to inform the players of what lies ahead and how the results of their choices unfold.



Dice

Labyrinth Lord primarily uses six different kinds of dice to determine the results of actions and situations, but these same dice might be used to generate numbers of varying ranges. These different dice and the terms employed to use and describe them are detailed below.

Dice and Notation

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice, sum them, and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together).

The number immediately after the “d” tells you the type of die to use (sometimes this is not a “real” die, see below). Any number after that indicates a quantity that is added, subtracted, or multiplied with the result. *Labyrinth Lord* uses the following die notations:

Notation	Meaning
d2	A result of 1 to 2 is obtained by rolling 1d6. A result of 1-3 = 1, and 4-6 = 2.
d3	A result of 1 to 3 is obtained by rolling 1d6. A result of 1-2 = 1, 3-4 = 2, and 5-6 = 3.
d4	Four sided die
d6	Six sided die
d8	Eight sided die
d10	Ten sided die, a “0” indicates a result of 10
d12	Twelve sided die
d20	Twenty sided die
d% or d00	Percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.)

Terms

Some important terms have been described already, and more will be described later, but to avoid confusion a few more clarifications are in order. Whenever the term “Labyrinth Lord” is presented in italics (*Labyrinth Lord*), it is referring to the name of this game. When the term is presented without italics, it is referring to the game moderator discussed previously.

Another important concept is to understand different usage of the term **levels**. There are four instances when the term levels might be used. One instance is when we are discussing levels of experience for characters, or class level. Characters begin at 1st level in a particular class. As they accumulate experience points through fighting monsters and gaining wealth, they will reach higher levels (2nd level, 3rd level, and so on). With each level comes more hit points and additional class capabilities (discussed later). While we are talking about characters, another term that might be used is **spell level**. Characters who can cast spells will have access to more spells and spells referred to as being of a higher level as the characters increase in class level. For instance, some spells are 1st level spells, and some are 2nd level, and so on. Spell levels *do not* directly correspond to class levels; they are only a relative measure of the power of spells.

Another way in which the term “level” is used is when discussing the **level of a monster**. This corresponds directly with how many hit dice monsters have. For instance, a 2 hit die (2 HD) monster might be thought of as a 2nd level monster. This is a direct measure of how many hit points a monster will have, and how challenging an opponent it is. Finally, the term “level” will be used in the context of **labyrinth level**. The primary adventuring locations in *Labyrinth Lord* are labyrinths, or underground mazes, that are filled with many monsters, treasures, and treacherous secrets. A labyrinth level could be thought of as a floor of a building. When characters

travel into the top-most level of a labyrinth, they are in the level closest to the surface of the earth. If the labyrinth has multiple levels, the next level down is the second level, then the third, and so on. The deeper the labyrinth level, the greater the dangers that await the characters.

One term that is frequently used is **adventure**. An adventure is often used to describe one play session. It may also be used in reference to a full scenario that may take several play sessions to finish. Many published adventures will use the term adventure and **module** interchangeably. When many adventures are strung together, often with the same characters in play, this is referred to as a **campaign**.

Experience points (XP) are used to measure the progress of characters. These points are assigned based on how powerful monsters that have been defeated are, and on how much treasure is found. As more experience points are gained, characters go up in level. As characters go up in level, one thing that changes is their number of **hit points (hp)**. Characters gain more hp as they advance in levels, and this allows them to suffer greater damage and survive. Characters most often take damage from monsters while engaged in an **encounter**. An encounter is a situation in which the PCs and monsters or NPCs are interacting. Time and movement are measured differently during encounters, and this will be covered in depth later.

If you are confused about what some of the terms used so far mean, many terms are explained as they are presented in later sections of this book.

Common Abbreviations

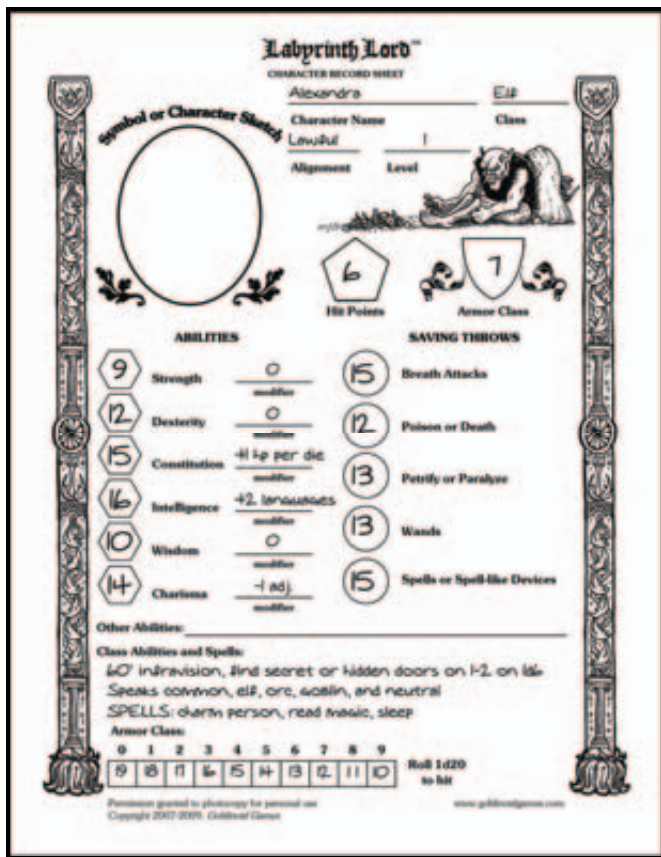
Below are some of the most common abbreviations that will be found in this book or *Labyrinth Lord* supplemental books.

Abbreviation	Meaning
<i>Abilities</i>	
STR	Strength
DEX	Dexterity
CON	Constitution
INT	Intelligence
WIS	Wisdom
CHA	Charisma
<i>Other</i>	
AV	Attack Value
hp	Hit points
shp	Structural hit points
HD	Hit dice (or hit die)
AC	Armor class
XP	Experience points
PC	Player character
NPC	Non-player character
cp	Copper pieces
sp	Silver pieces
ep	Electrum pieces
gp	Gold pieces
pp	Platinum pieces
THC	Treasure Hoard Class
LL	Labyrinth Lord

Section 2: Characters

Creating a Character: An Overview

To create a character, start with a fresh character sheet. You can copy the one provided in this book, download and print one from www.labyrinthlord.com, or reproduce it by hand on a piece of paper. The next step is to roll 3d6 for each ability, in the same order that they are listed on the character sheet. There are a few other optional methods for this step that are provided at the Labyrinth Lord's discretion. One method is to roll 4d6 for each ability, discarding the lowest roll and adding up the three remaining dice normally. Another method is to roll five separate sets of abilities as if rolling up five separate characters, and then choose the set of abilities that most closely matches the kind of character you want to play.



Next, choose a class. Notice that there are prime requisites for each class, since some classes will require minimum scores for some abilities. If abilities are not quite high enough for the class you would like to play, see **Choosing a Class** for some options. Roll hit points using the appropriate die for your class, and record the value on your character sheet. Fill in and make a note on your sheet of any additional abilities provided by your class.

All characters start with 3d8x10 gold pieces (gp). Consult the weapon and equipment lists, and use your starting money to purchase all armor, weapons and gear appropriate for your

character class. Be sure to record your **Armor Class (AC)** on the character sheet based on the type of armor you choose. Record your **Attack Values (AV)** (page 60) and **Saving Throws** (page 55) appropriate to your class and level.

Finally, don't forget to give your character a name! Also, create a little description of what your character looks like, his or her personality, and maybe even a brief note about the character's background.

Character Abilities

Character Abilities must be determined by rolling randomly. Roll 3d6 for each of the abilities. The Labyrinth Lord 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 fighters, dwarves, elves, and halflings 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	Modifier 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 hit point of damage

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

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

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

**These adjustments are applied if the optional individual initiative rules are used.

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 the modifier to hit dice.

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	Language Proficiency
3	0	Unable to read or write, broken speech
4-5	0	Unable to read or write
6-8	0	Partial ability to write
9-12	0	Able to read and write
13-15	+1	Able to read and write
16-17	+2	Able to read and write
18	+3	Able to read and write

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 Modifier (to all magic 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 a 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.

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

Ability Prime Requisite 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 Labyrinth Lord to allow all hp rolls for first level characters to be re-rolled when results of 1 or 2 occur.

Character Classes

In *Labyrinth Lord* 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 four different classes, but demi-humans are a class defined by their race. Humans can be clerics, fighters, magic-users, and thieves. Dwarves, halflings, and elves are their own classes. High or low prime requisite abilities affect all experience earned for each class (see the Ability Prime Requisite table). A character must have the minimum required ability, if one is indicated, in order to choose a particular class.

Clerics

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

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.



EXAMPLE: Pardue the Holy, a level 1 cleric, attempts to turn 4 foul undead skeletons (1 HD each). When Pardue's player looks at the Turning Undead table, there is a 7 corresponding to his level and the entry for undead of 1 HD. He turns some undead on a roll of 7 or higher on 2d6. He rolls a result of 9, meaning some skeletons will be turned. To determine how many HD he turns, he rolls 2d6 and comes up with a 3. Since skeletons have 1 HD each, three of them flee, leaving one behind for Pardue the Holy to vanquish. If Pardue had been attempting to turn undead that have 2 HD each, he would only have turned one, since a roll of three only completely accounts for one 2 HD creature.

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.

Turning Undead Table

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

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

Cleric Level Progression

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

*Hit point modifiers from constitution are ignored

Cleric Spell Progression

Class Level	Spell Level						
	1	2	3	4	5	6	7
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	2	1	0	0	0	0
6	3	3	2	0	0	0	0
7	4	3	2	1	0	0	0
8	4	3	3	2	0	0	0
9	4	4	3	2	1	0	0
10	5	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	5	5	4	3	3	2	0
13	6	5	4	4	3	2	0
14	6	5	5	4	3	3	0
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3



Dwarves

Requirements: CON 9
 Prime Requisite: STR
 Hit Dice: 1d8
 Maximum Level: 12

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 or longbows. 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, dwarvish, and his own alignment language. Because of their frequent interaction underground with these creatures, dwarves will also speak goblin, gnome, and kobold.

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 (1d8)
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 *
540,001	11	+6 hp only *
660,001	12	+9 hp only *

*Hit point modifiers from constitution are ignored

Elves

Requirements: INT 9
 Prime Requisite: STR and INT
 Hit Dice: 1d6
 Maximum Level: 10

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 their alignment language, common, elvish, gnoll, hobgoblin, and orc.

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. Because of the elven connection to nature, within 5 miles of the stronghold all ordinary animals will be kind and helpful to elves. This helpfulness includes the ability to warn of dangers and pass information, or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within this territory. 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 Level Progression		
Experience	Level	Hit Dice (1d6)
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 constitution are ignored

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.

Fighters

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

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. Beginning at 15th level, a fighter gains one additional attack per round. One further attack is gained every 5 levels to a maximum of 4 attacks per round.

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 (1d8)
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 *
480,001	11	+4 hp only *
600,001	12	+6 hp only *
720,001	13	+8 hp only *
840,001	14	+10 hp only *
960,001	15	+12 hp only *
1,080,001	16	+14 hp only *
1,200,001	17	+16 hp only *
1,320,001	18	+18 hp only *
1,440,001	19	+20 hp only *
1,560,001	20	+22 hp only *

*Hit point modifiers from constitution are ignored

Halflings

Requirements: DEX 9, CON 9
 Prime Requisite: STR and DEX
 Hit Dice: 1d6
 Maximum Level: 8

Halflings are even smaller than dwarves, being about 60 pounds and only attaining a height of around 3 feet. They are as diverse in appearance as humans, but have furry feet and curly hair. Halflings have a gentle nature, and value free time, good food, and good drink. They will engage in playful activities when not on an adventure. They love comfort, and will spend their riches on the most extravagant items.

Like dwarves, halflings may not use large and two-handed weapons, but may use any other weapon and armor. They must have at least 13 in one or the other prime requisite in order to get the +5% to experience. They must also have a STR and DEX of 13 to get the +10% bonus.

Halflings have an uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, halflings can hide with 90% ability. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns on a roll of 1-2 on 1d6, but they must be silent and motionless. Halflings are dexterous folk who get a bonus of +1 to initiative rolls when alone or in a party composed only of halflings. They have keen coordination that grants them +1 on any missile attacks. Because they are so small, halflings have a lower armor class (-2) when attacked by creatures greater than human sized.

Reaching 8th Level: When a halfling reaches level 8, he can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the sheriff of the people (their leader) and must rule them wisely and well.

Halfling Level Progression		
Experience	Level	Hit Dice (1d6)
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
130,001	8	8

Magic-Users

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

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-User Level Progression		
Experience	Level	Hit Dice (1d4)
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 *
610,001	11	+2 hp only *
760,001	12	+3 hp only *
910,001	13	+4 hp only *
1,060,001	14	+5 hp only *
1,210,001	15	+6 hp only *
1,360,001	16	+7 hp only *
1,510,001	17	+8 hp only *
1,660,001	18	+9 hp only *
1,810,001	19	+10 hp only *
1,960,001	20	+11 hp only *

*Hit point modifiers from constitution are ignored

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.

Class Level	Magic-User and Elf Spell Progression								
	Spell Level								
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	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	4	3	3	3	2	-	-	-
13	4	4	4	3	3	2	1	-	-
14	4	4	4	4	3	3	2	-	-
15	5	4	4	4	4	3	2	1	-
16	5	5	4	4	4	4	3	2	-
17	5	5	5	4	4	4	4	3	1
18	5	5	5	5	4	4	4	4	2
19	6	5	5	5	5	4	4	4	3
20	6	6	5	5	5	5	4	4	4

*This is the maximum spell ability for an elf.

Thieves

Requirements: None
 Prime Requisite: DEX
 Hit Dice: 1d4
 Maximum Level: None

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. A thief will usually belong to a **Thieves Guild** from the character's local town, where he can seek shelter and information between adventures. At the Labyrinth Lord's discretion, a thief may have to forfeit a portion of his earnings to the guild in exchange for protection. 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 Skills Table

Level	Pick Locks	Find and Remove Traps	Pick Pockets*	Move Silently	Climb Walls	Hide in Shadows	Hear Noise
1	17	14	23	23	87	13	1-2
2	23	17	27	27	88	17	1-2
3	27	20	30	30	89	20	1-3
4	31	23	37	37	90	27	1-3
5	35	33	40	40	91	30	1-3
6	45	43	43	43	92	37	1-4
7	55	53	53	53	93	47	1-4
8	65	63	63	63	94	57	1-4
9	75	73	73	73	95	67	1-4
10	85	83	83	83	96	77	1-5
11	95	93	93	93	97	87	1-5
12	97	95	105	95	98	90	1-5
13	99	97	115	97	99	97	1-5
14	99	99	125	99	99	99	1-5

* -5% per each 5 levels the thief is lower than the victim. There is always a 1% chance of failure despite a skill percent above 100%.



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!

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. A roll that equals twice or more of the skill percentage means the intended target notices the thieving attempt. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victim's reaction.

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. Unlike the other thief abilities, this ability is rolled using 1d6.

Thief Level Progression

Experience	Level	Hit Dice (1d4)
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 *
400,001	11	+4 hp only *
520,001	12	+6 hp only *
640,001	13	+8 hp only *
760,001	14	+10 hp only *
880,001	15	+12 hp only *
1,000,001	16	+14 hp only *
1,120,001	17	+16 hp only *
1,240,001	18	+18 hp only *
1,360,001	19	+20 hp only *
1,480,001	20	+22 hp only *

*Hit point modifiers from constitution are ignored

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. A successful character might use these followers to start a Thieves' Guild.

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.

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.

EXAMPLE: If an adventurer were in a situation where his companions were trapped and would meet certain death without his help, he would act in the following ways based on his alignment:

The **lawful** character would sacrifice himself if necessary to rescue his companions. He would never leave them behind unless he had a better chance of saving them by doing so, or some truly greater cause could be achieved.

The **neutral** character will attempt to rescue his friends only if he is not likely to be harmed. He will weigh the costs and benefits, and if he is at too much risk, he will leave them behind.

The **chaotic** character will only help the group if he stands to profit from it and if he is not likely to get hurt. How he will act depends entirely on how he sees potential for personal gain or which way is most self-serving.

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 2 electrum pieces (ep), or 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, electrum, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp. 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.

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

Equipment

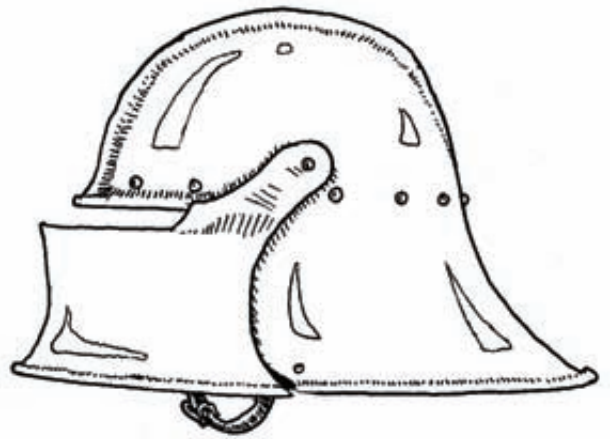
Starting characters may purchase the following equipment. These lists will also be handy when characters need to restock supplies between adventures.

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.
Scimitar	15 gp	1d8	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, bastard**	20 gp	1d8/2d4	6 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.

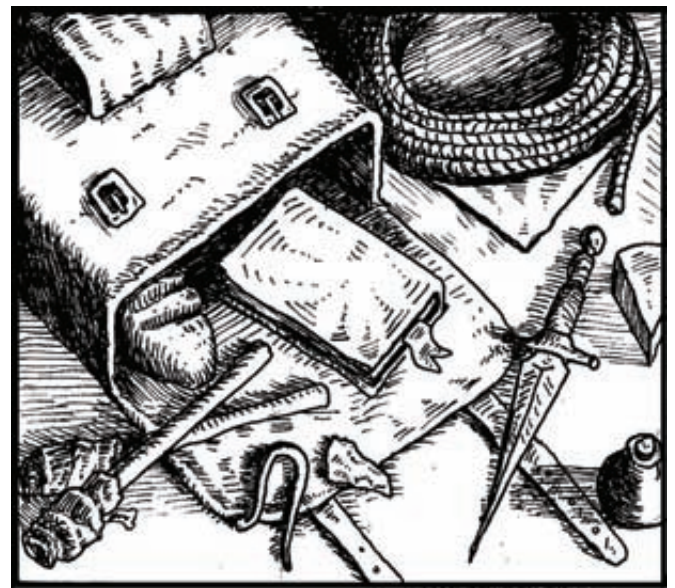
**A bastard sword can be used one-handed or two-handed.



ARMOR

Armor	Cost	Armor Class	Weight
Banded mail	85 gp	4	35 lb.
Chain mail	70 gp	5	30 lb.
Helmet	10 gp	-	5 lb.
Horse barding	150 gp	5	60 lb.
Leather	6 gp	8	15 lb.
Padded	4 gp	8	10 lb.
Plate mail	450 gp	3	50 lb.
Scale mail	50 gp	6	40 lb.
Shield	10 gp	1 less*	10 lb.
Splint mail	75 gp	4	45 lb.
Studded leather	30 gp	7	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.
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.
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.
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

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.

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Canoe: A canoe is a small boat that weighs 50 pounds. It can carry weight up to 600 pounds and is about 15 feet long.

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, Large: This is a large ship, capable of holding a weight of 4,000 pounds. These ships are 15-20 feet wide, 120-150 feet long, and have a draft of 3 feet. This ship is manned by 180 rowers. Further, in addition to the captain, there is generally a crew of 70. These ships are sometimes equipped with catapults and a ram.

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.

Galley, War: This is a large ship that is generally a fleet's flagship, capable of holding a weight of 6,000 pounds. These ships are 20-30 feet wide, 120-150 feet long, and have a draft of 4-6 feet. This ship is manned by 300 rowers. Further, in addition to the captain, there is generally a crew of 100. These ships are equipped with 3 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.

Horse Barding: Barding is leather armor with metal plates on it, worn by horses. It weighs 60 pounds and grants an Armor Class of 5 to the horse.

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



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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.

Manacles: These are used to bind hands or feet.

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.

Sailing Ship, Large: This large, seaworthy ship is 100 to 150 feet long, 25 to 30 feet wide, a draft of 10 to 12 feet, and has a crew of 70. It can carry 30,000 pounds of cargo. It has square sails on its three masts and is sometimes equipped with two catapults.

Sailing Ship, Small: This ship is much like the larger version, but is 60 to 80 feet long, 20 to 30 feet wide, a draft of 5 to 8 feet, and has a crew of 12. It can carry 10,000 pounds of cargo, and has one mast.

Sailing Ship, Transport: This large ship has similar dimensions and characteristics to a large sailing ship.

However, it is specially designed to carry troops, mounts, and equipment of war as its cargo.

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.



Section 3: Spells

Spells are cast by magic-users, elves, and clerics. Memorized hand gestures combined with arcane spoken words bring about magical effects. Spell casters are able to memorize a certain number of spells of different spell levels, depending on the characters' levels of experience. When a spell is cast, knowledge of the spell is erased from the mind of the caster. However, a character can memorize the same spell more than once if the character is capable of memorizing more than one spell of a spell level.

There is a fundamental difference between the spells of magic-users and elves compared to the spells of clerics. Magic-users and elves memorize spells from spell books. These spells draw upon magical energies. Clerics do not study spells from books, but instead receive the knowledge of how to cast specific spells through prayer to their gods. For this reason, clerics have access to all clerical spells they are capable of casting when they pray for spells.

All spell casters can memorize or pray for new spells after 8 hours of rest. It takes one hour to memorize all spells the character is capable of learning.

Magic-users and elves gain additional spells for their spell books in a few different ways. The Labyrinth Lord may allow these spell casters to consult a magic-user guild when they gain levels, and the guild will give them spells, determined randomly, so that the spell books contain the same number of spells the characters are able to cast. This practice might not be allowed, and instead characters may depend entirely on finding scroll spells to add to a spell book, or finding other spell books with new spells in them. Scroll spells of any level may be copied to a spell book, but the spell disappears from the scroll. Characters may also copy spells from one spell book to another, and this process does not erase spells from a book.

Sometimes a spell book will either be lost or destroyed. A magic-user or elf can rewrite the spells through research and memory at a cost of 1 week of game time and 1,000 gp for each spell level. For instance, if two first level spells and one 2nd level spell are replaced, it will take 4 weeks and 4,000 gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the time required.

Spell Casting Constraints

All spell casters need to be able to move their hands and speak in order to make the gestures and speak the magical phrases that bring magic effects into being. As a result, a spell caster cannot cast spells if he is gagged, his hands are tied, or he is in an area under the effects of a *silence* spell. Spell casters may take no other actions during the same round they intend to cast a spell. A PC must announce the intention to cast a spell prior to initiative being determined at the beginning of a round. Should an opponent successfully attack the character, or if the character is required to roll a saving

throw and fails prior to casting a spell, the spell is disrupted and fails. The spell is removed from the caster's memory as if it had been cast. Finally, in most instances a spell caster must have the intended target of a spell within visual range (unless otherwise noted), whether the target is a specific monster, character, or area of effect.

Saving Throws

Some spells allow saving throws, and this will be noted in the spell description. When saving throws are allowed, a successful roll will typically reduce or eliminate a spell effect, depending on the spell description.

Reversible Spells

Some spells are reversible, and this will be indicated for each spell. For magic-users and elves, the reverse of a spell is considered a different spell, so that all spell casters must memorize the specific form of the spell ahead of time. A magic-user or elf may memorize both forms of a spell. A cleric can use either form of a spell without having to pray for the different versions separately, but the Labyrinth Lord may limit this to some degree if a reversed spell is against the beliefs of the cleric's god. A cleric may draw dissatisfaction from his god if he casts versions of spells that have effects that go against his alignment.

Cumulative Spell Effects

Spells that affect different abilities can be combined. In addition, spells can be combined with the effects of magic items. However, spells cannot be used to increase the same ability. For instance, a character cannot cast two *bless* spells for cumulative effect.

Beginning Spells

As discussed previously, clerics have access to all spells when they pray for them. Magic-users and elves study the spells from their spell books, and begin play with a few more spells in their books than they are able to cast based on their level. The player may choose two first level spells and one second level spell, but any other spells can only be added to a spell book through game play.

Spell Details

Each spell has level, duration, and range listed for convenience, with additional information about each spell in the description. Level is the *spell level*, and availability is determined by the caster's level. Duration is the amount of time the spell is in effect. Range is where the *spell effect is centered*, not the area of effect of a spell, which is mentioned in the spell description, where applicable. For example, a spell range of 0 is centered on the caster, whereas with a range of 30' a spell could be centered anywhere within 30' of the caster. A range of *touch* indicates that a thing or creature must be touched for the spell to take effect. Sometimes the

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range of a spell is the same as the area of effect, due to the nature of the spell.

Spell Descriptions

Spells are described here in alphabetical order, divided between cleric and magic-user/elf spells. These spells are listed by level at the end of this section.

Cleric Spells

Animal Growth

Level: 3

Duration: 12 turns

Range: 120'

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

Animate Dead

Level: 3

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 undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from his god.

Animate Objects

Level: 6

Duration: 1 round per level

Range: 30'

The caster imbues inanimate objects within 1 square foot per caster level with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the caster initially designates. An animated object can be of any non-magical material. This spell cannot animate objects carried or worn by a creature.

This spell requires considerable interpretation by the Labyrinth Lord. Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, a rolling vial, or a shuffling chest. Movement should range from 10' to a maximum of 120'. For example, a chair might move

at the full possible movement, but something awkward and without legs, like a chest, might only move at 10'.

Objects attack using the same required attack value roll as the caster. Attack frequency and damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 per 5 rounds to 1 per 1 round, at the Labyrinth Lord's discretion. Damage will be 1d6, unless variable weapon damage is used, in which case damage should range from 1d4 to 5d4 depending on the object type and size. Similarly, the Labyrinth Lord will determine the object's hit points.

Blade Barrier

Level: 6

Duration: 3 rounds per level

Range: 30'

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast, and can range from 5 square feet to 20 square feet.

Bless (reversible)

Level: 2

Duration: 6 turns

Range: 60'

Bless fills the caster's allies with courage, but does not affect enemies within the affected area of 20' x 20'. Each ally gains a +1 morale bonus and +1 on attack and damage rolls.

The reverse of this spell does not affect allies within the effect area, and incurs penalties of -1 instead of bonuses to the rolls indicated above.

Commune

Level: 5

Duration: 3 turns

Range: 0

The caster calls upon divine powers in order to seek knowledge. This spell may only be cast one time per week, and the caster may ask three questions that can be answered by "yes" or "no". Divine powers do not look kindly upon those who call upon them for trivial matters, or who call upon them too often. The Labyrinth Lord will make certain this spell is not abused. One time per year of game time, the caster may ask six questions instead of the normal three.

Conjure Animals

Level: 6

Duration: 2 rounds per level

Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two

4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Continual Light (reversible)

Level: 3

Duration: See below

Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, *continual light* is permanent.

Continual darkness (reverse of *continual light*) produces darkness in the same area and manner as continual light. It can be countered with *continual light* or *dispel magic*. Like *continual light*, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell *light*.

Control Weather

Level: 7

Duration: 4d12 hours

Range: 0

The caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest. The caster calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Create Food and Water

Level: 4

Duration: Permanent

Range: 10'

The caster can create 1 cubic foot of water and/or nutritious food per level of experience. One cubic foot of food can feed three humans or similar sized creatures, or one larger animal such as a mule.

Cure Critical Wounds (reversible)

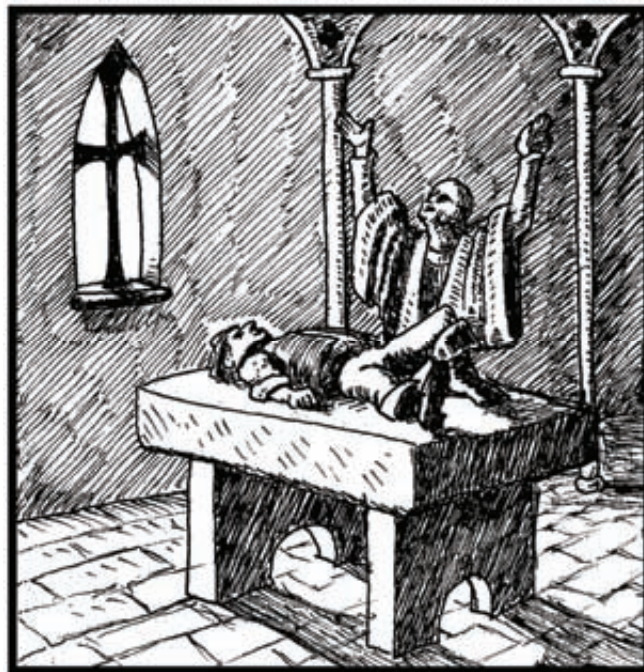
Level: 5

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 3d8+3 hit points of damage. This spell cannot grant more hit points than the being's normal maximum. *Cure critical wounds* also heals any conditions listed in *cure light wounds*.

Cause critical wounds (reverse of *cure critical wounds*) causes 3d8+3 hit points of damage to a being if the caster can touch the opponent.



Cure Disease (reversible)

Level: 3

Duration: Permanent

Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Cause disease (reverse of *cure disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus spells is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

Cure Light Wounds (reversible)

Level: 1

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points of damage. Alternatively, this spell also cures paralysis, will not

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heal damage and paralysis in the same casting. This spell cannot grant more hit points than the being's normal maximum.

Cause light wounds (reverse of *cure light wounds*) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

Cure Serious Wounds (reversible)

Level: 4

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+2 hit points of damage. This spell cannot grant more hit points than the being's normal maximum. *Cure serious wounds* also heals any conditions listed in *cure light wounds*.

Cause serious wounds (reverse of *cure serious wounds*) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

Detect Evil

Level: 1

Duration: 6 turns

Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' 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.

Detect Lie (reversible)

Level: 4

Duration: 1 round per level

Range: 30'

The caster can use this spell on himself or another being, and will be able to know whether words heard are truth or lies.

Undetectable lie (reverse of *detect lie*) can nullify the effect of detect lie, or can be used to tell lies in a convincing manner.

Detect Magic

Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Dispel Evil

Level: 5

Duration: 1 turn

Range: 30'

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30' of the caster must succeed in a saving throw versus spells or be destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only, and that monster saves with a -2 penalty. In addition, *dispel evil* can be used to remove a cursed item from a being within the spell range.

Dispel Magic

Level: 3

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of *dispel magic*. For each level an opponent is above the caster, there is a cumulative 5% chance *dispel magic* does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails.

Earthquake

Level: 7

Duration: 1 round

Range: 120'

When *earthquake* is cast, an intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

Structure: Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

Find the Path (reversible)

Level: 6
 Duration: 1 turn per level
 Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

Lose the path (reverse of *find the path*) renders a touched being completely incapable of finding its way.

Find Traps

Level: 2
 Duration: 2 turns
 Range: 30'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

Flame Strike

Level: 5
 Duration: Instantaneous
 Range: 60'

A *flame strike* produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

Heal (reversible)

Level: 6
 Duration: Permanent
 Range: Touch

Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *feeblemind*, and poison. It heals all but 1d4 hit points of damage.

Harm (reverse of *heal*) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as cause disease.

Hold Person

Level: 2
 Duration: 9 turns
 Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater

size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spell. This spell can effect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

Holy Word (reversible)

Level: 7
 Duration: See below
 Range: 0

Upon speaking the *holy* or *unholy word*, any evil or good creature within a 60' area of the caster suffers the following ill effects.

HD	Effect
12+	Deafened 1d4 rounds, -2 to hit, Movement -25%,
8-11	Stunned 2d4 rounds, -4 to hit, Movement -50%
4-7	Paralyzed 1d4 turns
3 or fewer	Killed

Insect Plague

Level: 5
 Duration: 1 day
 Range: 480'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 HD or fewer. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Know Alignment

Level: 2
 Duration: 1 round
 Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

Light (reversible)

Level: 1
 Duration: 12 turns
 Range: 120'

This spell causes an object to glow as bright as a torch, shedding light in a 15' radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind 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. *Darkness* can also be cast on a target's eyes, and a saving throw versus spell is allowed.

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Locate Object

Level: 3

Duration: 6 turns

Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

Lower Water

Level: 4

Duration: 1 turn per level

Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10th level cleric could lower water by 50% in a 10' square area.

Neutralize Poison

Level: 4

Duration: Permanent

Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that don't go away on their own. If a character dies of poison, *neutralize poison* will bring a character back to life if the spell is used no more than 10 rounds after death.

Part Water

Level: 6

Duration: 1 turn per level

Range: 20' per turn

For the duration of this spell, the caster creates a divide in a body of water. For each level of experience of the caster, he is able to create a divide in water that is 1' wide by 20' long and 3' deep. The caster can dismiss the spell at any time before the duration has expired.

Protection from Evil

Level: 1

Duration: 12 turns

Range: Touch

This spell wards a creature from attacks by "evil" creatures. It creates a magical barrier around the subject that moves with the subject. The subject gains a bonus to AC of -1 and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures.

In addition, this spell prevents bodily contact by summoned or created creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures recoil if such attacks require touching the warded creature. However, these creatures can attempt missile attacks. The protection against

contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius

Level: 4

Duration: 12 turns

Range: Touch

This spell functions exactly like the spell *protection from evil*, except *protection from evil 10' radius* extends the protective barrier to a 10' radius around the caster or subject, allowing companions to stay close and gain the benefits of the spell.

Purify Food and Drink (reversible)

Level: 1

Duration: Permanent

Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage. The opposite of this spell, *putrefy food and water*, spoils a like amount of food or drink.

Quest (reversible)

Level: 5

Duration: See below

Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Labyrinth Lord. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, *remove quest*, can be used to remove the curse and to dispel an active *quest* spell. Like *dispel magic*, the caster of *remove quest* will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the cleric is below the caster of *quest*.

Raise Dead (reversible)

Level: 5

Duration: Permanent

Range: 120'

This spell restores life to a deceased dwarf, elf, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject

of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

Ray of death (reverse of *raise dead*) can be cast and directed at any character or monster. A ray of death shoots from the hand of the caster, and if the target fails a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

Regenerate (reversible)

Level: 7

Duration: Permanent

Range: Touch

The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. It takes 2d4 turns otherwise.

Necrosis (reverse of *regenerate*) will cause body parts to die, turn black, and shrivel to fall off. The body part becomes useless in 1 round, and falls off to become dust in 2d4 turns. The caster must successfully touch the opponent for the spell to work, and the Labyrinth Lord will determine randomly which body part is affected.

Remove Curse (reversible)

Level: 3

Duration: Permanent

Range: Touch

Remove curse 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*.

Bestow curse (reverse of *remove curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the Labyrinth Lord. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *bestow curse* with a successful saving throw versus spell.

Remove Fear (reversible)

Level: 1

Duration: 2 turns

Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effects. The subject receives a saving throw bonus of +1 per

level of the caster. *Remove fear* counters and dispels *cause fear*. The subject must be touched for the spell to take effect.

Cause fear (reverse of *remove fear*) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold

Level: 1

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire

Level: 2

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and grants a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Restoration

Level: 7

Duration: Permanent

Range: Touch

This spell restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character that has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This spell also negates the effects of the spell *feblemind*.

Drain energy (reverse of *restoration*) drains one level away from a target when touched.

Resurrection (reversible)

Level: 7

Duration: Permanent

Range: Touch

This spell functions like *raise dead*, except that upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per caster level.

Destruction (reverse of *resurrection*) causes the victim, when touched by the caster, to die immediately and fall to dust. When these spells are cast, the caster is weakened for 1 day

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per level of the character raised or destroyed, and must rest in bed. For this duration the caster cannot fight or cast spells.

Silence 15' Radius

Level: 2

Duration: 12 turns

Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Snake Charm

Level: 2

Duration: See below

Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit dice equaling the caster's level. A 7th level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination.

Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

Speak with Animals

Level: 2

Duration: 6 turns

Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Plants

Level: 4

Duration: 3 turns

Range: 30'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a

plant creature is friendly toward the caster, it may do some favor or service.

Sticks to Snakes

Level: 4

Duration: 6 turns

Range: 120'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for these snakes are as follows: AL N, MV 90', AC 6, HD 1, #AT 1, DM 1d4, SV F1, ML 7.

Stone Tell

Level: 6

Duration: 1 turn

Range: Touch

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

Striking

Level: 3

Duration: 1 turn

Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

Symbol

Level: 7

Duration: 1 turn per level

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface or in the air. The *symbol* glows, lasting for 1 turn per caster level. There are three different *symbols* available to clerics, which are described below. The particular *symbol* desired must be chosen when the spell is cast. A character may receive a save versus spells to negate the effects of a *symbol*.

Symbol of Pain: Creatures suffer wracking pains that impose a -4 penalty on attack rolls, and a -2 penalty to DEX. These effects last for 2d10 turns.

Symbol of Persuasion: Creatures that see a *symbol of persuasion* become *charmed* by the caster and behave as if they are of the caster's alignment. This effect lasts 1d20 turns.

Symbol of Hopelessness: Creatures that see a *symbol of hopelessness* will surrender or give up any struggle for 3d4 turns.

True Seeing

Level: 5

Duration: 1 round per level

Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

False seeing, the opposite of *true seeing*, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

Wind Walk

Level: 7

Duration: 6 turns per level

Range: Touch

The caster alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed. The caster can take a few other creatures with him, 1 per 8 levels of experience, each of which acts independently. A *wind walker* can fly at a speed of 60' per level, per turn, and up to 600' per turn. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

Word of Recall

Level: 6

Duration: instantaneous

Range: 0

Word of recall teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

Magic-User and Elf Spells**Animate Dead**

Level: 5

Duration: Permanent

Range: 60'

This spell functions identically to the Cleric spell of the same name.

Anti-Magic Shell

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.

Antipathy/Sympathy

Level: 8

Duration: 12 turns per level

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.

Antipathy

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's DEX score by 1 point per round, to a maximum of 4 points.

Sympathy

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Arcane Eye

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 inch in diameter.

Arcane Lock

Level: 2

Duration: Permanent

Range: 10'

An *arcane lock* spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell *hold portal*. The caster can freely pass his own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened with a successful *dispel magic* or *knock* spell. *Dispel magic* removes the *arcane lock*, while *knock* merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

Charm Monster

Level: 4

Duration: Special

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Range: 120'

Charm monster is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoid or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm Person

Level: 1

Duration: Special

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the *charmed* person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the *charmed* person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, *charm person* can be negated by the spell *dispel magic*.

Clairvoyance

Level: 3

Duration: 12 turns

Range: 60'

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one 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 magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clenched Fist

Level: 8

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

Clone

Level: 8

Duration: Permanent

Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

Cloudkill

Level: 5

Duration: 6 turns

Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Confusion

Level: 4

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

Conjure Elemental

Level: 5

Duration: permanent

Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at 1/2 movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a *dispel evil* or *dispel magic* spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Contact Other Plane

Level: 5

Duration: Special

Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and 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 answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

Results of a Contact:

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives -15% to the insanity roll.

Continual Light

Level: 2

Duration: Permanent

Range: 120'

This spell is similar to the 1st level cleric spell *light*. 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*.

Control Weather

Level: 6

Duration: See below

Range: 0

This spell differs from the cleric spell of the same name. The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at -2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

Crushing Hand

Level: 9

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects 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.

An opponent can attack a crushing hand. It has an AC of 9 and hp equal to those of the caster.

Death Spell

Level: 6

Duration: 1 round

Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Delayed Blast Fireball

Level: 7

Duration: See below

Range: 100' + 10' per level

In most respects, this spell is identical to *fireball*. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.

Detect Evil

Level: 2

Duration: 2 turns

Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level cleric spell of the same name.

Detect Invisible

Level: 2

Duration: 5 rounds per level

Range: 10' per level

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.

Detect Magic

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.

Dimension Door

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.

Disintegrate

Level: 6

Duration: Permanent

Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *crushing hand*, but not magical effects such as an *anti-magic shell*.

Dispel Magic

Level: 3

Duration: permanent

Range: 120'

The caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube 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 a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

Duo-Dimension

Level: 7

Duration: 3 rounds +1 per level

Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. *True seeing* does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

ESP

Level: 2

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Feeblemind

Level: 5

Duration: Indefinite

Range: 240'

If the target creature fails a saving throw versus spell 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*.

Fire Ball

Level: 3

Duration: Instant

Range: 240'

A *fireball* spell is an explosion of flame that detonates with a low roar and 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 *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Floating Disc

Level: 1

Duration: 6 turns

Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all

times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly

Level: 3

Duration: See below

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.

Geas (reversible)

Level: 6

Duration: See below

Range: 30'

This spell functions in an identical manner to the 5th level cleric spell *quest*.

Glass Like Steel

Level: 8

Duration: Permanent

Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster 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.

Grasping Hand

Level: 7

Duration: 1 round per level

Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half.

An opponent can attack a *grasping hand*. It has an AC of 9 and hp equal to those of the caster.

Hallucinatory Terrain

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

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illusion comes into contact with an intelligent being, the spell is negated.

Haste (reversible)

Level: 3

Duration: 3 turns

Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A *hasted* creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple *haste* effects do not stack. *Haste* dispels and counters *slow* effects.

Slow, the reverse of *haste*, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Hold Monster

Level: 5

Duration: See below

Range: 120'

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell *hold person*, but can affect non-humanoid monsters and larger monsters.

Hold Person

Level: 3

Duration: 1 turn per level

Range: 120'

In all respects this spell is identical the cleric spell of the same name.

Hold Portal

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.

Imprisonment (reversible)

Level: 9

Duration: Permanent

Range: Touch

When the caster casts *imprisonment* and touches a creature, it is entombed 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. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Incendiary Cloud

Level: 8

Duration: 4 rounds +1d6 rounds

Range: 30'

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Infravision

Level: 3

Duration: 1 day

Range: 0

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

Instant Summons

Level: 7

Duration: Instantaneous

Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Invisibility

Level: 2

Duration: See below

Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of

light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility 10' radius

Level: 3
Duration: See below
Range: Touch

This spell has the same effects as invisibility, but it affects all creatures within 10' of the caster or subject and any creatures that move beyond the 10' radius of effect become visible again.

Invisible Stalker

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 finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

Irresistible Dance

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

The subject feels an undeniable urge to dance and begins doing so, 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 the target holds.

Knock

Level: 2
Duration: 1 round
Range: 60'

The *knock* spell opens stuck, barred, locked, or *held* doors. It opens secret doors, as well as locked or trick-opening boxes

or chests. Any secret doors must of course 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.

Levitate

Level: 2
Duration: See below
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 (generally at half base land speed).

Light (reversible)

Level: 1
Duration: See below
Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Lightning Bolt

Level: 3
Duration: Instantaneous
Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Limited Wish

Level: 7
Duration: See below
Range: Unlimited

A *limited wish* allows the caster to create nearly any type of effect. For example, a *limited wish* can 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, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the Labyrinth Lord's discretion.

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Locate Object

Level: 2

Duration: 2 turns

Range: 60' +10' per level

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. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

Lower Water

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 this spell.

Magic Jar

Level: 5

Duration: Special

Range: 30'

By casting *magic jar*, the caster places his soul in a gem or large crystal (known as the *magic jar*), 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 (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range. While in the *magic jar*, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the *magic jar*, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a *dispel evil* spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the *magic jar* and his own body is slain, the caster is trapped in the *magic jar* until a creature comes within range and can be

possessed. If the caster's life force is in possession of a host and the *magic jar* is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Missile

Level: 1

Duration: 1 turn

Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Magic Sword

Level: 7

Duration: 1 round per level

Range: 30'

The caster 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. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell *dispel magic* can cause the *magic sword* to disappear.

Mass Charm

Level: 8

Duration: Special

Range: 5' per level

This spell functions like charm monster. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of -2.

Mass Invisibility

Level: 7

Duration: Special

Range: 10' per caster level

This spell functions just like *invisibility*, but affects all creatures within a 30' square.

Massmorph

Level: 4

Duration: See below

Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area

become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

Maze

Level: 8
 Duration: special
 Range: 5' per level

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

Intelligence	Wandering Time
2 or below	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18 or higher	1d4 rounds

Minotaurs are not affected by this spell.

Meteor Swarm

Level: 9
 Duration: Instantaneous
 Range: 40' + 10' per level

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

Mind Blank

Level: 8
 Duration: 7 rounds +1 per level
 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 when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as a *crystal ball*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.



Mirror Image

Level: 2
 Duration: 6 turns
 Range: 0

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. 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.

Move Earth

Level: 6
 Duration: 6 turns
 Range: 240'

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

Part Water

Level: 6
 Duration: 6 turns
 Range: 120'

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

Passwall

Level: 5
 Duration: 3 turns
 Range: 30'

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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.

Phantasmal Force

Level: 2

Duration: See below

Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

Phase Door

Level: 7

Duration: 1 passage per 2 levels

Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The *phase door* is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the *phase door* and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

Plant Growth

Level: 4

Duration: See below

Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this spell to take effect, and the effects last until a *dispel magic* spell is cast. This spell has no effect on plant creatures.

Polymorph Any Object

Level: 8

Duration: Variable

Range: 5' per level

This spell functions like other *polymorph* spells, except that it changes one 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. The duration is determined by using the following guidelines, but the Labyrinth Lord will have to decide the specific duration of each use of this spell based on the circumstances.

Consider Changes in:

Kingdom (animal, vegetable, mineral)
Class (mammals, fungi, metals, etc.)
Size (similar size, or greater, smaller)
Related (twig is to tree, wolf fur is to wolf, etc.)
Overall shape (similar shapes, similar functions)
Same or lower Intelligence

Changes across kingdoms will at best last a few hours. Items that are related, such as a piece of wolf fur becoming a wolf, are permanent. Note that changes affecting several categories may result in a shorter duration. The spell *dispel magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials.

This spell can also be used to duplicate the effects of *flesh to stone*, *stone to flesh*, and similar spells that alter matter. When this spell is used to create the effects of flesh to stone, the victim makes a saving throw with a penalty of -4.

Polymorph Others

Level: 4

Duration: See below

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph Self

Level: 4

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not

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gained. For example, if the caster transforms into a manticore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell *dispel magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Power Word Kill

Level: 9

Duration: Permanent

Range: 2.5' per level

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. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by *power word kill*. There is no saving throw against this spell.

Power Word Stun

Level: 7

Duration: See below

Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by *power word stun*. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31-60	2d4 rounds
61-90	1d4 rounds

Prismatic Sphere

Level: 9

Duration: 1 turn per level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a *blindness* effect on creatures with less than 8 HD, which lasts 2d4 turns.

The caster can pass into and out of the *prismatic sphere* and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Color	Order	Effect of Color	Negated By
Red	1st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	<i>Passwall</i>
Orange	2nd	Stops magical ranged weapons. Deals 20 points damage.	<i>Fly</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 40 points of damage.	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; saving throw versus poison).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (saving throw versus petrify negates).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Save versus spell-like devices or become insane.	<i>Continual light</i>
Violet	7th	Energy field that sends creatures to another plane (saving throw versus spells negates).	<i>Dispel magic</i>

Project Image

Level: 6

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil

Level: 1

Duration: 12 turns

Range: 0

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to

recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' radius

Level: 3

Duration: 12 turns

Range: 0

This spell is identical to *protection from evil*, except that the effective protection extends 10' around the caster, and protects companions within this area.

Protection from Normal Missiles

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.

Read Languages

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.

Read Magic

Level: 1

Duration: 1 turn

Range: 0

By means of *read magic*, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic*. All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell.

Reincarnate

Level: 6

Duration: Permanent

Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If

the result on the table below indicates reincarnation into a class, roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

	Incarnation	Chaotic	Neutral	Lawful
1	Cleric	Bugbear	Ape	Blink Dog
2	Dwarf	Gnoll	Baboon	Gnome
3	Elf	Goblin	Centaur	Neanderthal
4	Fighter	Hobgoblin	Lizardfolk	Pegasus
5	Halfling	Kobold	Pixie	Roc (small)
6	Magic-user	Minotaur	Werebear	Unicorn
7	Thief	Ogre		
8	Creature	Orc		
9-10	Same class			

Remove Curse (reversible)

Level: 4

Duration: Permanent

Range: 0

In all respects this spell is identical to the 3rd level cleric spell *remove curse*.

Reverse Gravity

Level: 7

Duration: 1 round

Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Shape Change

Level: 9

Duration: 1 turn per level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Shield

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.

Simulacrum

Level: 7
Duration: Permanent
Range: Touch

Simulacrum creates a psuedo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% +3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a *detect magic* spell, and *true seeing* will reveal a simulacrum's true nature.

Sleep

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

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

Statue

Level: 7
Duration: 6 turns per level
Range: Touch

A *statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that

can affect the granite-hard substance of the individual's body. 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, as long as the spell duration is in effect.

Stone to Flesh (reversible)

Level: 6
Duration: Permanent
Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. 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.

Symbol

Level: 8
Duration: See below
Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict

When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death

When triggered, a *symbol of death* slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair

Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear

All creatures must succeed in a saving throw versus spells with a penalty of -4 or suffer from the effects of a *fear* spell.

Symbol of Insanity

When triggered, a *symbol of insanity* causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the *confusion* spell). This effect can be negated with the spells *heal* or *wish*.

Spells

Labyrinth Lord

Symbol of Pain

Each creature suffers wracking pains that impose a -4 penalty on attack rolls and -2 to DEX. These effects last for 2d10 turns.

Symbol of Sleep

All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning

When triggered, a *symbol of stunning* causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

Telekinesis

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 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport

Level: 5

Duration: Instantaneous

Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location.

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly.

Familiarity	On Target	High	Low
Very familiar	01-95	96-99	00
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

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.

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 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.

Transmute Rock to Mud (reversible)

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. This alteration is permanent.

Trap the Soul

Level: 8

Duration: Permanent

Range: 10'

Trap the soul 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. Before the actual casting of *trap the soul*, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

Ventriloquism

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.

Wall of Fire

Level: 4
Duration: See below
Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures who use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Ice

Level: 4
Duration: 12 turns
Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Stone

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 objects are, and it must rest on a solid surface.

Water Breathing

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 creatures under the influence of the spell are not granted any additional proficiency at swimming.

Web

Level: 2
Duration: 48 turns
Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a *web* become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a *web* spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Wish

Level: 9
Duration: See below
Range: Unlimited

Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9th level spells or create comparable effects. Ultimately, the Labyrinth Lord will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error. Powers or ability bonuses may be wished for at the Labyrinth Lord's discretion, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the Labyrinth Lord can exercise some regulation of wishes based on this strict enforcement. Although another character may be wished dead, such an act disrupts balance and the Labyrinth Lord should think of a method to fulfill the wish but in a way that the character wished dead is unaffected. For instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died.

Cleric Spells by Level

		Level						
		1	2	3	4	5	6	7
1.	Cure Light Wounds	Bless	Animal Growth	Create Food and Water	Commune	Animate Objects	Control Weather	
2.	Detect Evil	Find Traps	Animate Dead	Cure Serious Wounds	Cure Critical Wounds	Blade barrier	Earthquake	
3.	Detect Magic	Know Alignment	Continual Light	Detect Lie	Dispel Evil	Conjure Animals	Holy Word	
4.	Light	Hold Person	Cure Disease	Lower Water	Flame Strike	Find the Path	Regenerate	
5.	Protection from Evil	Resist Fire	Dispel Magic	Neutralize Poison	Insect Plague	Heal	Restoration	
6.	Purify Food and Drink	Silence 15' Radius	Locate Object	Protection from Evil 10' Radius	Quest	Part Water	Resurrection	
7.	Remove Fear	Snake Charm	Remove Curse	Speak with Plants	Raise Dead	Stone Tell	Symbol	
8.	Resist Cold	Speak with Animal	Striking	Sticks to Snakes	True Seeing	Word of Recall	Wind Walk	

Magic-User and Elf Spells by Level

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

		Level			
		6	7	8	9
1.	Anti-Magic Shell	Grasping Hand	Antipathy/Sympathy	Crushing Hand	
2.	Control Weather	Delayed Blast Fireball	Clenched Fist	Imprisonment	
3.	Death Spell	Instant Summons	Clone	Meteor Swarm	
4.	Disintegrate	Duo-Dimension	Glass Like Steel	Power Word Kill	
5.	Geas	Limited Wish	Incendiary Cloud	Prismatic Sphere	
6.	Invisible Stalker	Mass Invisibility	Irresistible Dance	Shape Change	
7.	Lower Water	Magic Sword	Mass Charm	Temporal Stasis	
8.	Move Earth	Phase Door	Maze	Time Stop	
9.	Part Water	Power Word Stun	Mind Blank	Wish	
10.	Project Image	Reverse Gravity	Polymorph Any Object		
11.	Reincarnation	Simulacrum	Symbol		
12.	Stone to Flesh	Statue	Trap the Soul		

Section 4: Adventuring Rules

Labyrinths & Monsters

Many adventures will take place in labyrinths. These locations, also sometimes called dungeons, vary considerably in type and location. What they all have in common, however, is a theme. Labyrinths are usually underground caverns, passageways, and rooms filled with dangerous monsters, traps, riddles, and riches. The characters will have some purpose for being there, whether it is a specific task that must be fulfilled or whether the characters are simply seeking excitement, fame, and wealth.

Adventuring Groups

For the sake of survival, characters team up to undertake adventures in labyrinths, because any number or type of monsters could lie in wait. Groups should generally be composed of a diverse array of classes, so that different characters are able to contribute different talents for any given situation. A thief can check for traps, for instance, and fighters are good for muscle. Clerics have spells, including spells for healing, and magic-users are capable of powerful offensive and defensive magic.

Occasionally, there are not enough group members to take on the challenges of the labyrinth. The group may hire NPCs, or retainers, for extra hands. Rarely, the Labyrinth Lord will allow players to play more than one character. However, in these cases characters belonging to the same player cannot offer each other special treatment, such as trading or giving away riches or magical items, unless the Labyrinth Lord rules it acceptable.

Group Organization

Once the group consists of a good mix of complementary characters, the group marching order should be established. This will depend largely on the width of the passages in a labyrinth. Generally, characters should march in pairs, side by side, forming a line of pairs. A standard marching order would be tougher characters, like fighters, in the front, while thieves follow second, and elves and magic-users next to last. Relatively strong characters, like dwarves and clerics, should guard the rear. If enough fighters are present, they can take up the rear as well. Marching order should be written down, so that it is always clear as the group progresses through the labyrinth where everyone is. If a large map is being used, the players might use dice, paper miniatures, or even fancy,



painted metal figures to represent their characters and where they are in the marching order.

One player should be designated as the **labyrinth mapper**. The labyrinth mapper will draw the labyrinth as the characters explore it, so that the group does not get lost, and also to keep a record of which areas have been explored. Labyrinths are typically mapped on graph paper with 1/4" square grids, with a scale of 10 feet per square. The labyrinth mapper, more than any other player, must be alert to all descriptions of areas the Labyrinth Lord offers, because if there is an error in a map, it could result in hardship, or even injury, to the group. If the character belonging to a labyrinth mapper dies, the player must hand over labyrinth mapping duties to a player with a living character. This character, in the game, takes the map from the dead character and continues his dead friend's work.

Labyrinth Rules

The following rules apply to adventuring in labyrinths. Additional rules are offered later in this section for other kinds of environments.

Time and Movement

When in the labyrinth, characters take actions in time increments called turns. One turn is the equivalent in game time to 10 minutes. Character actions that take one turn can include looking for secret doors or traps in a 10' x 10' room, or moving the full movement rate (120 feet unless heavily encumbered) while mapping. As characters make their way through labyrinths, their movement rates account for the fact that they are exploring, watching their footing, mapping, and taking care to avoid obstacles. This is referred to as **exploring movement**. **Combat movement** occurs when characters meet foes or more immediate challenges. In these cases characters move at 1/3 their movement per round, usually 40 feet, unless heavily encumbered. Rounds are ten seconds of game time each, so there are 60 rounds in a turn. Finally, the third kind of speed is running speed. Running speed is the full character speed, 120 feet, and it is traveled in one round.

If using a large map and metal figures, all of these distances may be precisely measured on a map grid, and pieces representing characters, monsters, and other labyrinth features will be kept track of as well. Commonly, on large play maps one square is equal to 5 feet, and this scale will be used to measure all distances. In all matters of time and movement, the Labyrinth Lord is the final authority on what may be accomplished in a given period of time.

Rest

Exploring labyrinths is strenuous work, and all characters must rest. Characters can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If the characters press on without resting, they all suffer a penalty of -1 to hit and damage rolls until they have rested for 1 turn. Further, resting is useful for elves, magic-users, and clerics to recover spells. This is discussed in Section 3.

Carrying Capacity and Encumbrance

This is an optional rule, and is used if the Labyrinth Lord wants to make sure characters carry more realistic weights. It is important to keep track of how much weight characters are carrying, because they can only haul so much treasure from a labyrinth, and if they are heavily weighed down they cannot move as fast. Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons and armor. The maximum any character can carry is 160 pounds. Character speed will be affected based on encumbrance. Refer to the Movement and Encumbrance Table.

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.

Light and Darkness

Since labyrinth adventures occur underground, there may not be a light source, and characters will want to bring torches or lanterns. These light sources emit light in a 30' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Characters or monsters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time. Many monsters and demi-humans have infravision. Characters who have infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as tones of red, yellow, and blue, while cool items are gray and very cold objects are black. This light does not allow demi-humans to read, because fine detail is not visible. Infravision only functions in the darkness, so any visible light, whether normal or magical, will disrupt it. Any characters who cannot see due to darkness or blindness suffer -4 to hit when attacking. This penalty applies when attacking invisible opponents.

Doors

Labyrinths often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6. For example, if a character has a STR of 15 he receives a +1 to open doors. He would instead need to roll 3 or less on 1d6 to succeed. A character with STR 5 has -2 to open doors, but since the odds cannot go below 1, if the player rolls a 1 on 1d6, he succeeds in breaking down the door.

Secret doors can only be spotted if characters are specifically looking for them. The Labyrinth Lord rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. Since the Labyrinth Lord rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the Labyrinth Lord rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for this task, and has a different chance of success (refer to the Thief Skills table). This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection

Thieves have a special skill to detect traps, but characters of all classes can search for non-magical traps. All characters except dwarves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. The Labyrinth Lord secretly rolls the dice for these checks, because the players will never know if they failed to find the trap or if there is not one present.

Traps have specific triggers, whether it is opening a door or walking over a particular area. Every time a character makes an action that could trigger a trap, the Labyrinth Lord rolls 1d6. A result of 1 or 2 indicates that the trap springs. Normally, a trap has a specific effect that cannot be avoided. Examples include a trapped floor dumping the characters into a pit of spikes, or a poisoned needle in a door handle.

Wilderness Adventures

Wilderness adventures have certain similarities to labyrinth adventures. Players must decide where they are going, what equipment they need, and how to get there. Some things to consider are what the conditions of travel will be. Do the characters need warm clothes? Do they need horses for travel or carrying gear? What kinds of special equipment are needed?

Otherwise, wilderness adventures are carried out like other adventures. The characters journey in an established marching order, but the action takes place in a wilderness, such as a forest or glen, rather than underground. The mapper should record the group's progress if the area is unexplored, or the group may already have acquired a map of the area. The Labyrinth Lord will have a map prepared beforehand, so that he knows the layout of the land. Unlike labyrinth maps, wilderness maps are usually recorded on graph paper with hex grids, at a scale of 6 or 10 miles for each hex. Larger area maps will typically have a scale of 1 hex = 24 miles.

Time and Wilderness Movement

The wilderness is not cramped like in a labyrinth, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness. A character that could move 120' per turn in a labyrinth can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement reduced by...
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 - 12) per day. Furthermore, certain kinds of terrain can slow travel at the Labyrinth Lord's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a **forced march**. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel.

Weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the Labyrinth Lord will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Losing Direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the start of each day of travel, the Labyrinth Lord will roll d%, consulting the table below to determine if the group loses direction.

Terrain	Chance of Losing Direction
Plains	15%
Mountains or Hills	32%
Forest	32%
Sea	32%
Desert	50%
Jungle or Swamp	50%

If the roll indicates that the group is lost, they likely will not realize it immediately. They will set out for their travels, and may not understand they are off course for days. The Labyrinth Lord will decide which direction the group is traveling, and how far off it is from their intended direction. One option is to pick a direction only slightly off of course. For example, if the group intended to go south, they are actually headed southwest or west.

Climbing

When characters are climbing in a difficult or tense situation, the Labyrinth Lord can require an **ability check** versus DEX (See Section 5). Note that only thieves are able to climb extremely steep and high surfaces, due to their special training and knowledge of the use of climbing equipment.

Rations and Foraging

When adventuring in a labyrinth, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

If characters go for a full day or more without food, the Labyrinth Lord may begin to apply penalties to attack rolls, require more frequent rest and a reduction in movement, or even begin to deduct hit points in extreme cases.

Swimming

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the Labyrinth Lord's discretion. Heavily encumbered characters, wearing plate mail armor and/or carrying a large proportion of treasure, will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning. The Labyrinth Lord might first allow an ability check versus STR or CON before deciding if the players roll to check for drowning.

Air Travel

When traveling by air, the total number of miles one can normally travel on land per day is multiplied by 2. For example, a character flying with a movement of 120' can travel 48 miles per day. This time might be slowed if there are adverse conditions, such as very high mountains, storms, or thick fog. There are many magical items that grant characters the ability to fly, as well as spells and winged mounts.

In general, winged beasts may carry riders or other burdens in increasing size based on HD multiples of 3. For example, a creature with 3 HD could carry a halfling or human child. A creature with 6 HD could carry an adult human or elf, or two halflings. A creature with 12 HD can carry large animals like horses, or four adult humans. Finally, a creature with 24 HD could carry a very a large animal, or four horses, or 8 humans.

Water Travel

Adventures at sea or otherwise on water require more extensive rules, and are covered in Section 5.

Hiring Retainers

Retainers are NPCs that are hired by characters for extra hands during an adventure. Characters are limited to a finite number of retainers, which is indicated by the character's CHA score. Retainers are not mindless slaves, and although they will share the risks of the PCs, they will not act as battle fodder willingly. In fact, if abused in any way, retainers will typically warn others of this abuse and the PCs will soon find it difficult to hire other retainers.

Retainers are recruited through negotiation. The Labyrinth Lord plays the roles of the NPCs the PCs attempt to hire. The PCs can just walk up to strangers in pubs, or seek adventurer guilds. Alternatively, they may advertise by putting up fliers or other means. The PCs will have to explain what the job entails and the rates of pay. Some means of pay might include a percentage of any treasure recovered, or a flat payment. Players will also typically pay for any new adventuring gear or weapons the retainers will require for the adventure, and may need to secure them mounts. After the offers are made, the Labyrinth Lord will roll 2d6 on the table below to decide the potential retainer's reactions:

Reaction to Hiring Offer	
Roll	Offer Result and Reaction
2	Agrees to offer*
3-5	Agrees to offer
6-8	Reroll
9-11	Declines offer
12	Declines offer**

*The offer is accepted with very good spirit, and the retainer's morale receives a bonus of +1 for the adventure's duration.

**The potential retainer acts so negatively to the offer that he spreads negative rumors about the PC, which results in a +1 to the roll on any further reactions to hiring rolled on the table above while recruiting in the same town or area.

In *Labyrinth Lord* the most common races are humans and halflings, and these races will be available most often as retainers. More rarely dwarves and elves will be available for

hire. Retainers can be of any class or level, except that the hiring PC must be of an equal level or higher than the retainers he hires.

Checking Morale

Retainers have a morale rating, indicated by the hiring character’s CHA. This rating can be adjusted at the Labyrinth Lord’s discretion. It can be increased if the PC has been particularly good to the retainer, or reduced if the PC has been cruel or contrary to his word. Morale rolls are made each time the retainer is exposed to a particularly perilous situation, and at the end of an adventure. The Labyrinth Lord rolls 2d6, and if the result is lower than the morale rating, accounting for any adjustments, the roll has succeeded. If the roll fails, the retainer will likely flee. If the roll is failed at the end of an adventure, this retainer will not work for the PC again.

Retainers and Experience

Although retainers are “played” by the Labyrinth Lord, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules. Because retainers follow instructions when on an adventure, thus not engaging in problem solving, they suffer a penalty of -50% to experience points (they get 1/2 of a share).

Hiring Specialists and Mercenaries

Unlike retainers, mercenaries and specialists do not accompany characters on adventures. Mercenaries are hired soldiers, and will guard, patrol, and otherwise serve in

wilderness settings, but only as part of a larger force, not an adventuring group. Specialists are hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task. It must be noted that mercenaries and specialists do not count toward a character’s maximum number of retainers, since they are not the same kind of hired help.

Like hiring retainers, mercenaries and specialists can be located through perusing pubs or through posting notices of help wanted. Also, in the case of professional specialists, these individuals may have shops or a reputation that the characters can follow.

Kinds of Mercenaries

Mercenaries are typically hired as soldiers and guards. They have morale like retainers, but mercenary morale is based simply on a business relationship and not as much on the CHA of the hiring character. Soldiers will have bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher. All of these factors are considered by the Labyrinth Lord.

Mercenary Type	Base Morale
Commoner Militia	6
Barbarians or humanoids	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

Note that armorers are required to make and repair troop armor and weapons. The rates suggested for hiring troops apply only when the troops are not in an active wartime situation, during which time all wages are multiplied by 2. Refer to the table nearby for typical wages of mercenary types based on race and class.

Kinds of Specialists

Below are several possible specialists and typical monthly pay rates. This list is not exhaustive, and the Labyrinth Lord may create more kinds of specialists as needed.

Alchemist

Rate: 800 gp + 1d4x100 gp, per month

Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. As a result, when reproducing a potion based on a sample deduct the cost and time involved by half of what it would take a magic-user. However, it takes them twice as long at twice the cost to research and create new potions.

Animal Trainer

Rate: 400 gp + 1d2 x 100 gp, per month



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All animal trainers are specialized in a particular kind of animal, and can have up to 6 animals under their care at a time. Trainers are not required for common animals like dogs or horses, but more exotic animals, like a pegasus, would require a specialized trainer.

The Labyrinth Lord decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal, or to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost. If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed.

Blacksmith

Rate: 80 gp + 1d4 x 10 gp, per month

Per month, a blacksmith can make 5 weapons, 1 complete suit of armor, or up to 3 shields. In addition to being hired for producing weapons and armor, blacksmiths are hired at the frequency of 1 per 50 troops in order to fix armor and weapons. Blacksmiths will sometimes have apprentices (who will require half pay each) and production or troop weapon coverage is multiplied by 2 per 3 of these apprentices.

Engineer

Rate: 700 gp + 2d4 x 10 gp, per month

Engineers plan and oversee large construction projects, such as building strongholds. The number of engineers required is based on the value of the project. A minimum of 1 engineer is needed, with an additional engineer per 100,000 gp value of the project. For example, if a project is 60,000 gp it will require 1 engineer, and if it is 200,000 gp it will require 2 engineers. Human engineers usually handle large aboveground structures, while dwarves will be hired for underground construction.

Sage

Rate: 1,800 gp + 1d4 x 100 gp, per month

Sages are rare; they usually specialize in a subject area, such as a sage specialist in dragons. Sages may be consulted for information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question. The Labyrinth Lord will decide these costs. In addition, despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The Labyrinth Lord will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!

Seafarer

Rate: See below

There are four types of seafarer, listed as follows by order of gp cost per month: rowers, 3 gp; sailors, 12 gp, navigators, 175 gp; and captains, 275 gp. Navigators and captains, at the Labyrinth Lord's discretion, could randomly cost more than or less than the listed value by 1d4 x 10 gp.

Mercenary Type	GP Wage per Month				
	Dwarf	Elf	Goblin	Human	Orc
Commoner	-	-	-	1	-
Light Infantry <i>Gear: sword, shield, leather armor</i>	-	5	1	3	2
Heavy Infantry <i>Gear: sword, shield, chainmail armor</i>	5	7	-	4	2
Crossbowman <i>Gear: heavy crossbow, chainmail armor</i>	7	-	-	5	3
Mounted Crossbowman <i>Gear: crossbow</i>	20	-	-	-	-
Bowman <i>Gear: sword, short bow, leather armor</i>	-	12	4	7	5
Mounted Bowman <i>Gear: shortbow</i>	-	35	-	15	-
Longbowman <i>Gear: sword, longbow, chainmail armor</i>	-	25	-	10	-
Light Mounted <i>Gear: lance, leather armor</i>	-	25	-	10	-
Medium Mounted <i>Gear: lance, chainmail armor</i>	-	-	-	15	-
Heavy Mounted <i>Gear: lance, sword, plate armor</i>	-	-	-	20	-
Wolf Mounted <i>Gear: spear, leather armor</i>	-	-	6	-	-

Rowers are unskilled normal humans who man oars of vessels. Sailors are skilled normal humans who can handle a ship. The navigator understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A captain is required for any large ship, is skilled like a sailor, and has more intimate knowledge of the particular coasts he frequents.

Spy

Rate: 400 gp + 1d2 x 100 gp, per month

Spies are usually of the thief class, but can be any class. A scout is hired by a character to gather information, either about a specific person, persons, or even to spy on an area. It is up to the character to find and hire a spy. The Labyrinth Lord will determine the probability of whether the spy succeeds in the mission, based on the circumstances, and how much time any particular spying job will take. Spies may or may not be reliable, and could stab the hiring character in the back (maybe literally!).



Awarding Experience

All characters that make it through an adventure alive receive experience points (XP). Experience points are gained from two sources, treasure and monsters. Characters only gain XP from treasure of a non-magical nature, at the rate of 1 XP per 1 gold piece (gp) value of the item. The values of all items are added together, and converted to gp units if necessary. For example, if the group finds a gold statue worth 500 gp and a gem worth 250 gp, these are added up to 750 XP, and divided evenly between the characters.

All defeated monsters (either outsmarted or killed), grant XP based on how powerful they are. Monsters begin with a base XP determined by hit dice (HD), and receive a bonus for each special ability they have (fire breath, spell-like abilities, etc.). Refer to the table below.

Monster Experience Points Table		
Monster HD	Base XP	Bonus XP/Ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1000	700
11-12+	1200	800
13-16+	1500	900
17-20+	2,250	1,000
21+*	3,000	2,000

*For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.

The first step in calculating a monster's XP is to write down the base number. If the monster has HD 4, you would write down 80. Next, multiply the value for the XP bonus per ability by the number of special abilities the monster has. If a HD 4 monster has 3 special abilities, the total bonus is (3 x 55 = 165). For a monster with HD 4 and 3 special abilities, the group receives a total of 245 XP (80 + 165). The totals for each monster defeated are calculated and added to all XP from treasure, and the sum for all XP is divided among all group members. However, retainers receive 1/2 of a share each.

The Labyrinth Lord may grant XP bonuses to players who did particularly well. Likewise, he may penalize other players who did not do their share of the work in an adventure. In addition, characters receive XP bonuses or penalties based on their score in their class prime requisites, as detailed in Section 2: Characters. All bonuses or penalties are applied to the grand total XP a particular character receives at the end of an adventure. For example, if Pardue the Holy receives 1,200 XP at the end of an adventure, and he has a prime requisite that grants him +10% to experience, then the total XP after this bonus that Pardue receives is 1,320 XP ((1,200 x .10) + 1,200 = 1,320).

Characters should not be given enough experience to advance 2 levels or more in one adventure. For example, if Alexandra the Elf is 1st level with 0 XP, she should receive no more than 8,124 XP in one adventure (a huge sum!), which is 1 XP short of reaching 3rd level.

Section 5: Encounters and Combat

Encounters

The characters will explore labyrinths filled with wondrous treasures, ancient secrets, and other amazing situations. It is also inevitable that at some point, they will come face to face with monsters. When a monster confronts the characters (or vice versa), this situation is called an **encounter**.

The Labyrinth Lord decides what the monsters do. He “plays” the monsters just as the other players “play” their characters. The Labyrinth Lord will know ahead of time which areas in a labyrinth hold monsters, their types, and their strengths. He will also determine whether there are random **wandering monsters**. Monsters may be living in the labyrinth, or they may be there with purposes of their own.

Encounters and Time

In encounters and during combat, time is measured at the most minute scale of any other kind of action. Time commences in units of **rounds**, which are 10 seconds each. There are 6 rounds to a minute and 60 rounds to a **turn**.

Labyrinth Play Sequence

Turns progress in the labyrinth as characters use turns to move about, look for traps, listen for noises, or search areas. The Labyrinth Lord will occasionally roll for a **random encounter** (see the Labyrinth Lord Lore section). If the characters stumble onto a monster, either because the Labyrinth Lord has planned an encounter in the area of the labyrinth or because a random die roll indicates an encounter, then time shifts to encounter time.

At this point, the Labyrinth Lord will roll 2d6 x 10 to determine the distance in number of feet separating the characters and monster. If the monster encounter is preplanned, the Labyrinth Lord may already know how far the monster is from the characters. Next, the Labyrinth Lord rolls 1d6 to see if the characters or the monster is **surprised**. The characters choose one player, usually the labyrinth mapper, to roll 1d6 and the Labyrinth Lord rolls 1d6 to determine whether the characters or the monster has **initiative**.

Finally, the Labyrinth Lord will check the monster’s reaction by rolling 2d6. At this stage the characters can decide what actions to take, whether to fight, flee, or try to talk to the monster. The Labyrinth Lord will decide what action the monster takes, and time will progress in rounds with the side that won initiative acting first. Initiative is rolled again for each side at the start of each round. Usually an encounter is over when one side either dies or flees.

Wilderness Play Sequence

The sequence of play in wilderness situation is very much like the sequence in the labyrinth. However, in wilderness play the Labyrinth Lord will roll d% at the start of each day of travel to determine if the group becomes lost (see Section 4). Aside

from this detail, the sequence is identical as in the labyrinth, with the exception that when monsters are encountered the Labyrinth Lord will roll 4d6 x 10 to determine how many yards away the characters are from the monster. Also note that in the wilderness characters measure their movement rates in yards, rather than in feet as they do in the labyrinth.

Monsters Encountered

The monster descriptions in Section 6 list hit dice and **Number Encountered**. A monster’s hit dice coincide with the labyrinth level the monster is typically found in. For example, a zombie has 2 HD and will likely be found on labyrinth level 2. Likewise, the listing called Number Encountered for each monster has two recommended ranges for the number of the monster type that will be encountered at one time. The first number range is for the number engaged in a labyrinth. This number should be increased if the monster is found in a labyrinth level higher than its HD, and the number should be decreased in the few instances when the monster is found in a level that is less than its HD. The second range offered is larger and applies to instances in a labyrinth when the actual home, or lair, of the monster is encountered. This range is also used when the monster is engaged in a wilderness encounter.

Monsters and Surprise

Checks for surprise are made whenever characters encounter monsters unexpectedly. For instance, if the characters are making a lot of noise, the monster may not have a chance to be surprised but the characters might be if the monster was waiting quietly.

Whenever there is a need to check for surprise, the Labyrinth Lord rolls 1d6 for the monsters and/or the characters as a group. A roll of 1 or 2 on 1d6 means the side is surprised and cannot act for one round. When both sides are surprised, they do not act the first round, but the second round initiative is rolled for each side normally. Likewise, if both sides are not surprised, they each roll initiative immediately. If one side is surprised but the other is not, then the side that is not surprised can attack.

Rolling Initiative

As described in the Labyrinth Play Sequence, at the start of each round each side of an encounter rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll. Initiative is rolled again at the start of each new round. If initiative is a tie, each side in the tie acts at the same time.

Actions that can be taken in a round include attacking, running, casting spells, attempting to communicate, and other possibilities.



Individual Initiative (Optional Rule)

The Labyrinth Lord may elect to determine initiative on an individual basis rather than per group. In this case, every character and monster in the encounter will have a separate roll. Characters adjust their roll by applying their DEX bonus, and the Labyrinth Lord may apply a bonus to monsters' rolls if they have a high movement.

Monster Reactions

Many monsters will always attack when they encounter characters. However, sometimes the Labyrinth Lord will decide that a monster reacts differently, or may roll to determine how a monster (or monsters) reacts to encountering the characters.

Monster Reaction Table	
Roll	Result
2	Friendly, helpful
3-5	Indifferent, uninterested
6-8	Neutral, uncertain
9-11	Unfriendly, may attack
12	Hostile, attacks

Movement in Encounters

In turn-based labyrinth movement, the characters move in a number of feet equal to their movement rate. When an encounter occurs, character movement occurs in 10-second rounds. Character movement is divided by 3, and this is the number of feet a character can move in one round. For example, if a character has a movement of 90, he moves 90 feet in turn-based labyrinth movement, but 30 feet in round-based movement during encounters. These are maximums, and players can always opt to have their characters move a shorter distance. Characters can also choose to run in round-based movement. In this case, they can move their full movement in 1 round, but can only maintain this speed for 30 rounds, or 1/2 of a turn. This kind of movement is exhausting, and the characters will have to rest for 3 turns afterward. If the characters do not rest, or their rest is interrupted by combat, they suffer -2 to damage and hit rolls until they do rest for 3 uninterrupted turns.

Chases in the Labyrinth

The characters may decide they are outmatched and flee an encounter, or a monster might flee. One side of an encounter can always successfully flee if their movement is higher than the other side, and if combat has not commenced. Characters may choose whether they chase a fleeing monster, and will only succeed if it is slower than they are. The Labyrinth Lord will decide if the monsters chase fleeing characters by rolling on the Monster Reaction Table. A roll of 7-12 indicates the monster will pursue. However, a monster does not continue chasing the characters if they manage to get out of the monster's range of vision. If the monsters enjoy treasure, they have a 50% probability that they will stop pursuit of characters to collect any treasure the characters drop (roll 4-6 on 1d6). Other hungry or less intelligent monsters may do the same if the characters drop food.

Chases in the Wilderness

Sometimes one group will want to escape from another group before they have come within close proximity. When two groups meet and one side is surprised, the other side can automatically flee successfully. Otherwise, determine the probability that one group can escape from another by looking at the Wilderness Retreat Table. The more chasing group members there are relative to the fleeing party, the greater chances the fleeing party may escape. This is because larger groups cannot move as fast, or as quietly. Note that one side will have a minimum of a 5% probability of escaping.

Wilderness Retreat Table					
		Relative Monster Group Size			
		Up to 25%	26-75%	76%+	
Fleeing Group Size	Base	Modifier			
Up to 4	50%	0	+20%	+40%	
5 to 12	35%	0	+15%	+25%	
13 to 24	25%	0	+10%	+25%	
25+	10%	0	+15%	+25%	

EXAMPLE: If a party of four is fleeing 1 monster, they have a 50% chance of escaping because the number of monsters equals 25% of the fleeing party's number, which applies no modifier to the base chance of escape. If they are fleeing two monsters, they have a 70% chance of escaping, because the number of monsters equals 50% of the fleeing group, applying a 20% bonus to the odds of escape.

The Labyrinth Lord may modify the probabilities based on the conditions and environment. For example, if one side has time to flee within a densely wooded area, the Labyrinth Lord may give a bonus of 20-25% to flee. If the party giving chase has double the movement of the fleeing side, they might receive a bonus of 20-25% to catch the fleeing party.

If the fleeing party does not successfully escape, then the other group has managed to keep them within sight. They have a 50% (1-50 on d00) chance of catching them up close if they have a greater movement than the group they are pursuing. If this roll fails, then the fleeing side may again attempt to escape. This cycle is repeated daily until either one side escapes or the other manages to catch up.

Combat

In most cases, there will be two opposing sides in a combat sequence. Whether it is monsters against the characters or characters fighting each other, there is one specific sequence to combat, as outlined below.

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.

Combat Movement

Players must announce that their characters will move during a melee round, and they must make this announcement prior to the initiative roll. There are two special forms of movement possible in combat, which are governed by the rules mentioned in Movement in Encounters. These movements are available to monsters as well as characters. A character may move his encounter movement and attack the same round, but any further distance takes his entire action for the round. Additional movement types are discussed below.

A **fighting retreat** allows a character to move backwards at 1/2 normal encounter movement. However, there must be a clear path for this movement.

A **full retreat** occurs when a character moves backwards at a faster rate than 1/2 of encounter movement. The character making the movement forfeits his attack this round, and his opponent attacks with a +2 to hit. In addition, if the retreating character is carrying a shield, it does not apply to the character's armor class during the retreat.

Any attacks made on characters from behind ignore the influence of the attacked character's shield, if any.

Attacking

Characters can only attack one time in a round, but some monsters have multiple attacks. When missile attacks (bows, crossbows, etc.) and melee attacks (swords, flails, etc.) are attempted, the character or Labyrinth Lord must roll 1d20. The result is compared to the attack table for either characters or monsters, as appropriate. A result that is equal to or above the attack value that corresponds to the character's level or the monster's hit dice and the opponent's armor class results in a hit. A roll of 20 is always a hit, and 1 is always a miss. Damage is then rolled by weapon type or monster attack, taking into account any bonuses or penalties. See the attack tables later in this section.

Spells have area effects, and will affect all characters or monsters that are within the area when the spell is cast. However, many spells allow a saving throw that can negate or partially negate effects of spells. See the discussion on saving throws later in this section.

Hand-to-hand attacks are possible when opponents are 5 feet or fewer from each other. Attack and damage rolls from these attacks is affected by STR. Missile attacks are possible when opponents are greater than 5 feet from one another, and the

chance to hit is influenced by DEX. Both of these kinds of attacks can also be affected by magic weapons.

Vision and light can also affect combat. Characters suffer -4 to hit if blind or in darkness. In addition, there are some monsters that are damaged by magical or silver weapons only. The Labyrinth Lord has the option of allowing monsters that can only be affected by these kinds of weapons to harm each other, and monsters with 5 HD or more to affect these monsters.

Melee Combat

Hand-to-hand, or melee, combat occurs when opponents are within 5 feet of one another. As the name implies, these attacks are made by hand-held weapons like swords or axes. The ability to hit and damage done is affected by STR adjustments, as well as bonuses for magical weapons. Characters only have 1 attack in a round, except for high-level fighters. Some monsters have multiple attacks, the most common of which is a claw/claw/bite series, which amounts to 3 attacks in 1 round.

When in the wilderness, character may attack with a **lance** while on horseback, but must be at least 20 yards from an opponent. The attacker will charge with the lance, and the extra momentum will double any damage done with a successful hit.

The Labyrinth Lord will use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 10 foot wide hallway, unless all of the attackers are small. There are many **figurines** on the market that can be used to represent character positions and movement during combat and movements in the labyrinth. Alternatively, tokens or coins might be used to represent characters and monsters.

Unarmed Combat

Unarmed combat is the same as melee combat, but all damage is 1 to 2 + STR modifiers.

Aerial Combat

Characters on an unstable air mount, such as a griffon, cannot cast spells because the intricate hand gestures are not possible in that shaky environment. Spells can be cast if the means of flying is more stable, such as on a magic broom, carpet, or with the *fly* spell. For the same reasons spells cannot be cast on an unstable support, missile weapons can only be used on an unstable support with a penalty of -4 to hit. However, magic items do not require the same concentration and gestures, and can be used even if on an unstable mount.

Some flying monsters may make a **swooping attack** on surprised opponents if the opponent is at a lower altitude. This attack deals twice the normal amount of damage. In addition, if a flying monster is at least 300 feet in the air, it can attempt to drop heavy objects, like rocks, on victims below. The base number needed to hit on these attacks is 16 to hit armor class 0. Damage is variable based on the size of the flying creature, but a large payload, adult human sized, for

instance, could deal 2d6 hit points of damage within a 10-foot square area.

These are only some possible situations the characters may find themselves in, and the Labyrinth Lord may adjust or add to these rules, as situations require.

Damage and Healing

When characters successfully attack they do damage with their weapons. Unless variable weapon damage is used (listed on the weapon tables), all weapons deal 1d6 hit points of damage. This damage will be modified by STR or magical bonuses. Monsters have much more varied damage and means of attack available to them. The attacks listing in the monsters' descriptions represent the number of times a monster may attack in one round. Damage is listed and separated by a slash, and claw attacks are listed before bite attacks when a typical "claw/claw/bite" series of attacks are listed.

Damage dealt is subtracted from the opponent's hit points. For all characters and nearly all monsters, when hit points reach 0 or fewer the individual dies.

All beings recover hit points through rest. For each full day of complete rest, a character or monster will recover 1d3 hp. If the rest is interrupted, the character or monster will not heal that day. Healing also occurs through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

Missile Attacks

In order to attack with a missile weapon, opponents must be more than 5 feet apart. These kinds of attacks can be from bows, slings, crossbows, and even thrown items like bottles of holy water or oil flasks. The ability to hit with missile weapons is affected by **DEX adjustments**, which will provide a bonus to strike if DEX is high or a penalty if DEX is low. In addition, magical weapons will provide bonuses to hit or damage. For instance, a +1 arrow gives a bonus of +1 to damage. A +1 bow gives a bonus of +1 to hit.

All missile weapons have **ranges**, which must be taken into account when trying to strike an opponent at a distance. If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent. In addition, if an opponent is within the distance listed for short range, the attacker gets a +1 to hit. There are no bonuses or penalties for striking an opponent in medium range, but there is a penalty of -1 to strike an opponent that is in the long range. Characters may move and make a missile weapon attack, or move and make a hand-to-hand melee attack in one round.

All missile attacks are subject to the ordinary combat rules of initiative and surprise. In addition, **cover** is a factor that can influence missile attacks. An attacker cannot hit any opponent that is entirely behind a barrier. However, the Labyrinth Lord may apply attack penalties of between -1 and -4 if the target is only partly under cover. For example, if a character were attempting to strike an opponent through a small window, the Labyrinth Lord might call for a penalty of -4. If the opponent

were only partly covered, such as by small furniture, the penalty might only be -1.

Holy water in bottles or vials can be thrown at undead to do 1d8 points of damage. The attacker must succeed in his hit roll. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

Oil flasks are effective weapons, which do 1d8 hit points of damage. The oil flasks must be either lit on fire and thrown, or poured on the ground and lit. Damage is done to any character or monster struck by the bottles, or moving through oil that is burning on the ground. Damage from thrown oil is dealt for two rounds, after which the oil has burned out and trickled off of the target. Oil that is poured on the ground can cover a diameter of 3 feet and burns for a full turn. Fire from oil does not cause damage to monsters that have a natural flame attack. However, burning oil does full damage to most **undead** creatures, except it deals half damage to wights.

Missile Weapon Ranges			
Attack Adjustment For Range			
	+1	0	-1
Weapon	Short Range	Medium Range	Long Range
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.

Saving Throws

All characters and monsters can make "saving throws" to avoid the full effects of spells or certain attacks. Characters and monsters will have a number for a saving throw category, and when affected by a type of spell or attack which requires a saving throw, the player or Labyrinth Lord will roll 1d20. **A result that is greater than or equal to the value listed for the saving throw is a success.** However, the roll is failed if the result is less than the listed number. Some successful saving throw rolls will completely negate any effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately. Poison usually kills if the saving throw is failed. The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the spell, monster attack, or labyrinth scenario.

Poison may be used as a weapon by characters or non-player characters at the discretion of the Labyrinth Lord. However, effective poison should be difficult to obtain.

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

Dwarf and Halfling Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9*	7	4	6	5	8
10-12	4	2	4	3	6

* Maximum category for halflings

Elf Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	13	13	15
4-6	13	10	11	11	13
7-9	9	8	9	9	11
10	7	6	7	7	9

Fighter Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0					
Human	17	14	16	15	18
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

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

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

Item Saving Throws (Optional Rule)

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell *fire ball*, all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The Labyrinth Lord will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

The Labyrinth Lord should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

Ability Checks (Optional Rule)

Sometimes the Labyrinth Lord might allow tests against abilities instead of saving throws determine if a character either succeeds in a task or escapes a danger. For example, DEX might be used to jump over a pit or STR might be used to push an object. The player rolls 1d20, and if the result is greater than the ability, the roll fails. If the roll is less than or equal to the ability, the roll succeeds. Bonuses or penalties to the roll can be applied, with a bonus of -4 being a relatively easy ability check, and +4 being very difficult. Of course, any modifier between these extremes can be applied. A result of 1 is always a success, and 20 is always a failure.

Morale Checks (Optional Rule)

Players always have a choice whether they will fight, surrender, or run away in an encounter. The Labyrinth Lord decides whether monsters or NPCs surrender or run away. Monsters have a listing for **morale**, which represents how likely they are to fight or flee when in an encounter. Morale is rated from 2-12, and while a score of 2 indicates that the monster never fights (unless absolutely cornered) a score of 12 indicates the monster will fight until killed, with no morale roll necessary in either case.

The Labyrinth Lord usually makes a **morale check** under two conditions, when one side of an encounter has lost a member due to death, or when half the group on one side is either killed or otherwise incapacitated. The Labyrinth Lord will roll 2d6, and if the roll is higher than the morale of the monster, the check is a failure and the monster will either attempt a **full retreat** or a **fighting retreat**. If the result is equal to or lower than the morale score, a monster will continue to fight. If this roll is made successfully two times in one encounter, the monster will fight until killed.

The Labyrinth Lord may decide to apply bonuses or penalties to morale, with a range of -2 to +2, depending on the circumstances. These adjustments are never applied to monsters with a morale of 2 or 12, because they are at the extremes. However, if one side of an encounter is losing or winning, they might receive a penalty or bonus to morale of -1 or +1, respectively.

A character's CHA score determines the morale of his **retainers**. Retainers do not require morale checks in encounters, unless there is an unusual amount of danger involved. Normally, morale checks are made at the conclusion of an adventure. If the roll fails, the retainer chooses not to adventure with the character anymore. The Labyrinth Lord can apply bonuses or penalties for good or poor treatment, usually not more than +1 or -1. In addition, if the retainer has accompanied the character and received fair treatment on 3 or 4 adventures, the Labyrinth Lord may raise the retainer's morale score by 1 permanently.

When a character makes an attempt to **surrender** to an NPC or monster, it is up to the Labyrinth Lord to decide whether the opponent even listens, and under what terms the NPC or monster will accept surrender. Characters decide how to react if their opponent makes an attempt to surrender. Usually, NPCs or monsters will only try to surrender if they have no way to escape the encounter.

Stronghold Encounters

The PCs may encounter a stronghold during their travels. If the Labyrinth Lord decides the characters pass near a castle or other kind of stronghold, he can roll to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Stronghold Encounter Table					
Ruler	Reaction				
	Class	Level	Patrol Type	Ignore	Chase
Cleric	6+1d8	Light mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Heavy infantry, 2d6	1-4	5	6
Elf	9 or 10	Light mounted, 2d6	1-4	5	6
Fighter	8+1d6	Heavy mounted, 2d6	1-2	3-5	6
Magic-User	10+1d4	Heavy infantry, 2d6	1-4	5	6



Adventures at Sea

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

Water Vessels

The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The

Watercraft Table								
	Required Crew	Sailing	Rowing	Sailing	Rowing	Cargo (lbs.)	Armor Class	Structural Hit Points
		Feet per Round		Miles per Day				
Boat, river	10	-	60	-	36	3,000	8	20 to 45
Boat, sailing	1	120	-	72	-	2,000	8	20 to 45
Canoe	1	-	60	-	18	600	9	5 to 10
Galley, large	250	120	90	72	18	4,000	7	95 to 120
Galley, small	100	150	90	90	18	2,000	8	75 to 100
Galley, war	400	120	60	72	12	6,000	7	125 to 150
Lifeboat	1	-	30	-	18	1,500	9	12 to 18
Longship	75	150	90	90	18	4,000	8	65 to 80
Raft	1	-	30	-	12	5 per sq. foot	9	5 per sq. foot
Sailing Ship, large	70	120	-	72	-	30,000	7	125 to 180
Sailing Ship, small	12	150	-	90	-	10,000	8	65 to 90
Sailing Ship, transport	12	120	-	72	-	30,000	7	125 to 180

Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Ship Weaponry

Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

Water Conditions

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Labyrinth Lord might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Labyrinth Lord will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Labyrinth Lord. The vessel travels at the

average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the Labyrinth Lord desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

Wind Conditions Table		
Roll Result	Movement Adj.	Wind Conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable
7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of -1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.

**The ship will travel in a random direction determined at the Labyrinth Lord's discretion, as discussed previously.

Encounters at Sea

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or “sneaked up on,” a ship may never surprise a monster. When the Labyrinth Lord rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne Chases

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

Vessels and Damage

It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an

equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at -10% of its normal speed.

Ship-to-Ship Combat

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

Range: 150-300 yards

Attacks as: Fighter level equal to crew number firing

Area effect: 10' square

Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram

Range: Touch

Attacks as: Monster of under 1 HD

Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels

When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and armor class.

Encounter and Combat Example

In this example of an encounter with combat, we have the following four characters: Alexandra (1st level elf); Pardue the

Labyrinth Lord

Encounters and Combat

Holy (2nd level cleric); Niles (1st level halfling); and Wigbryht (1st level fighter).

The brave adventurers proceed down a winding, damp cavern corridor. Wigbryht leads the marching order, followed by Niles, Pardue, and Alexandra. Abruptly, 5 orcs leap into the corridor from a hidden alcove. The Labyrinth Lord checks to see if the PCs are surprised, and rolls a 3 on 1d6. Luckily, the characters can react. Alexandra announces that she will be casting the spell *magic missile* at an orc this round. The others announce that they will be attacking the orcs with weapons. Next, the Labyrinth Lord and one player each roll 1d6 to see which side of the encounter wins initiative. The Labyrinth Lord rolls a 6 and the players roll a 3. The orcs get to attack first!

One snarling, pig-faced orc attacks Alexandra, wielding a short sword. The Labyrinth Lord rolls 1d20 for the orc, to see if it hits. The orc rolls a 17; since the orc needs to roll a 12 or higher to hit Alexandra's AC of 7, he stabs Alexandra with the short sword. The Labyrinth Lord rolls a 3 on 1d6 for damage. Alexandra now has 3 hp from her maximum of 6.

One orc lashes at Niles, rolling a 4. He misses Niles' AC of 6.

Two orcs attack Wigbryht. One orc rolls a 15 and the other rolls 16. They need to roll 14 or higher to hit Wigbryht's AC of 5. They both hit. The first orc deals 4 hp of damage. The second deals 6 points of damage, for a total of 10 hp of damage. Wigbryht had 7 hp, so his new total is -3. Wigbryht gasps, gurgling blood, and drops to the cavern floor dead.



Pardue the Holy is attacked by one orc. It rolls a 6. It needed to roll 12 or higher to hit Pardue's AC of 7, so it misses.

Since the orcs have acted, it is now time for the PCs to act. Alexandra intended to cast a spell this round, but since she took damage from the orcs her spell does not take effect and it is lost. She may take no other action this round.

Niles stabs at an orc with his short sword, and rolls a 14. He needed a 13 or better to hit the orc's AC of 6, so he hits. He rolls a 1, for 1 hp of damage. The orc now has 4 hp.

Pardue attacks an orc with his mace, rolling a 15, he needed to roll 13 or higher, so he hits. He rolls 4 hp of damage. The orc had exactly 4 hp, so it crumples to the floor dead.

The first round of the encounter ends.

There are 4 orcs remaining at the beginning of the next round, and the PCs have lost their dear friend Wigbryht, whose lifeless body lies nearby. The Labyrinth Lord asks the players what they intend to do on the second round, and they all announce that they attack the orcs. Each side rolls for initiative again. The Labyrinth Lord rolls a 1, and the players roll 4. The players act first this round.

Alexandra attacks an orc with her long sword. She rolls a 14 to hit, which is one better than she needed to hit the orc's AC of 6. She rolls 8 hp of damage! The orc had 8 hp, so with a groan it falls to the ground dead.

Niles stabs at his orc again and rolls 15. He hits, and rolls 2 hp damage. The orc now has 2 hp remaining.

Pardue attacks a new orc, rolling 17, for another hit! He rolls a 5, and since the orc had 4 hp, it is now at -1 hp and it dies.

The orcs get to attack now, but there are only 2 orcs left. The first orc attacks Pardue, rolling 13. The orc needed 13 or higher to hit Pardue's AC of 6, so he hits. The orc rolls 5 hp of damage. Pardue only had 5 hp, so he now has 0. He falls in a heap near Wigbryht, on his way to meet his god.

The second orc attacks Niles. It rolls a 19 to hit, which is well above the 13 it needed to hit Niles' AC of 6. It rolls 3 hp of damage, and since Niles had 4 hp, he is now gravely wounded with only 1 hp remaining.

The second round of the encounter ends. Since all but two orcs have been killed, the Labyrinth Lord decides to make a morale check for the orcs. The roll result is 7 on 2d6. The orcs' morale score is 8, so the Labyrinth Lord rules that they will stay and fight to the death.

The players announce that their characters will attack the remaining orcs this round, and each side rolls initiative. The Labyrinth Lord rolls a 1, and the players roll a 6. The players attack first. Alexandra attacks an orc, and rolls a 15. Since she needed to roll 13 or higher, she hits. She rolls 5 hp of damage. It had 5 hp, so it falls to the ground with the rest of its companions, dead. Niles successfully attacks the last orc, dealing 3 hp damage. It only had 2 hp remaining. The last orc collapses, defeated!

Alexandra and Niles have no time to mourn the loss of their friends; there are too many dangers lurking nearby. They quickly take the money and most useful items from the corpses of their companions. They search the pockets of the dead orcs and find a few more gold coins. Then they quietly run further down the corridor, looking for a safe place to rest.

Character Attack Table

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



Section 6: Monsters

In *Labyrinth Lord*, the term “monster” can generally refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Though each monster listing can be considered to represent the “average” specimen of a particular creature, the Labyrinth Lord can alter the abilities and power level of any creature to fit the situation. It is assumed that all monsters, except NPC humans, have infravision of 60'. The following terms are used to define the characteristics of monsters.

Number Encountered: This variable number represents the typical number of this type of monster that will appear together at one time if encountered on a labyrinth level equal to the hit dice of the monster. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered on the 4th level of a labyrinth, 1d8 of the creatures will be encountered. The Labyrinth Lord should alter the Number Encountered if the monster is encountered on a different labyrinth level. In general, the number should be reduced if the creature is encountered on a higher level, and increased if encountered on a lower level. These adjustments account for characters of higher level exploring deeper labyrinth levels, and lower level characters exploring higher (less depth) labyrinth levels.

A number range in parenthesis represents the number of monsters of a type that typically inhabits their “nest” or lair, or the number that will be encountered in a wilderness setting.

Alignment: All monsters will be chaotic, neutral, or lawful. Many monsters are either unintelligent or are simply unconcerned about law and chaos, and are considered neutral. Note that a monster must be intelligent to speak or understand its alignment language.

Movement: There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class: In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armor, from tough hide or a magical adjustment.

Hit Dice: This value is roughly equivalent to character level, but for monsters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a “+” or “-“, in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster

Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table in Section 4.

Hit dice also are used to determine which labyrinth level the monster will be found on. A 2 HD monster will most typically be found on the second labyrinth level. As noted above, when monsters are found on a different labyrinth level their Number Encountered should be adjusted accordingly.

Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Damage: Damage is listed in the same order as attacks, and is represented by a number and kind of die that should be rolled, just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater detail below.

Acid

Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). The acid breath attack employed by black dragons performs differently in that the acid does not remain active round to round, and damage is only suffered per attack. If armor is destroyed by acid, the character's AC should be adjusted to reflect having no armor.

Charge

In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Charm

Some monsters are able to charm characters in a similar way as the spell *charm person*. The character receives a saving throw versus spells. However, when a monster charms a character, he is also confused and unable to use spells or magic items that require either commands or concentration. Like the effects of the spell, characters charmed by monsters will obey instructions so long as they are not directly harmful to the character. If the monster and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the monster, to protect it. Some charm effects have a duration, but if the monster is killed the effects will disappear.

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Continuing Damage

Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or if a character is swallowed by a giant monster.

Dive

Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps on to the opponent and attempts to carry him away.

Energy Drain

Some monsters, especially undead, have an energy drain attack. No saving throw is permitted. This attack leaches experience levels from characters (or hit dice if used against other monsters). This effect can be reversed by the 7th level cleric spell *restoration*. Note that if a character is drained of a level, all abilities, including hit points, saving throws, etc., are affected as appropriate for the character of the new class level.

Paralysis

The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus paralysis is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking or casting spells. Characters remain conscious and aware of their surroundings. The cleric spell *cure light wounds* can negate the paralysis, but no hit points are healed when the spell is used in this way. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison

One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or be instantly killed. The 4th level cleric spell *neutralize poison* can be used to counter this effect.

Swallow Attack

Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die, or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with a to hit penalty of -4. Should a swallowed character die and remain in a monster's belly for 6 turns, he has been irrecoverably digested.

Trample

When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

Save: Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a particular class and class level. Usually, this is the Fighter class, but it can be any class. Monsters that are unintelligent often save as a Fighter of a level equal to one-half of the monster's hit dice number, rounded up. The following abbreviations are used in the monster listings, and are followed by a number indicating which level of the class a monster saves as: Cleric, C; Fighter, F; Magic-User, MU; Thief, T; Dwarf, D; Elf, E; Halfling, H.

Morale: This is the number that the Labyrinth Lord refers to when testing for morale. The Labyrinth Lord will roll 2d6 according to the Morale Check optional rule in Section 5. Any monster that fails this check will attempt to flee or surrender.

Hoard Class: This listing refers to the Treasure Hoard class of the monster, and will consist of a roman numeral. This roman numeral is cross-referenced on the Treasure Hoard Class table to determine the treasure that is found in the lair of a monster. If the treasure quantity is fairly small, a monster may have this on its person, but usually treasure is kept in a secure location.

XP: This abbreviation stands for experience points. It is the precalculated total for the monster, taking into account its HD and any special abilities. Note that if a monster has variable HD, this total reflects a monster with the lowest HD possible, and XP will need to be recalculated for more powerful monsters.

Abbreviations

In written adventures, when monsters are indicated, their characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; AC, armor class; HD; hit dice; #AT, number of attacks; DG, damage; SV, save; ML; morale.

For example:

AL N, MV 90', AC 6, HD 1, #AT 1, DG 1d4, SV F1, ML 7

Alignment is abbreviated as follows: C, chaotic; N, neutral; L, lawful.

Monster Listings

**Ant, Giant**

No. Enc.:	2d4 (4d6)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	3
Hit Dice:	4
Attacks:	1
Damage:	2d6
Save:	F2
Morale:	7
Hoard Class:	VI
XP:	80

Giant ants are hardy and adaptable. Workers are about 6' long, but the queen may be immense. Giant ants eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

Ape, Albino

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	6
Hit Dice:	4
Attacks:	2 (claw, claw)
Damage:	1d4/1d4
Save:	F2
Morale:	7
Hoard Class:	None
XP:	80

Albino apes are adapted to living in a subterranean environment, only venturing to the surface to forage for food at night. As such, they have lost all pigment. Albino apes will vocalize and act aggressive if other creatures come near their lair, and may attack. In addition to two claw attacks, albino apes can throw rocks for 1d6 hit points of damage per round. Albino apes may occasionally be found as pets to Neanderthals or Morlocks.

Baboon, Higher

No. Enc.:	2d6 (5d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	6
Hit Dice:	2
Attacks:	2 (bite, club)
Damage:	1d3/1d6
Save:	F2
Morale:	8
Hoard Class:	VI
XP:	20

These larger, more intelligent baboons are omnivores that have a higher tendency to hunt for meat. They bite, but also may use sticks as clubs. The higher baboon lives in packs like its smaller, less intelligent cousin, and are led by the biggest, strongest male. Higher baboons are aggressive, and are easily stimulated to fight.

**Basilisk**

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	4
Hit Dice:	6 + 1
Attacks:	2 (bite, gaze)
Damage:	1d10/petrify
Save:	F6
Morale:	9
Hoard Class:	XVII
XP:	570

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A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 10 feet long. Basilisks often live in dense woods or labyrinths. Any victim that either gazes directly at the basilisk or touches the basilisk is required to make a saving throw versus petrify or he *turns to stone*. The only way a character may avoid meeting the basilisk's gaze when in combat is to look away or view the creature through a mirror. Looking away reduces attack rolls by -4, and attacking while viewing through a mirror has a penalty of -1. A basilisk is not immune to its own gaze, and if it sees itself in a mirror (roll 35% or less on d00) it must succeed in a saving throw versus petrify or it turns itself to stone.



Bat

	<u>Normal</u>	<u>Giant</u>
No. Enc.:	1d00 (1d00)	1d10 (1d10)
Alignment:	Neutral	Neutral
Movement:	9' (3')	30' (10')
Fly:	120' (40')	180' (60')
Armor Class:	6	6
Hit Dice:	1 hp	2
Attacks:	confuse	1 (bite)
Damage:	None	1d4
Save:	0 Human	F1
Morale:	6	8
Hoard Class:	None	None
XP:	6	20

Bats live in sheltered caverns or abandoned buildings, and are nocturnal mammals with leathery wings. Their nocturnal lifestyle has made typical eyesight useless to them, but they are able to navigate with a refined use of sound, or echo location. For this reason, no spells or other influence that would normally blind an opponent will affect bats, but the spell *silence 15' radius* negates their ability to echolocate.

Bats, Normal: These bats are small and do not attack for significant damage. However, when in a group of 10 or more they are able to *confuse* by swarming around an opponent. When confused by a swarm of bats, an opponent makes all rolls to hit and all saving throws with a penalty of -2. No spell casting is possible. Normal bats are not particularly prone to

fight, and as such they are susceptible to a morale check once each round. This does not apply to bats that are under another's control.

Bats, Giant: These bats are larger than normal bats and are fierce carnivores. About 95% of giant bats are of this normal variety, but the remaining portion are also vampiric and have a paralyzing bite that will cause paralysis if a saving throw versus paralyze is not rolled successfully. This paralysis lasts for 1d10 rounds. Unless otherwise distracted, a giant vampiric bat will feed on a paralyzed victim, dealing 1d4 hit points of damage per round. If the opponent is killed by this attack, he must succeed in a saving throw versus spells or he will rise again as a vampire one day after his death.

Bear

	<u>Black</u>	<u>Grizzly</u>
No. Enc.:	1d4 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	6	6
Hit Dice:	4	5
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	F2	F2
Morale:	7	8
Hoard Class:	VI	VI
XP:	80	200

	<u>Polar</u>	<u>Cave</u>
No. Enc.:	1 (1d2)	1d2 (1d2)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	6	5
Hit Dice:	6	7
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	F3	F3
Morale:	8	9
Hoard Class:	VI	VII
XP:	320	440

Bears can live in many different climates, and are dangerous predators. They attack with both claws and a bite, and if both claws successfully strike in one round, the bear also squeezes the character in a powerful hug that does an additional 2d8 hit points of damage. All bears are omnivorous, but some kinds of bears prefer flesh more than other kinds.

Black Bear: A black bear averages 6' tall, has black fur, and eats a variety of fruits and other foliage more frequently than meat. Though they will give their lives in defense of their cubs, black bears do not usually engage in combat unless they are forced to.

Cave Bear: These immense prehistoric bears are 15' tall and are vicious hunters. They live in caves and caverns, and particularly savor humanoid flesh. They are able to follow wounded creatures by the smell of their blood.

Grizzly Bear: A grizzly bear may have red or brown fur, and in older individuals it may be silver-tipped. These large bears average 9' tall, and are more aggressive and interested in meat than black bears.

Polar Bear: These bears live in very cold climates, usually by the sea. They average about 11' tall and almost exclusively eat meat. They are adept at swimming and moving on ice and snow.

Bee, Giant Killer

No. Enc.:	1d6 (5d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7
Hit Dice:	1d4 hit points
Attacks:	1 (sting)
Damage:	1d3, see below
Save:	F1
Morale:	9
Hoard Class:	None
XP:	7

Although many times larger, growing to a length of about 1', giant killer bees behave generally the same as their smaller aggressive cousins. Generally, the giant killer bees will attack any creature they encounter, especially if it is near their hive, which is an underground labyrinth of tunnels. They attack with a poisonous sting that requires a successful saving throw versus poison. Failure indicates death. A stinger always breaks off inside the victim, and if the victim survives the poison he suffers an additional 1 hp of damage per round until the stinger is removed. A bee that successfully strikes dies the following round from the trauma of losing its stinger. A character must spend 1 round to remove a stinger. A queen is guarded by 10 giant killer bees. Some of this number (3 + 1d6) will be larger than other giant killer bees, with 1 HD apiece. A queen is a much larger killer bee, with 2 HD. She may sting multiple times, because her stinger does not break off with a successful attack.

Beetle, Giant

	<i>Fire</i>	<i>Spitting</i>
No. Enc.:	1d8 (2d6)	1d8 (2d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	4	4
Hit Dice:	1 + 2	2
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	1d6, see below
Save:	F1	F1
Morale:	7	8
Hoard Class:	None	None
XP:	15	38

Carnivorous

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	3
Hit Dice:	3 + 1
Attacks:	1 (bite)
Damage:	2d6
Save:	F1
Morale:	9
Hoard Class:	VI
XP:	65

Fire Beetle: These subterranean, nocturnal beetles are about 2 ½' long. The fire beetle is so named for the light-producing organs it exhibits on its head and abdomen. They produce light within a 10' radius. Two of these organs are on the head, and one is on the abdomen. If removed from the corpse of the beetle they will continue to illuminate an area for 1d6 days.

Spitting Beetle: These 3' long beetles have immense horn-like jaws that inflict damage, in addition to a toxic spray that can squirt an opponent within 5' of the beetle. When the toxic fluid successfully strikes an opponent, it is extremely painful and causes chemical burns and blisters. This effect makes the opponent suffer a -2 penalty to hit rolls for 1 day, or until the spell *cure light wounds* is used. These beetles can be found above and below ground.

Carnivorous Beetle: These fierce carnivorous beetles have a carapace with markings resembling the hide of a tiger. Though they often hunt giant insects, they also attack and eat large mammals, including humanoids.

Black Pudding

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	6
Hit Dice:	10
Attacks:	1
Damage:	3d8
Save:	F5
Morale:	12
Hoard Class:	None
XP:	3,100

This black goeey mass slithers about in labyrinth corridors, eating anything in its path. It is typically 10' to 30' in diameter. It is capable of moving not just on the floor, but also on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through even metal and wood. A black pudding is only damaged by fire, but does take full damage from a *flame tongue* sword. If a black pudding is attacked with other weapons, it splits into more individuals of reduced mass. Every successful attack creates a smaller pudding that has 2 HD and deals 1d8 hit points of damage to opponents.

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Blink Dog

No. Enc.:	1d6 (1d6)
Alignment:	Lawful
Movement:	120' (40')
Armor Class:	5
Hit Dice:	4
Attacks:	1 (bite)
Damage:	1d6
Save:	F4
Morale:	6
Hoard Class:	XX
XP:	135

The blink dog is an intelligent canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Blink dogs hunt in packs, teleporting, or "blinking" out of one location and "blinking" in close to prey for their attack. They blink again immediately after their attack, and will appear 1d4x10 feet from the opponent. In this way, should a blink dog win initiative it will not be possible for an opponent to attack the blink dog with a hand weapon before it blinks away. Blink dogs never blink into the same space occupied by another object. When blink dogs flee, they simply blink away and fail to appear again.

Boar

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	1d6 (1d6)	1d4 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	150' (50')	120' (40')
Armor Class:	7	6
Hit Dice:	3	5
Attacks:	1 (tusk)	1 (tusk)
Damage:	2d4	3d4
Save:	F2	F5
Morale:	9	9
Hoard Class:	None	None
XP:	50	200

Ordinary: These cantankerous omnivores are generally encountered in wooded locations, but exist in many different geographic locations and climates. They do not generally initiate combat, but may do so to defend young, or if threatened.

Giant: These 30' long giant cousins to ordinary boars are much more aggressive. They attack with little to no provocation, and crave the meat of humanoids. They are sometimes found with demon boars. There are rumors of a shaggy giant boar that is native to cold climates.



Bugbear

No. Enc.:	2d4 (5d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	5
Hit Dice:	3 + 1
Attacks:	1 (weapon)
Damage:	2d4 or weapon + 1
Save:	F3
Morale:	9
Hoard Class:	XXI
XP:	100

These large, hairy cousins of goblins are quite strong, and receive a +1 to damage when they employ weapons. Despite their bulk, they are deceptively stealthy, and will surprise opponents 50% of the time.



Camel

No. Enc.:	0 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7
Hit Dice:	2
Attacks:	2 (bite, hoof)
Damage:	1/1d4
Save:	F1
Morale:	7
Hoard Class:	None
XP:	20

Camels are known for their ability to travel long distances without food or water, and they may travel for a period of 2 weeks without water if they are well hydrated to begin with. They are efficient at traveling in the desert, and will not suffer movement penalties in this terrain. Camels are temperamental, and are known to often kick or bite those who handle them. Camels can carry 300 lbs and move at their regular movement rate, and can carry up to 600 lbs. A mounted camel rider may not use a lance for a charge attack.

Carcass Scavenger

No. Enc.: 1d3 (1d3)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 3 + 1
 Attacks: 8 (stingers)
 Damage: Paralysis
 Save: F2
 Morale: 9
 Hoard Class: XXI
 XP: 135

The dreaded carcass scavenger is 4' tall and 9' long, and resembles a giant fat grub with multifaceted eyes, small legs, and with a head bearing 2' long insect-like feelers tipped with a poisonous stinger. This creature is rumored to be a magical abomination created from a giant maggot. When the stingers strike an opponent, he must succeed in a saving throw versus paralysis or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass scavenger will swallow the paralyzed character on the subsequent round. Paralysis may be cured with *cure light wounds*, but when used in this way it does not heal damage.

Cat, Large

	<u>Mountain Lion</u>	<u>Panther</u>	<u>Lion</u>
No. Enc.:	1d4 (1d4)	1d2 (1d6)	1d4 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	150' (50')	210' (70')	150' (50')
Armor Class:	6	4	6
Hit Dice:	3 + 2	4	5
Attacks:	3 (2 claws, 1 bite)		
Damage:	1d3/1d3/1d6	1d4/1d4/1d8	1d4+1/ 1d4+1/1d10
Save:	F2	F2	F3
Morale:	8	8	9
Hoard Class:	VI	VI	VI
XP:	65	80	200
	<u>Tiger</u>	<u>Sabre-tooth Tiger</u>	
No. Enc.:	1 (1d3)	1d4 (1d4)	
Alignment:	Neutral	Neutral	
Movement:	150' (50')	150' (50')	
Armor Class:	6	6	
Hit Dice:	6	8	
Attacks:	3 (2 claws, 1 bite)		
Damage:	1d6/1d6/2d6	1d8/1d8/2d8	
Save:	F3	F4	
Morale:	9	10	
Hoard Class:	VI	VII	
XP:	570	560	

Large cats are some of the most efficient hunters. They kill only for food or in defense, and generally remain above ground in wilderness settings. Sometimes a large cat will taste the blood of humans and become a man-killer, preferring to hunt humans over any other prey. Large cats will always give chase if an opponent runs away.

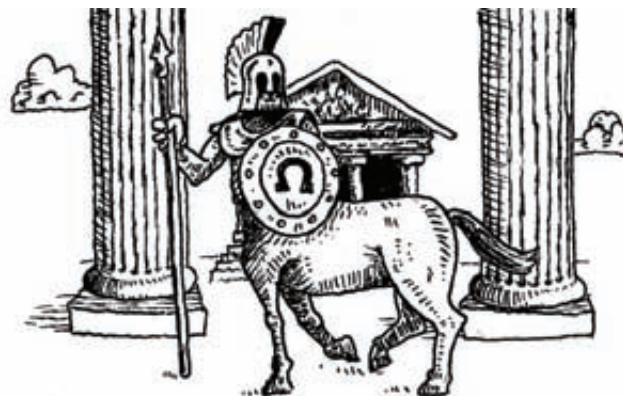
Mountain Lion: These large cats are light brown and blend in well in their preferred habitat, which includes mountains and high grassy meadows. However, they may be found in nearly any habitat. These cats will occasionally be found in labyrinths.

Panther: These fast-running predators are at home in grassy plains and wooded areas.

Lion: Lions are very social cats, and live in groups. They prefer hot climates, typically living on savannah.

Tiger: These large hunters are extremely stealthy, and in a wooded environment surprise opponents with a roll result of 1-4 on 1d6. These cats typically live in subtropical or cooler environments. Their striped hides provide cover when hunting prey.

Sabre-tooth Tiger: These prehistoric hunters are fearsome and immense. They have extremely large canine teeth, which make them particularly dangerous killers.



Centaur

No. Enc.: 0 (2d10)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 5
 Hit Dice: 4
 Attacks: 3 (2 hooves, weapon)
 Damage: 1d6/1d6, weapon
 Save: F4
 Morale: 8
 Hoard Class: XXII
 XP: 80

Centaurians have the body and legs of horses, but the upper body of humans. They are reclusive beings, and live far from other humanoids in densely wooded sylvan settings. They are able to attack by kicking with two legs at a time, as well as attacking with a weapon. Centaurians avoid conflict, and males guard their communities. Usually, females and young do not fight, and will seek escape if combat occurs. Young are

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considered to be monsters of 2 HD for combat purposes, and they inflict 1d2/1d2, or weapon damage. If forced into combat, centaurs are unlikely to surrender.

Centipede, Giant

No. Enc.: 2d4 (1d8)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 9
Hit Dice: 1d4 hp
Attacks: 1 (bite)
Damage: Poison
Save: 0 level Human
Morale: 7
Hoard Class: None
XP: 6

These 1' long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted by the bite, but anyone bitten is entitled to a saving throw versus poison. Failure indicates that the victim is horribly sick for a period of 10 days, and can only move at 50% of normal movement. No other physical activity is possible.

Chimera

No. Enc.: 1d2 (1d4)
Alignment: Chaotic
Movement: 120' (40')
Fly: 180' (60')
Armor Class: 4
Hit Dice: 9
Attacks: 5 (2 claws, 3 heads, see below)
Damage: 1d3/1d3/2d4/2d4/3d4, see below
Save: F9
Morale: 9
Hoard Class: XVII
XP: 1,700

The chimera is a magical hybrid of lion, goat, and red dragon. It has a head of each of these creature types, including the wings of a dragon, the front portion of the body from a lion, and the rear portion from a goat. The lion head may attack with a bite, the goat head may gore with horns, and the dragon head can both bite and emit a fire breath attack that is a cone 50' long and 10' wide at its terminal end. This fire breath attack deals 3d6 hit points of damage, and a saving throw is allowed to reduce damage by half. Like ordinary dragons, the red dragon head can only use the breath attack 3 times per day, and it will use either a bite or the breath attack 50% of the time, until the breath attack runs out and it may only bite. The chimera may live in the wilderness, particularly hilly terrain, but also takes up residence in labyrinths.

Cockatrice

No. Enc.: 1d4 (1d8)
Alignment: Neutral
Movement: 90' (30')
Fly: 180' (60')
Armor Class: 6
Hit Dice: 5
Attacks: 2 (beak, petrify)
Damage: 1d6, petrify
Save: F5
Morale: 7
Hoard Class: XIX
XP: 350

The cockatrice is a magical creature that has the body of a rooster, but the tail of a reptile. It is a small creature, about the size of a natural rooster, but has a powerful beak that inflicts 1d6 hit points of damage. If an opponent touches a cockatrice, or if the cockatrice successfully attacks/touches an opponent, the opponent must succeed in a saving throw versus petrify or *turn to stone*. Cockatrices are ill-tempered creatures, and though they primarily eat small insects or rodents, they will engage larger animals, and characters, in combat with little provocation. They live in any climate, including labyrinths.

Crab, Giant

No. Enc.: 1d2 (1d6)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 2
Hit Dice: 3
Attacks: 2 (pinchers)
Damage: 2d6/2d6
Save: F2
Morale: 7
Hoard Class: None
XP: 50

These giant cousins to ordinary crabs are unintelligent, and merely exist to eat. They are found in any watery environment, and do not have to remain fully submerged. They can be found prowling along fresh or saltwater shores, marshes, and watery subterranean caves.

Crocodile

	<i>Ordinary Crocodile</i>	<i>Large Crocodile</i>	<i>Giant Crocodile</i>
No. Enc.:	0 (1d8)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Swim:	90' (30')	90' (30')	90' (30')
Armor Class:	5	3	1
Hit Dice:	2	6	15
Attacks:	1	1	1
Damage:	1d8	2d8	3d8
Save:	F1	F3	F8
Morale:	7	7	9
Hoard Class:	None	None	None
XP:	20	320	1,500

Crocodiles are aggressive reptiles, with fearsome bites. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large crocodiles, on average, grow to a length of 20'. Giant crocodiles are big, prehistoric beasts that can reach a length of 50'.

Cyclops

No. Enc.: 1 (1d4)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 5
 Hit Dice: 13
 Attacks: 1
 Damage: 3d10
 Save: F13
 Morale: 9
 Hoard Class: XVIII + 5,000 gp
 XP: 2,400

Cyclops average 20' tall, and are related to giants. They have one large eye centered on their face. They have reduced depth perception and suffer a -2 penalty to attack rolls. They employ large clubs as weapons, but also throw rocks up to 200' for 3d6 hit points of damage. A few cyclops have the ability to issue a *curse* one time per week (reverse of *remove curse*). Cyclops are loners, and generally live together in small numbers only on occasion. They typically keep flocks of sheep, and often cultivate grapes. They live in caves.



Demon Boar

No. Enc.: 1d4 (1d4)
 Alignment: Chaotic
 Movement: 120' (40')
 Boar: 180' (60')
 Armor Class: 3 (9)
 Hit Dice: 9
 Attacks: 1 (gore or weapon)
 Damage: 2d6, weapon
 Save: F9
 Morale: 10
 Hoard Class: XX
 XP: 3,800

The demon boar is a more powerful and much more malicious variation of the wereboar. The demon boar delights in the taste of human meat, and will take residence and hunt near areas occupied by humans. In human form they are fat and grotesque; while in boar form they are immense. Like other lycanthropes, they can pass on their form of lycanthropy (refer to the lycanthrope monster listing), and are only damaged by magical or silver weapons. Demon boars have the innate ability to *charm person* in a manner similar to the spell, 3 times per day. Victims are allowed a saving throw versus spells with a -2 penalty. Demon boars have a 75% probability of having 1d3 charmed human thralls, who are unable to cast spells or use spell-like devices, due to being under mental domination. Demon boars, though powerful, will usually attempt to catch opponents by surprise.

Djinni

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 90' (30')
 Fly: 240' (80')
 Armor Class: 5
 Hit Dice: 7 + 1
 Attacks: 1 (fist), see below
 Damage: 2d8/2d6
 Save: F14
 Morale: 12
 Hoard Class: None
 XP: 1,700

Although they look like taller, majestic humans, djinn are actually an intelligent kind of air elemental. Djinn may only be affected by magic and magical weapons. Djinn have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including *create food and water* (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as *phantasmal force*, but the effect is permanent until touched or dispelled). Djinn can also take on a *gaseous form* or make themselves *invisible*.

Finally, djinn can assume the form of a *whirlwind* after 5 rounds of preparation. It has a 10' diameter at its base, is 70' high, and is 20' in diameter at its top end. When in whirlwind form, the djinn may move 120' (40'). The whirlwind deals 2d6 hit points of damage to all beings that it contacts. Beings with 2 or fewer HD must make a saving throw versus death or are thrown 10' away. A djinn may also attack with powerful punches that inflict 2d8 hit points of damage. Djinn are very strong, and are able to transport 600 lbs easily. They may transport a maximum of 1,200 lbs for a period of 3 turns. However, after this period a djinni will have to spend 1 full turn resting.

Dragon Details								
	<i>Black</i>	<i>Blue</i>	<i>Gold</i>	<i>Green</i>	<i>Red</i>	<i>White</i>	<i>Sea</i>	
No. Enc.:	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	0 (1d4)	
Alignment:	Chaotic	Neutral	Lawful	Chaotic	Chaotic	Neutral	Neutral	
Movement:	90' (30')	90' (30')	90' (30')	90' (30')	90' (30')	90' (30')	180' (60')	
Fly:	240' (80')	240' (80')	240' (80')	240' (80')	240' (80')	240' (80')	(swim and fly)	
Armor Class:	2	0	-2	1	-1	3	1	
Hit Dice:	7	9	11	8	10	6	8	
Attacks:	-----3 or 1 (2 claws, 1 bite, or breath)-----						1 (bite or spit)	
Damage:	1d4+1/ 1d4+1/ 2d10	1d6+1/ 1d6+1/ 3d10	2d4/2d4/ 6d6	1d6/1d6/3d8	1d8/1d8/ 4d8	1d4/1d4/ 2d8	3d8 or poison	
Save:	F7	F9	F11	F8	F10	F6	F8	
Morale:	8	9	10	9	10	8	9	
Hoard Class:	XV	XV	XV	XV	XV	XV	XV	
XP:	1,490	3,100	3,600	2,060	3,100	1,070	2,060	

Additional Dragon Information

Dragon Color	Habitat	Probability Asleep	Probability of Speech	Breath Range, Shape, and Type	Spells and Spell Level Available		
					1	2	3
Black	Marshes and swamps	40%	20%	60' long, 5' wide, linear, acid	5	-	-
Blue	Plains and deserts	20%	40%	100' long, 5' wide, linear, lightning	5	4	-
Gold	All	5%	100%	90' long, 30' wide, cone, fire	5	5	4
Green	Wooded	30%	30%	50' long, 40' wide, cloud, chlorine gas	4	3	-
Red	Mountainous	10%	50%	90' long, 30' wide, cone, fire	4	4	3
White	Cold	50%	10%	80' long, 30' wide, cone, cold	4	-	-
Sea	Ocean	40%	20%	20' diameter gob, poison spittle	4	3	

Doppelganger

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	5
Hit Dice:	4
Attacks:	1
Damage:	1d12
Save:	F10
Morale:	10
Hoard Class:	XVIII
XP:	190

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. They can imitate the shape of a humanoid up to 7' tall. In its natural form, the creature is 5 1/2' tall and looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They will often try to kill the person they imitate, so to then attack a group by surprise. Doppelgangers revert to their natural forms when slain. They are immune to the effects of *charm* and *sleep* spells.

Dragon

Ancient, highly intelligent, treasure loving, and dangerous are all characteristics of dragons. They are a very old race of intelligent reptiles, which reproduce by laying eggs. They are completely carnivorous, and each race of dragon employs a particular kind of breath weapon attack. The races of dragons are identified by their predominant hide color, preferred climate, and alignment. Dragons are a long-lived race, and individuals can live for over a hundred thousand years.

Because of their long history, dragons seldom take notice of the lesser insignificant intelligent races, and view them as primitive upstarts. Nonetheless, dragons are extremely intelligent and value their own lives. To this end, dragons will bargain and even surrender to characters to save their lives or otherwise richly benefit. Dragons have immense egos, and even the most evil dragon may stop to listen to the pleas or praise of a soon to be lunch. Dragons of differing alignment will interact with other intelligent creatures in different ways. Neutral dragons may or may not converse with characters, depending on the circumstances. Lawful dragons are more likely to aid a good party or a party on a noble mission. Chaotic dragons will likely attempt to destroy a party on sight, unless there is something to be gained by exercising restraint.

Dragon Breath Weapons

Dragons are able to produce a powerful attack with a breath weapon. Dragons' breath attacks deal a number of hp damage equal to their total number of hp when the attack occurs (not necessarily their maximum hp). The classic breath attack is the fire from a "fire-breathing dragon," but different dragons breathe different kinds of effects. All breath weapons are usable 3 times per day. Unless the situation prevents it, dragons will tend to use their breath weapon as their initial attack when confronted with combat. Dragons will use their breath weapons about 50% of the time on all subsequent rounds of combat, and if the breath weapon is not employed they will attack with two claws and a bite attack.

A dragon's breath attack can have one of three potential shapes, cloud shaped, cone shaped, and linear. All cloud-

shaped breath effects occupy an area that is 20' high, 50' long, and 40' wide. Cone-shaped effects begin with a width of 2', and spread out in a cone shape to a variable maximum length, but the terminal end of a cone is always 30' wide. Linear breath attacks have the same 5' width for their entire lengths (100').

All creatures that find themselves the victims of a breath attack may attempt a saving throw versus breath attack. Success indicates that only half of the normal hit point damage is done. Dragons are immune to the effects of their own breath attack, as well as the same kind of breath attack from other dragons. They are further immune to ordinary instances of a similar nature to their attack. For instance, a gold dragon is immune to all ordinary fire and the fire breath of all other dragons. However, dragons will sustain half damage from magical based attacks that are similar to the nature of their breath attacks. A blue dragon, for instance, will not suffer damage from a natural lightning strike, but will suffer half damage from spell *lightning bolt*.

Let Sleeping Dragons Lie

When a dragon is encountered in its lair, or otherwise in a location on the ground, there is a chance that the dragon will be asleep when stumbled across. Dragons are an ancient, long-lived race, and as such they operate on a different schedule than humanoids. Dragons may sleep in a safe location for days and weeks if left undisturbed. The percentage chance that a dragon will be asleep when found is provided on the Additional Dragon Information table. For one round, opponents may attack a sleeping dragon and receive a bonus of +2 to all attack rolls. The dragon will be roused this round regardless of whether attacks actually make contact, and combat will progress on the second round as normal. Or, more accurately, with the dragon's full fury.



Dragon Speech Capability

The more powerful the dragon type, the greater probability that any given member of that type has the capability to speak. All dragons that can speak know common, dragon, and their alignment language. They may also cast magic-user/elf spells. Refer to the Addition Dragon Information table for the probability of speech and the spells available to dragons.

Dragon Surrender

Sometimes opponents seek to subdue dragons, so that they may be enslaved or bargained with. Any characters that wish to subdue a dragon must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade. Combat and damage are calculated normally, noting how much damage is "subdue" damage. When a dragon reaches "0" hit points due to subdue damage, it is knocked unconscious and will surrender to the characters for the time being. Note that a dragon will always wish for its freedom, and unless restrained or otherwise under dire threat a dragon will make every effort to escape when the chance presents itself. Characters must choose to attempt to gain a service from a dragon, or sell it to a buyer if one can be found. As a general rule, a dragon may be sold, at most, for a number of gold pieces equal to 1,000 x the dragon's maximum hit points.

Dragon Age, Hit Dice, and Treasure

The qualities presented for dragons assume that the dragon is a mature adult. However, the hit dice should be adjusted + or - 3 hit dice if the dragon is old or young, respectively. Older dragons are not only more powerful, but since they are older

they have likely accumulated a larger treasure hoard. Old dragons may have up to twice the amount of listed treasure, while young dragons may only have about half of the listed treasure.

Gold Dragons

Gold dragons are the most powerful of the dragon types, and require special note. They are able to breathe chlorine gas as a green dragon and fire as a red dragon, but nonetheless can utilize a breath attack only 3 times per day. In addition, all gold dragons are able to *polymorph* themselves into any animal or humanoid form.

Sea Dragons

The breath attack of a sea dragon is a giant 20' diameter gob of poisonous spittle. A victim struck must save versus breath attack or die. Note that this poison is no longer potent 1 round after the breath attack is made. These dragons stay almost exclusively in the water, but may glide over the surface of water for a duration of 6 rounds. These dragons live in underwater caverns, where they hoard treasure from sunken vessels. They will never be found asleep above water.

Dragon Turtle

No. Enc.:	0 (1)
Alignment:	Chaotic
Movement:	30' (10')
Swim:	90' (30')
Armor Class:	-2
Hit Dice:	30
Attacks:	3 (2 claws, bite)
Damage:	1d8/1d8/1d6x10
Save:	F15
Morale:	10
Hoard Class:	XV
XP:	9,500

This fearsome, massive beast is a magical hybrid of dragon and giant turtle. It has the large shell of a turtle, but the arms, legs, head, and tail of a dragon. Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. The lair of these creatures will always be below water in submerged caverns. They hoard wealth from ships that have sunk to the bottom of the sea. Dragon turtles have powerful claw and bite attacks, but also have a breath weapon that is usable 3 times per day. The breath weapon is a hot blistering steam cloud that is 90' long and 30' wide. Hit points of damage inflicted is equal to the dragon turtle's current hit points, and a victim may save versus breath attack for half damage.



Dryad

No. Enc.:	0 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	2
Attacks:	Charm
Damage:	0
Save:	F4
Morale:	6
Hoard Class:	XIX
XP:	29

Shy, intelligent, and resolute, dryads are as elusive as they are alluring. A dryad's delicate features are much like a female elf's, though her flesh is the color of bark, and her hair is the color of a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to six dryads have been encountered in one place on rare occasions. A dryad is united by spirit to a particular tree, and if this tree is ever killed the dryad will be killed as well. Dryads may physically join with their trees, effectively disappearing. A dryad may not venture more than 240' from her tree, or she will die after 1 turn. Dryads have the innate ability to *charm person*. They will sometimes use this ability if threatened, or if they take a particular liking to an individual. A victim must succeed in a saving throw versus spells, or he goes to the dryad's tree and disappears within it. Any individual who does this is lost forever. Dryads acquire treasure from past victims or infatuations, and store it at the base of their trees, underground below the roots.

Dwarf

No. Enc.:	1d6 (5d8)
Alignment:	Lawful, Neutral
Movement:	60' (20')
Armor Class:	4
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	D1
Morale:	8
Hoard Class:	XVI
XP:	10

This monster listing is for the typical NPC dwarf. Dwarves favor earth tones in their clothing and prefer simple and functional garb. Their skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+2. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item, except for rods, wands, and staves, or scrolls. In the presence of a leader, dwarves have morale of 10 rather than 8. Goblins are the most reviled creatures to dwarves; dwarves will attack goblins first and ask questions later.



Efreeti

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	240' (80')
Armor Class:	3
Hit Dice:	10
Attacks:	1
Damage:	2d8
Save:	F15
Morale:	12
Hoard Class:	None
XP:	4,500

Although they look like giant, demonic beings, efreet are actually an intelligent kind of fire elemental. They may only be affected by magic and magical weapons. Efreet have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including *create food and water* (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as *phantasmal force*, but the effect is permanent until touched or dispelled). Efreet can also make themselves *invisible* and make a *wall of fire*. They can become a flame pillar that inflicts 1d8 hit points of damage, and ignites combustible materials that are within 5'. This form may only be maintained by an efreeti for 3 rounds.

Efreet resent being summoned, and though they must serve for 101 days when properly compelled, they will attempt to twist the meaning of their orders and obey them to the letter. Efreet are enemies of Djinn, and will try to destroy them when encountered.

Elemental

	<u>Air</u>	<u>Earth</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	-	60' (20')
Fly:	360' (120')	
Armor Class:	2/0/-2	2/0/-2
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	1d8 or 2d8 or 3d8	
Save:	F8 or F12 or F16	
Morale:	10	10
Hoard Class:	None	None
XP:	1,570/2,800/3,300	

	<u>Fire</u>	<u>Water</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')	60' (20')
Swim:		180' (60')
Armor Class:	2/0/-2	2/0/-2
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	1d8 or 2d8 or 3d8	
Save:	F8 or F12 or F16	
Morale:	10	10
Hoard Class:	None	None
XP:	1,570/2,800/3,300	

Elementals are living beings made up of one of the four primary elements. They may be summoned in three different ways, and any time an elemental is summoned the summoner must spend complete concentration directing the elemental. Elementals will leave when dispelled, destroyed, or ordered to by the summoner. If the summoner stops concentrating or loses concentration due to being struck or taking other actions, the elemental will attack him and anyone in-between it and the summoner. Only magic and magical weapons can harm elementals.

There are three different power levels of elementals, and the type present will be determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, having AC 2, HD 8, and DG 1d8. Any elemental summoned with other miscellaneous magic items has AC 0, HD 12, and DG 2d8. Elementals summoned with a spell have AC -2, HD 16, and DG 3d8.

Air Elementals: For every hit die possessed by an air elemental, it will have a diameter of 1/2' and be 2' high. For instance, an air elemental summoned by a spell would be 32' high and have a diameter of 8'. Their appearance is that of a twirling air mass. If a being of fewer than 2 HD is caught in the twirling mass, it is carried away, barring a successful saving throw versus death. Any aerial victim will suffer an extra 1d8 hit points of damage from an air elemental.

Earth Elementals: For every hit die possessed by an earth elemental, it will be 1' high. For instance, an earth elemental summoned by a spell would be 32' high. Their appearance is

that of a giant humanoid made of earth. Any victim standing on the ground will suffer an extra 1d8 hit points of damage from earth elementals. Earth elementals are unable to move through water that has a width greater than an elemental's height.

Fire Elementals: For every hit die possessed by a fire elemental, it will have a diameter of 1' and be 1' high. For instance, a fire elemental summoned by a spell would be 16' high and have a 16' diameter. Their appearance is that of a giant pillar of flame. Any victim that uses cold-based attacks will suffer an extra 1d8 hit points of damage from fire elementals. Fire elementals are unable to move through water that has a width greater than an elemental's diameter.

Water Elementals: For every hit die possessed by a water elemental, it will have a diameter of 2' and be ½' high. For instance, a water elemental summoned by a spell would be 8' high and have a 32' diameter. Their appearance is that of a large mass of watery waves. Any victim that is standing in, or submerged in, water suffers an extra 1d8 hit points of damage from water elementals. Water elementals may not be further than 60' from a source of water.

Elephant

No. Enc.: 0 (1d20)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 9
 Attacks: 2 or 1 (2 tusks or trample)
 Damage: 2d4/2d4 or 4d8
 Save: F5
 Morale: 8
 Hoard Class: None
 XP: 2,400

Massive herbivores of tropical lands, elephants are unpredictable creatures, but nevertheless are sometimes used as mounts or beasts of burden. If elephants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal to the size of a human. Although elephants do not keep treasure, the ivory from tusks is valuable and each tusk is worth 1d6x100 gp.

Elf

No. Enc.: 1d4 (2d12)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 1 + 1
 Attacks: 1 (weapon)
 Damage: 1d8 or weapon
 Save: E1
 Morale: 8
 Hoard Class: XVIII
 XP: 15

This monster listing is for the typical NPC elf. Elves average 5 feet tall and are slight of build. They prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+1. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item. In the presence of a leader, elves have morale of 10 rather than 8.

Ettin

No. Enc.: 1d2 (1d4)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 3
 Hit Dice: 10
 Attacks: 2 (club, club)
 Damage: 2d8/3d6
 Save: F10
 Morale: 9
 Hoard Class: XIX
 XP: 1,700

Ettins are dirty creatures that wear tattered skins and often use wicked weapons, such as barbed clubs. They share some affinity to orcs, witnessed in their pig-like faces. Ettins are large, nocturnal creatures that live below ground. They have two heads, each of which controls one arm. The right side is slightly dominant, and can cause 3d6 damage whereas the left can inflict 2d8. Ettins are seldom surprised (1 on 1d6) because one head or the other is usually keeping watch.



Ferret, Giant

No. Enc.: 1d8 (1d12)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 5
 Hit Dice: 1 + 1
 Attacks: 1 (bite)
 Damage: 1d8
 Save: F1
 Morale: 8
 Hoard Class: None
 XP: 15

Giant ferrets are much like their smaller kin, but average 3' long. They are often trained to hunt giant vermin, but their temperamental personalities make them dangerous, as they occasionally turn on their masters.

Fish, Giant

	<u>Catfish</u>	<u>Piranha</u>
No. Enc.:	0 (1d2)	0 (2d4)
Alignment:	Neutral	Neutral
Movement:		
Swim:	90' (30')	150' (50')
Armor Class:	4	6
Hit Dice:	8 + 3	3 + 3
Attacks:	5 (bite, 4 feelers)	1 (bite)
Damage:	2d8/1d4 (each Feeler)	1d8
Save:	F4	F2
Morale:	8	7
Hoard Class:	None	None
XP:	620	65

	<u>Rockfish</u>	<u>Sturgeon</u>
No. Enc.:	0 (2d4)	0 (1)
Alignment:	Neutral	Neutral
Movement:		
Swim:	180' (60')	180' (60')
Armor Class:	7	0
Hit Dice:	5 + 5	10 + 2
Attacks:	4 (spines)	1 (bite)
Damage:	1d4x4 (each spine), poison	2d10
Save:	F3	F5
Morale:	8	9
Hoard Class:	None	None
XP:	460	1,700

Giant Catfish: These scaleless, ash-colored fish are both predators and scavengers. They can attack with their whisker-like feelers and a bite. The giant catfish reaches a length of about 15'.

Giant Piranha: These giant fish live in warm, moving water, and can reach a length of 5'. They will attack nearly anything that moves, and if blood is scented they will feed at a feverish pace, never having to check for morale. Note that as many as 8 giant piranhas may attack a single victim at a time.

Giant Rockfish: These giant fish are passive but deadly. They closely resemble the rocky sea surface that they call home, and blend in well since there is only a 30% chance that an observer will recognize the fish is present. The giant rockfish will attack if threatened, and its deadly spines are also poisonous, requiring a saving throw versus poison, or the victim dies. Should a being touch a rockfish due to mistaking it for its surroundings, it is struck by all four spines with no attack roll required.

Giant Sturgeon: These immense gray scaly fish can reach a length of 30'. If their attack roll is equal to or greater than 18, a victim is swallowed. A being that is swallowed takes 2d6 hit points of damage per round inside the giant sturgeon's belly. In addition, if a victim does not succeed in a saving throw versus paralyze, he is paralyzed. Otherwise, he may attack the sturgeon from the inside with a -4 to the attack roll versus an effective AC 7.



Fly, Giant Carnivorous

No. Enc.:	1d6 (2d6)
Alignment:	Neutral
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	6
Hit Dice:	2
Attacks:	1 (bite)
Damage:	1d8
Save:	F1
Morale:	8
Hoard Class:	VI
XP:	29

The dreaded giant carnivorous fly is 3' long. They have markings that make them appear similar to giant killer bees. The giant carnivorous fly preys upon these bees, and is immune to their poisonous sting. However, they also prey upon animals and humanoids. These giant flies skulk in shadows, waiting for victims, and surprise on 1-4 on 1d6. These carnivorous flies sometimes jump to a distance of 30' to attack. They attack by biting victims with their formidable mandibles.



Gargoyle

No. Enc.:	1d6 (2d4)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	150' (50')
Armor Class:	5
Hit Dice:	4
Attacks:	4 (2 claws, bite, horn)
Damage:	1d3/1d3/1d6/1d4
Save:	F8
Morale:	11
Hoard Class:	XX
XP:	500

Gargoyles are demonic-appearing beasts that are magical in nature, and may only be harmed by enchanted weapons or magic. They have large bat-like wings, horns, fangs, fearsome claws, and skin the color of gray stone. Although they are not greatly intelligent, they make up for this with the sly nature of efficient predators.



Gelatinous Cube

No. Enc.: 1 (0)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 8
 Hit Dice: 4
 Attacks: 1
 Damage: 2d4 + see below
 Save: F2
 Morale: 12
 Hoard Class: VII
 XP: 245

The nearly transparent gelatinous cube travels slowly along labyrinth corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side, though much larger specimens are not unknown. The translucent appearance of the gelatinous cube makes characters surprised on a surprise check roll of 1-4 on 1d6. A gelatinous cube attacks by slamming its body into its prey to engulf foes. This attack deals 2d4 hit points of damage, and an opponent must succeed in a saving throw versus paralyze or become paralyzed for 2d4 turns. The spell *cure light wounds* causes a character to regain movement, but this use does not heal hit points with the same casting. Subsequent attacks against a paralyzed foe always hit. Gelatinous cubes are immune to the effects of lightning and cold-based attacks. They take normal damage from weapons and fire-based attacks.

Ghoul

No. Enc.: 1d6 (2d8)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 2 (turn as 3 HD)
 Attacks: 3 (2 claws, bite)
 Damage: 1d3/1d3/1d3 + see below
 Save: F2
 Morale: 9
 Hoard Class: XXI
 XP: 47

Formerly human, but now flesh-eating undead mockeries of their former existence, ghouls are fearsome enemies of all things living. Ghouls attack with claws and a vile bite. Any successful attack requires the opponent to attempt a saving throw versus paralyze, or become paralyzed for 2d4 turns. This paralysis may be cured with *cure light wounds*. Elves are immune to the paralysis of ghouls, and the paralysis cannot take effect on humanoids larger than ogres. Ghouls will attempt to paralyze all members of a group, so that they can feast on their helpless bodies at leisure. All humans slain by ghouls rise again in 24 hours as ghouls, unless the spell *bless* is cast upon their bodies. Ghouls are turned on the Turning Undead Table as undead of 3 HD, but the amount turned is calculated normally for 2 HD undead.

Giant

	<u>Hill</u>	<u>Stone</u>	<u>Frost</u>
No. Enc.:	1d4 (2d4)	1d2 (1d6)	1d2 (1d4)
Alignment:	Chaotic	Neutral	Chaotic
Movement:	120' (40')	120' (40')	120' (40')
Armor Class:	4	4	4
Hit Dice:	8	9	10 + 1
Attacks:	1	1	1
Damage:	2d8	3d6	4d6
Save:	F8	F9	F10
Morale:	8	9	9
Hoard Class:		XVIII + 5,000 gp	
XP:	560	1,700	1,700

	<i>Fire</i>	<i>Cloud</i>	<i>Storm</i>
No. Enc.:	1d2 (1d3)	1d2 (1d3)	1 (1d3)
Alignment:	Chaotic	Neutral	Lawful
Movement:	120' (40')	120' (40')	150' (50')
Armor Class:	4	4	2
Hit Dice:	11 + 2	12 + 3	15
Attacks:	1	1	1 + see below
Damage:	5d6	6d6	8d6
Save:	F11	F12	F15
Morale:	9	10	10
Hoard Class:		XVIII + 5,000 gp	
XP:	2,000	2,000	3,300

Hill Giant: In many ways hill giants resemble larger ogres, including having eyes rimmed with red and often wielding some bludgeoning weapon or a spear. They have skin of rust brown or tan, with similarly colored rust or black hair. They dress in animal skins and are 12' tall. Hill giants enjoy pillaging human villages.

Stone Giant: Stone giants are partially named for their stone-like complexions and iron colored eyes. Their hair is also dark-stone colored, sometimes with hints of blue. They are 14' tall. Whereas hill giants often use wooden clubs, stone giants prefer stone clubs and wear skins the color of stone. Stone giants can throw rocks to inflict 3d6 damage to a range of 300'. They keep guards (50% chance), which are typically bears (1d4 in number).

Frost Giant: Frost giants have the overall appearance of giant, 18' tall muscled barbarians. They have pale yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue. Frost giants get their name for their love of the cold. They often live within frosty caverns, but have the propensity to take up residence in castles, as do some of their other giant kin. This love of the cold is reflected in the fact that frost giants are completely immune to ill effects from cold, including the bone-chilling breath of white dragons! Frost giants can throw rocks to inflict 3d6 damage to a range of 200'. They keep guards, which are usually (1-8 on 1d10) 6d6 wolves, or sometimes (9-10 on 1d10) 3d6 polar bears.

Fire Giant: Fire giants' hair is the red and orange color of flames, and their skin is soot black. Their teeth are flame orange, and their eyes red. They are 16' tall. They commonly wear armor on their broad shoulders. This armor is usually brass, bronze, copper, or sometimes made from the skin of red dragons. Fire giants live in castles or large structures made of stone or dense fire-hardened earth. Like most giants, fire giants delight in throwing rocks at enemies. They can hit a target from a distance of 200' to inflict 3d6 hit points of damage. When not throwing rocks, fire giants wield large swords. Fire giants are immune to fire-based attacks, including the fire breath of a red dragon. They keep guards, which are usually (1-8 on 1d10) 3d6 hellhounds, or sometimes (9-10 on 1d10) 1d3 hydras.

Cloud Giant: Cloud giants often dress in flowing clothing and fancy jewelry. They have bronze to white hair, with skin in tones of blue ranging from nearly white to cold, light blue. They are 20' tall. Cloud giants usually live in giant castles at high elevations. When not high up in the mountains, their castles exist on clouds given substance by magic. Their strong olfactory sense and sharp eyesight make them surprised on a roll of 1 on 1d6. Cloud giants keep various guards, and if the giants are living on clouds the guards will be giant hawks (3d6 in number). If living in castles on mountains, the guards will be dire wolves (6d6 in number). Although they often wield clubs, all cloud giants can throw rocks to inflict 3d6 damage to a range of 200'.

Storm Giant: There are two typical appearances of storm giants, which are related to their preference for environment. Those who choose to live under water are often of green hair, eyes and skin, while those above water have purple skin, eyes either purple or cloud gray, and blue-tinted black hair. Both kinds are 22' tall. Storm giants are the most formidable of all giants. They live in remote locations; about 60% of the time they live on clouds like their cloud giant cousins, and 30% of the time in the mountains like their stone giant relatives. Somewhat more rarely, 10% of the time storm giants choose to live underwater. In all cases, they live in immense, luxurious castles. Like most other giants, storm giants keep guards, and if living above water will have 2d4 griffons. However, storm giants who have their castle abodes under water will instead have giant crabs (3d6 in number). Storm giants have the ability to summon thunderstorms that will arrive after 1 turn. In the presence of a thunderstorm, a storm giant is able to cast a lightning bolt 1 time per 5 rounds. The hit point damage inflicted is equal to the storm giant's current hit point total, and a saving throw versus spells can reduce this damage by 50%. Storm giants are immune to all forms of lightning, even the lightning breath attack of blue dragons.

Gnoll

No. Enc.:	1d6 (3d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	5
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	2d4 or weapon +1
Save:	F2
Morale:	8
Hoard Class:	XIX
XP:	47

Gnolls are hyena-headed, chaotic humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more, though gnolls themselves are not particularly intelligent. Gnolls use a variety of weapons, and receive a +1 to damage due to their high strength. In any group of 20 gnolls, there is a leader who has 16 hit points and is considered to have 3 HD for attack purposes.



Gnome

No. Enc.:	1d8 (5d8)
Alignment:	Lawful, Neutral
Movement:	60' (20')
Armor Class:	5
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	D1
Morale:	8
Hoard Class:	XX
XP:	10

Gnomes stand 3' to 3 ½' tall and are slighter of build than dwarves. Their skin color ranges from dark tan to woody brown, their hair is fair, noses large, and their eyes can be any shade of blue. Gnome males prefer long beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. These cousins to dwarves share many of their likes, and often live in vast mines looking for precious metals and gems. Their tendency to underground life has granted them extended infravision to 90'. They have a fondness for contraptions, and often employ crossbows and fight hand-to-hand with war hammers. Gnomes have a particular hatred for kobolds, but are none too fond of goblins. Dwarves, however, are treated as welcome relatives.

In any group of 20 gnomes there is a leader who has 11 hit points. This leader attacks with an attack value of a monster with 2 HD. Gnomes are ruled by a grand chief, who is considered as a monster of 4 HD, and has 18 hit points. A grand chief is a particularly strong gnome, and receives a +1 bonus to all damage dealt. These chiefs have a small contingent of 1d6 bodyguards, who are considered to attack as monsters of 3 HD and each has 1d4 +9 hit points. When in the presence of the grand chief, all gnomes have an effective morale of 10.

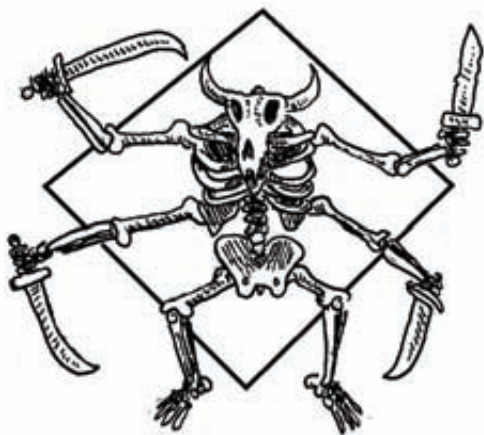


Goblin

No. Enc.:	2d4 (6d10)
Alignment:	Chaotic
Movement:	60' (20')
Armor 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

A goblin stands 3' to 3 ½' tall. Its eyes are usually dull and glazed, varying in color from red to yellow. Their eyes sometimes flicker red in the dark. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They spend most of their days underground, and as such suffer a -1 penalty to all attack rolls when in full sunlight. They have a longer range of infravision, to 90'. Goblins are archenemies of dwarves, who they hate above all other humanoids, followed closely by their distaste for gnomes.

Goblins often use dire wolves as mounts, and 25% of their number will be mounted 20% of the time. A goblin king is an exceptional goblin, who attacks like a monster of 3 HD, and all damage dealt receives a bonus of +1. A goblin king is always accompanied by a loyal bodyguard, totaling 2d6 individuals. The bodyguards each have 2d6 hit points, and attack as monsters with 2 HD. All goblins in the presence of the goblin king have a morale score of 9. The goblin lair always has more treasure (hoard class XX), and there is equally more treasure when encountering goblins in the wilderness.



Golem

	<u>Amber</u>	<u>Bone</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	180' (60')	120' (40')
Armor Class:	6	2
Hit Dice:	10	8
Attacks:	3 (2 claws, bite)	4 (weapons)
Damage:	2d6/2d6/2d10	weapon type
Save:	F5	F4
Morale:	12	12
Hoard Class:	None	None
XP:	3,100	2,065
	<u>Bronze</u>	<u>Wood</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	240' (80')	120' (40')
Armor Class:	0	7
Hit Dice:	20	2 + 2
Attacks:	1 (fist)	1 (fist)
Damage:	3d10, see below	1d8
Save:	F10	F1
Morale:	12	12
Hoard Class:	None	None
XP:	4,250	59

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic. As such, they are created by exceptionally powerful clerics and magic-users. The examples provided here are just a few of the possible kinds. The Labyrinth Lord may design new forms using the examples as guidelines. All golems are unaffected by ordinary weapons. In addition, golems have no true intelligence, and are thus unaffected by *hold*, *charm*, or *sleep* spells. Since they are not truly alive, they are unaffected by poison or gases.

Amber Golem: These golems are made of petrified tree sap, and this golden stone is commonly formed into the shape of dire wolves or large cats. They have the ability to detect invisibility to a range of 60', and are able to track any being.

Bone Golem: Though they may be mistaken for undead, these human-sized constructs of bones are animated golems. These golems are usually given four arms, and each may wield a

weapon to attack every round. They may direct attacks at up to two opponents each round. In addition to ordinary immunities enjoyed by golems, bone golems are unaffected by electrical, fire, or cold-based attacks.

Bronze Golem: These giant humanoids are made of bronze, and have molten metal inside them. Powerful fists deal 3d10 hp damage. The touch of a bronze golem inflicts 1d10 hp damage, from intense heat. When a bladed weapon strikes this golem, the attacker suffers 2d6 hp of damage as some of the molten metal inside it gushes forth. A saving throw versus death can be made to avoid this damage entirely.

Wood Golem: Wood golems are about the size of halflings, and are shaped from wood. They are clumsy and suffer -1 to initiative. These golems are particularly susceptible to fire-based attacks, and make saving throws with a penalty of -2. In addition, for fire-based attacks they take 1 more point of damage per damage die rolled.

Gorgon

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	2
Hit Dice:	8
Attacks:	1 (gore or breath)
Damage:	2d6 or petrify
Save:	F8
Morale:	8
Hoard Class:	XVIII
XP:	1,060

The gorgon resembles a large bull with red scales. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack opponents on sight, attempting to gore or petrify them. If a gorgon gets a running start to charge it may gore with its horns for double damage. Gorgons have a breath attack that is a gas cloud 10' wide and 60' long. Any creature caught in this cloud must succeed in a saving throw versus petrify or *turn to stone*. A gorgon is unaffected by its own breath attack. Gorgons live on hills and prairies.

Gray Ooze

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	10' (3')
Armor Class:	8
Hit Dice:	3
Attacks:	1
Damage:	2d8
Save:	F2
Morale:	12
Hoard Class:	None
XP:	80

Gray ooze can grow to a diameter of up to 10 feet, and a thickness of about 6 inches. It resembles damp stone so closely that it can be mistaken for that easily. A gray ooze strikes like a snake, slamming opponents with its body. A

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successful strike to an unarmored being deals 2d8 hit points of damage from the acidic slime that covers it. If an opponent is armored, whether the armor is magical or non-magical, it is destroyed 1 turn after a successful hit from the ooze, as the acid eats through it viciously. In either case, the ooze clings to an opponent and once armor is no longer a barrier the resilient acid continues to deal 2d8 hit points of damage every round until it can be neutralized. Gray ooze is immune to the effects of fire-based and cold-based attacks. They take normal damage from lightning and weapons.

Gray Worm

No. Enc.: 1d3 (1d3)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 6
Hit Dice: 6
Attacks: 1 (bite)
Damage: 1d8
Save: F3
Morale: 9
Hoard Class: XXI
XP: 570

These large, 30' long gray worms attack with wide tooth-rimmed mouths. Gray worms are able to swallow prey whole (swallow attack) on an attack roll of 19 or 20. Any opponent who is swallowed whole suffers 1d8 hit points of damage every round, and this continues until either the gray worm is killed or until the opponent dies. The cramped quarters inside the belly of the worm prevent attack from the inside by any weapon except a dagger. Attacking a gray worm from inside its belly is difficult, and the attacker suffers a -4 penalty.

Green Slime

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 3' (1')
Armor Class: NA, no roll needed
Hit Dice: 2
Attacks: 1
Damage: See below
Save: F1
Morale: 12
Hoard Class: None
XP: 38

This animate, viscous green slime feeds on plants, animals, and metals, including weapons and armor, but does not digest stone. Green slime senses movements through subtle vibrations, and will drop from high places onto victims to feed, or will cling to an opponent who steps on it. Once covering a victim, green slime will digest all clothing and armor in 6 rounds. The slime feeds so quickly that after this period, in only 1d4 rounds after contacting an animal's (or character's!) bare skin, the slime will completely digest it, creating more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains. Green slime is

impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Green slime is killed instantly by a *cure disease* spell.

Griffon

No. Enc.: 0 (2d8)
Alignment: Neutral
Movement: 120' (40')
Fly: 360' (120')
Armor Class: 5
Hit Dice: 7
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/2d8
Save: F4
Morale: 8
Hoard Class: XVIII
XP: 440

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. While their rear body is that of a lion, their front legs, head, and wings are from a giant eagle. The broad, golden wings emerge from the creature's back and span 25' or more. A griffon weighs about 500 pounds. Griffons are fierce hunters with a taste for horse flesh. If a horse is within 120' of a griffon, the griffon will automatically attack if it fails a morale check. Griffons are intensely protective of their young, and will attack any being that comes near. Griffon eggs or young may be captured to be raised and trained as mounts.



Halfling

No. Enc.: 3d6 (5d8)
Alignment: Lawful
Movement: 90' (30')
Armor Class: 7
Hit Dice: 1 - 1
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: H1
Morale: 7
Hoard Class: VII (XXI)
XP: 5

This monster listing is for the typical NPC halfling. Halflings stand about 3 feet tall. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth.

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Typical halfling villages may have a population as small as 30 and up to 300 (3 x 1d10 x 10).

Every village has one leader, whose level will be determined by rolling 1d6+1. A village will also have a militia consisting of 5d4 individuals of 2 HD each. The hoard class XXI represents the amount of treasure present if encountering halflings in the wilderness.

Harpy

No. Enc.:	1d6 (2d4)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	150' (50')
Armor Class:	7
Hit Dice:	3
Attacks:	3 (2 claws, weapon, see below)
Damage:	1d4/1d4/1d6, see below
Save:	F3
Morale:	7
Hoard Class:	XX
XP:	80

From the waist up these monsters resemble unsightly women, and they have the legs and wings of giant eagles. Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. If a character hears this magical song, a saving throw versus spells may be attempted, and failure indicates the victim has been *charmed*. A successful saving throw grants the character immunity to the effects of the song for the rest of the encounter. Any being under the charm of a harpy will attempt to move close to them, and will not make any attacks. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them. Harpies have an innate magic resistance, and a +2 saving throw bonus on all save rolls.

Hawk

	<i>Ordinary</i>	<i>Giant</i>
No. Enc.:	0 (1d6)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:		
Fly:	480' (160')	450' (150')
Armor Class:	8	6
Hit Dice:	1d4 hit points	3 + 3
Attacks:	1	1
Damage:	1d2	1d6
Save:	0 level human	F2
Morale:	7	8
Hoard Class:	None	None
XP:	5	65

These predatory birds often glide through the air watching for prey on the ground. They attack, initially, with a swoop that inflicts double damage if the opponent is surprised.

Ordinary Hawks: These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Giant Hawks: Giant hawks may be 3 to 5 feet long, and are capable of attacking larger prey of roughly human-sized or smaller. Any being as small as a halfling may be grabbed and taken away.

Hell Hound

No. Enc.:	2d4 (2d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	4
Hit Dice:	3 to 7
Attacks:	1 (bite or breath)
Damage:	1d6 or see below
Save:	F3 to F7
Morale:	9
Hoard Class:	XX
XP:	80/190/500/820/1,140

Hell hounds are sly and intelligent. They are roughly the size of dire wolves, with red to red-brown fur. They are immune to the effects of all non-magical fire. These demonic hounds favor hot environments, and may be found around volcanic activity, or with other creatures that prefer hot environments. They commonly take up residence in labyrinths. Hellhounds will bite 70% of the time for 1d6 hit points damage, or breath fire 30% of the time. The fire breath attack deals 1d6 hit points of damage per hit die the attacking hell hound possesses. A successful saving throw versus breath attack reduces the damage by half. Hell hounds will save as Fighters equal in level to their hit die. They have an imperfect ability to *detect invisibility* to a range of 60', with a 75% probability of detection.

Herd Animals

No. Enc.:	0 (3d10)
Alignment:	Neutral
Movement:	240' (80')
Armor Class:	7
Hit Dice:	1 to 4
Attacks:	1 (butt)
Damage:	1d4, 1d6, or 1d8
Save:	F1 or F2
Morale:	5
Hoard Class:	None
XP:	10/20/50/80

Herd animals may be any of several kinds of animals that live in herds and are primarily grazing animals. Region and climate will determine which specific kind of grazing herd animal is encountered. The following are some typical kinds and their relative toughness: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt). Usually only the males have horns or antlers, and may attack by butting an opponent. In any large group of herd animals there are 4 females or young for every 1 male. Note that adult males typically have 1d4 hit points more than the normal amount, and all young have half

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the standard adult hit points. In most cases herd animals will flee from predators. Males will occasionally fight to protect the females and young.

Hippogriff

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	180' (60')
Fly:	360' (120')
Armor Class:	5
Hit Dice:	3 + 1
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/1d10
Save:	F2
Morale:	8
Hoard Class:	None
XP:	65

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. They have the fore body and heads of giant eagles and the hindquarters of horses. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. They have a particular taste for pegasi meat. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs typically nest high in the mountains. If captured when young, they can be trained as mounts.

Hobgoblin

No. Enc.:	1d6 (4d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	6
Hit Dice:	1 + 1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	F1
Morale:	8
Hoard Class:	XIX
XP:	15

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-dyed leather. Their weaponry is kept polished and in good repair. Hobgoblins tend to reside below ground, but often live or venture to the surface, and suffer no penalties to daylight like their smaller cousins. A hobgoblin king is an exceptional hobgoblin, with 22 hp and he attacks like a monster of 5 HD. All damage dealt receives a bonus of +2. A hobgoblin king is always accompanied by a loyal bodyguard, totaling 1d4 individuals. The bodyguards each have 3d6 hit points, and attack as monsters with 4 HD. All hobgoblins in the presence of the hobgoblin king have a morale score of 10.

Horse

	<u>Riding</u>	<u>War</u>	<u>Draft</u>
No. Enc.:	0 (1d10x10)	0	0
Alignment:	Neutral	Neutral	Neutral
Movement:	240' (80')	120' (40')	90' (30')
Armor Class:	7	7	7
Hit Dice:	2	3	3
Attacks:	2 (2 hooves)	2 (2 hooves)	None
Damage:	1d4/1d4	1d6/1d6	None
Save:	F1	F2	F2
Morale:	7	9	6
Hoard Class:	None	None	None
XP:	20	50	50

Riding Horse: Riding horses are smaller than other horses, and built for speed and long-distance travel. Wild horses are the equivalent of riding horses. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

War Horse: These horses have been bred to be strong and sturdy in combat, and will not bolt from fright as easily. These horses are meant for shorter distance travel. The rider of a war horse may attack with a charge, getting double damage with a lance. A war horse can only run in this kind of attack, but in subsequent close attacks the horse and rider may attack simultaneously. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

Draft Horse: This horse breed is the largest of all, and is bred to be a big, strong laborer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a maximum of 900 lbs and have movement halved. They do not engage in combat, but run away if attacked or threatened.



Hydra

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	5 to 12
Attacks:	As head number
Damage:	1d10 per head
Save:	F5 to F12
Morale:	9
Hoard Class:	XXI
XP:	As HD

Hydras are reptile-like monsters with 1d8+4 heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras have a number of hit die equal to their number of heads. They have maximum hit points for their hit die. Each head attempts to bite an opponent in a round, so the number of attacks a hydra has each round is equal to the number of heads it has. When a hydra has suffered 8 hit points of damage, 1 head becomes useless. For each additional 8 hp damage, another head becomes useless, until all heads have been destroyed and the hydra dies. Hydras save as a Fighter equal in level to the hydra's HD number.

Aquatic Hydra: The aquatic hydra is a variation of the standard hydra. It has all of the same characteristics and abilities, but has fins rather than legs and lives under water.

The Labyrinth Lord may create other variations of hydra. Some possibilities include hydra that can breathe fire for 8 hit points of damage per head, or bites that have poisonous venom.



Insect Swarm

No. Enc.: 1 swarm (3 swarms)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 60' (20')
 Armor Class: 7
 Hit Dice: 2 to 4
 Attacks: 1
 Damage: 2 hit points
 Save: 0 level human
 Morale: 11
 Hoard Class: None
 XP: 29/65/135

An insect swarm is a large swarm of small insects, such as bees, ants, wasps, spiders, and other small biting and stinging bugs that may crawl or fly. A swarm may attack to protect a nest, or because they are stimulated by a smell, a light, or some other thing. Characters may become engulfed in an insect swarm; a swarm is generally treated as a 10'x30' cloud of insects. A swarm does not need to roll to hit, and inflicts 2 hp of damage to any character engulfed. Double damage is dealt to characters wearing no armor. Although swarms do not sustain damage from weapons, a character may wave a weapon around to encourage the swarm to back off. If a character removes himself from a swarm, insects will be clinging to him and deal damage for 3 rounds. A character may flee into a body of water, in which case any clinging insects will die after inflicting damage one round. Any swarm that has been aggravated by suffering damage will chase a fleeing character. If a character flees from a swarm and is able to leave its line of sight, the swarm will not be able to pursue.

Fire, such as that from a torch, does 1d4 hit points damage to an insect swarm. Other fire-based and cold-based attacks will also damage a swarm, and a sleep spell will cause the entire swarm to go dormant. Smoke may be used to ward off a swarm.

Invisible Stalker

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 3
 Hit Dice: 8
 Attacks: 1
 Damage: 4d4
 Save: F8
 Morale: 12
 Hoard Class: None
 XP: 215

Invisible stalkers are creatures of magic from another plane of existence. They sometimes serve magic-users, who summon them with the spell *invisible stalker* to perform specific tasks. A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers may be dispelled, and return to their home plane. Creatures that cannot *detect invisible* are surprised by an invisible stalker on a surprise check result of 1-5 on 1d6.



Kobold

No. Enc.: 4d4 (6d10)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 7
 Hit Dice: 1d4 hit points
 Attacks: 1 (weapon)
 Damage: 1d4 or weapon -1
 Save: 0 level human
 Morale: 6
 Hoard Class: I (XIII)
 XP: 5

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Kobolds are short, dog-like humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2 ½' tall. Kobolds live exclusively underground, and have an extended infravision to 90'. A kobold chief is an exceptional kobold, who attacks like a monster of 2 HD with 9 hit points. A kobold chief is always accompanied by a loyal bodyguard, totaling 1d6 individuals. Each bodyguard has 6 hit points, and attack as monsters with 1 + 1 HD. All kobolds in the presence of the kobold chief have a morale score of 8. The kobold lair always has more treasure (hoard class XIII), and there is equally more treasure when encountering kobolds in the wilderness.



Leech, Giant

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	7
Hit Dice:	6
Attacks:	1 (drain blood)
Damage:	1d6
Save:	F3
Morale:	10
Hoard Class:	None
XP:	570

Giant leeches are 4' long, brown, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech hits in combat, it latches on to a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if the victim dies or the leech itself is killed.

Lizard, Giant

	<u>Draco</u>	<u>Gecko</u>
No. Enc.:	1d4 (1d8)	1d6 (1d10)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Fly:	210' (70')	
Armor Class:	5	5
Hit Dice:	4 + 2	3 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d10	1d8
Save:	F3	F2
Morale:	7	7
Hoard Class:	VI	VI
XP:	215	100

Horned

	<u>Chameleon</u>	<u>Tuatara</u>
No. Enc.:	1d3 (1d6)	1d2 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
Armor Class:	2	4
Hit Dice:	5	6
Attacks:	2 (bite, horn)	3 (2 claws, bite)
Damage:	2d4/1d6	1d4/1d4/2d6
Save:	F3	F4
Morale:	7	6
Hoard Class:	VI	VII
XP:	800	570

Giant Draco Lizard: The giant draco has a length of 6', and is capable of gliding in the air due to large skin flaps below its limbs. Although they live primarily above ground, they do occasionally venture underground to seek shelter or look for a meal.

Giant Gecko: The nocturnal giant gecko has a length of 5'. Giant geckos, like their smaller cousins, are adept at walking sheer cliffs, and even upside down. This ability allows them to spring upon unwary prey from above.

Giant Horned Chameleon: The immense 7' giant horned chameleon can surprise its prey, despite its bulk, due to its uncanny ability to take on the color, appearance, and texture of its local surroundings. A victim will be surprised on a surprise check roll of 1-5 on 1d6. The giant horned chameleon has three special attacks. The first is its sticky tongue, which can lash out to a distance of 5'. If this attack succeeds, the victim is immediately yanked back to the chameleon's mouth and bitten without the need for another attack roll, for 2d4 hit points of damage. The second special attack available to the chameleon is its large horns, which inflict 1d6 hit points of damage. Lastly, the chameleon may, on a successful attack, knock down an opponent by lashing out with its tail. The opponent may not attack the same round this occurs.

Giant Tuatara Lizard: This giant leathery skinned 8' carnivorous lizard has formidable spikes that run the length of its dorsal side. The iguana-like giant tuatara has infravision to 90' when it lowers a special membrane-like eyelid over each of its eyes.

Lizardfolk

No. Enc.:	2d4 (6d6)
Alignment:	Neutral
Movement:	60' (20')
Swim:	120' (40')
Armor Class:	5
Hit Dice:	2 + 1
Attacks:	1 (weapon)
Damage:	1d6 + 1 or weapon + 1
Save:	F2
Morale:	12
Hoard Class:	XIX
XP:	47

These scaly humanoids resemble humans but have the heads and tails of lizards. They delight in feasting upon the flesh of other humanoids. They employ any kind of weapon, but prefer spears, tridents, and clubs. Their immense strength grants them a +1 bonus to damage. They often venture into labyrinths, especially if there is an aquatic entrance. They are otherwise found to dwell in marshes and along the banks of bodies of water.



Locust, Subterranean

No. Enc.: 2d10 (1d10)
 Alignment: Neutral
 Movement: 60' (20')
 Fly: 180' (60')
 Armor Class: 4
 Hit Dice: 2
 Attacks: 1 (bite, slam, spit)
 Damage: 1d2/1d4/see below
 Save: F2
 Morale: 5
 Hoard Class: None
 XP: 38

Subterranean locusts resemble giant 2' or 3' long grasshoppers, and are the color of stone. They primarily eat plants and all kinds of fungus that grows underground, and are immune to the effects of yellow mold and other poisons. Subterranean locusts are prone to panic, and will typically jump up to 60' away if they sense a disturbance. This haphazard sudden flight, however, can be in any direction. They will accidentally flee in the direction of the group half the time, and on a successful attack roll inflict 1d4 hit points of damage by slamming into a creature. A locust does not stay to fight, but flees in such an instance.

Sometimes, if the locust is attacked, it will create a high-pitched whine that can gain the attention of other monsters in a labyrinth (20%). If forced into combat, the locusts may produce a brown, sticky spit that they propel to 10' away. This attack must succeed against an AC of 9, because its effects take place even if the spittle does not bypass armor. If struck, the opponent must succeed in a saving throw versus poison, or becomes incapacitated due to the horrible smell of the spittle. This lasts for 1 turn, before the opponent becomes immune to the odor. The spittle must be rinsed off or any creature that comes to within 5' of a spit-soaked creature is subject to a saving throw versus poison, and failure indicates the creature is wracked with vomiting.



Lycanthrope

	<u>Werebear</u>	<u>Wereboar</u>	<u>Wererat</u>
No. Enc.:	1d4 (1d4)	1d4 (2d4)	1d8 (2d6)
Alignment:	Neutral	Neutral	Chaotic
Movement:	120' (40')	150' (50')	120' (40')
Armor Class:	2 (8)	4 (9)	7 (9)
Hit Dice:	6	4 + 1	3
Attacks:	3 (2 claws, bite)	1 (tusk bite)	1 (bite or weapon)
Damage:	2d4/2d4/2d8	2d6	1d4 or weapon
Save:	F6	F4	F3
Morale:	10	9	8
Hoard Class:	XX	XX	XX
XP:	1,070	365	95
	<u>Weretiger</u>	<u>Werewolf</u>	
No. Enc.:	1d4 (1d4)	1d6 (2d6)	
Alignment:	Neutral	Chaotic	
Movement:	150' (50')	180' (60')	
Armor Class:	3 (9)	5 (9)	
Hit Dice:	5	4	
Attacks:	3 (2 claws, bite)	1 (bite)	
Damage:	1d6/1d6/2d6	2d4	
Save:	F5	F4	
Morale:	9	8	
Hoard Class:	XX	XX	
XP:	650	190	

All lycanthropes are humans cursed with the disease lycanthropy. They are able to take the form of one kind of animal, and are able to summon the aid of 1 to 2 of this same kind of animal, which will appear in 1d4 rounds. Lycanthropes never wear armor, since this would hinder the shape-changing process. Wolfsbane is an effective ward against all lycanthropes, and if one is touched with it (whether thrown at it or otherwise hit with it) the lycanthrope must succeed in a saving throw versus poison or flee out of fear. When killed, a lycanthrope takes his human form. Horses and sometimes other animals can sense lycanthropes when they are near, and will act restless or bolt.

Lycanthrope Forms

When a lycanthrope is in the human form, it may have subtle secondary characteristics in common with the animal type it is

capable of transforming into. Examples could include extra body hair, striped “birth marks” on weretigers, or larger ears on a Wererat. When a lycanthrope is in its animal form, it may only communicate with other animals of its type, but may not speak any humanoid language. In addition, when in the animal form lycanthropes are immune to all attacks from normal weapons, but are harmed by spells, silver, and enchanted weapons.

The Disease

The horrid disease of lycanthropy is transmitted when the victim of a lycanthrope suffers a loss of hit points equal to or more than 50% of his maximum number. The victim will become a lycanthrope of the type that wounded him in 2d6 days, but several days before the disease has fully taken hold the victim will show signs and begin to take on some of the secondary characteristics mentioned above. Only humans may become a lycanthrope. Demi-humans and other non-humans do contract the disease, but they die after 2d6 days rather than become a lycanthrope. Lycanthropy may also be inherited. If one parent is a lycanthrope, there is a 50% chance that the child will become a lycanthrope at puberty. If both parents are lycanthropes, the child has a 100% chance of becoming a lycanthrope (in the rare event that the parents are not the same kind of lycanthrope, the type is determined randomly between the parental types). Contracted lycanthropy may be cured with the cleric spell *cure disease*, but the cleric must be of 11th level or greater.

Werebear: Highly intelligent and thoughtful lycanthropes, werebears are not inherently evil and may be friendly if approached carefully. They tend to be quite solitary, though they occasionally live with normal bears. As other bears, if a Werebear achieves a successful attack with both claws in the same round, it may grab its opponent in a crushing hug for 2d8 hit points of damage.

Wereboar: These aggressive, dim-witted, lycanthropes are easily enraged. If enraged, they will fight with a bonus of +2 to attack rolls, and continue fighting until there are no more enemies or until they are killed.

Wererat: These highly intelligent, sly lycanthropes are capable of humanoid speech when in animal form. They are very stealthy, and will surprise opponents on a surprise check roll of 1-4 on 1d6. Wererats often use weapons, even in animal form, and any damage from a weapon must be noted and not considered when estimating damage that may cause lycanthropy.

Weretiger: Weretigers have the natural cat-like grace of the animals they may transform into. They have great curiosity and are not particularly malicious. Their stealth allows them to surprise opponents on a surprise check roll of 1-4 on 1d6.

Werewolf: Werewolves are not extremely intelligent in animal form, but they make up for this in cunning. They roam in packs, and a pack consisting of at least 5 individuals will have a pack leader that fights as a monster of 5 HD and has 30 hit points. This individual is of greater strength, and receives a damage roll bonus of +2.



Manticore

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	4
Hit Dice:	6 + 1
Attacks:	3 (2 claws, bite) or 1 (spikes)
Damage:	1d4/1d4/2d4 or see below
Save:	F6
Morale:	9
Hoard Class:	XIX
XP:	980

This foul monster delights in feasting on human flesh. It has the face of a human, but there the similarities end. The manticore has giant bat wings, a lion's body, and a long reptilian tail that has 24 barbed spikes growing from its end. The manticore can throw 6 spikes per round, and can do so when airborne. They can hit a target up to 180' away and deal damage of 1d6 hit points. The spikes grow back at a rate of 2 every day. These creatures usually live in the mountains, and have been known to venture into labyrinths.

Mastodon

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	3
Hit Dice:	15
Attacks:	2 (tusks) or 1 (trample)
Damage:	2d6/2d6/ or 4d8
Save:	F8
Morale:	8
Hoard Class:	None
XP:	3,300

Mastodons are prehistoric cousins to elephants, but are adapted to colder climates and have a thick coat of shaggy hair. If mastodons have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Mastodons have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal in the size of a human. Although mastodons do not keep treasure, the ivory from their tusks is valuable and each tusk is worth 2d4x100 gp.

Medusa

No. Enc.:	1d3 (1d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	8
Hit Dice:	4
Attacks:	1 (snakebite or special)
Damage:	1d6, poison
Save:	F4
Morale:	8
Hoard Class:	XVII
XP:	245

Medusa are indistinguishable from human women, except that they have vicious snakes on their heads rather than hair. They may attempt to disguise themselves with a hooded robe, only to suddenly reveal their true nature. Any character that looks at a medusa must succeed in a saving throw versus petrify, or he *turns to stone*. A character may gaze at a medusa through a mirror to avoid this effect. However, a medusa that sees her own reflection will need to succeed in a saving throw versus petrify or become stone herself. Medusa may also attack with their snake hair, which inflicts 1d6 hit points of damage on a successful attack roll. In addition, a victim must succeed in a saving throw versus poison or die after 1 turn. Any character that engages in combat with a medusa while shielding his eyes attacks with a penalty of -4, and the medusa receives a bonus of +2 to hit. All medusa have a bonus of +2 to saving throws versus spells.

Men

	<i>Berserker</i>	<i>Brigand</i>	<i>Pirate</i>
No. Enc.:	1d6 (3d10)	0 (1d4x10)	0 (see below)
Alignment:	Neutral	Chaotic	Neutral or Chaotic
Movement:	120' (40')	120' (40')	120' (40')
Armor Class:	7	Armor type	Armor type
Hit Dice:	1+1	1	1
Attacks:	1	1	1
Damage:	1d6 or weapon type		
Save:	F1	F1	F1
Morale:	NA	8	6
Hoard Class:	I (XXI)	XXII	XXII
XP:	21	10	10

	<i>Merchant</i>	<i>Nomad</i>
No. Enc.:	0 (1d20)	0 (1d4x10)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	5	Armor type
Hit Dice:	1	1
Attacks:	1	1
Damage:	1d6 or weapon type	
Save:	F1	F1
Morale:	Varies	8
Hoard Class:	XXII	XXII
XP:	10	10

The men here are all considered 1st level fighters. Individuals of greater level will typically lead them. The hoard classes provided indicate treasure found in camps or lairs, except for the case of merchants.

Berserker: These fighters are engulfed in a battle rage whenever they fight any humanoid. This determination gives them a +2 to their attack value, and they will battle until killed, without a morale check.

Brigand: These men are criminals who have banded together under the shared interest of stealing and pillaging. Half of all brigands encountered are armed with a short sword and short bow, and wear leather armor and a shield. The other half is better equipped with long swords, chain mail, a shield, and will have riding horses.

There is one fighter of 2nd level per 20 brigands. There is one fighter of 4th level per 40 brigands. These leaders are equipped with long swords, lances, plate armor, and mounted on war horses equipped with barding.

Bandit camps will have 5d6x10 inhabitants. They will have a fighter of 9th level as a leader, and there will be a fighter of 5th level per 50 men. An 8th level cleric may be present in a camp (1-3 on 1d10). There is also a probability that a magic-user of 8+1d2 level will be present (roll 1-5 on 1d10).

Pirate: A pirate fleet may be found on any body of water, whether lake, sea, or river. The fleet size depends on the water vessel. Riverboat fleets number 1d8 ships, longship fleets number 1d4 ships, fleets of small galleys number 1d4, and any fleet of galleys larger than "small" size, and any fleet of sailing ships, number 1d3. The crew number is determined by the ship crew requirements described in Section 5.

There is one fighter of 4th level per 30 pirates, and one fighter of 5th level per 50 pirates. Per 300 pirates, one fighter of 8th level will be present. Any horde of 300 or greater is led by a Pirate King (fighter of 11th level). In a group this large the Pirate King may employ a magic-user of 8+1d2 level (roll 1-15 on 1d20).

Pirates are armed with any sword and leather armor. Some (40%) are also armed with crossbows.

Pirates raid ships and coastal towns. They may dock in lawless cities that trade with pirates. Pirates often hide their treasure in remote locations, and a leader may have a map to such a location. Any group of pirates may have 1d4 hostages who they have ransomed.

Merchant: These men trade goods, sometimes over great distances. They will all be mounted and will have additional pack animals (1d12). Animal types will be appropriate to the terrain. Every merchant caravan has a fighter of 5th level as a guard. For every five merchants encountered, the following additional guards will be present: fighters, 1st level (20); fighters, 2nd or 3rd level (2). All guards are armed with various swords, crossbows, daggers, and wear chain mail armor.

Nomad: Nomads are tribal people that live off the land and by animal husbandry. They follow game and seasonal foods by living in temporary camps of tents or simple structures. Per 25 nomads, a fighter of 2nd level will be present as a leader. Per 40 nomads, a fighter of 4th level will be present as a leader. Nomads can have any kind of armor or hand weapon. All are mounted, and half of their number will have bows, while the other half have lances.

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The typical tribal camp will have 5d6x10 inhabitants. They will have a fighter of 8th level as a leader, and there will be a fighter of 5th level per 100 men. A 9th level cleric may be present in a camp (1-5 on 1d10). There is also a probability that a magic-user of 8th level will be present (roll 1 on 1d4). Nomads often trade with people they encounter. Their lifestyle brings them into contact and clashes with other humanoids.

Merfolk

No. Enc.: 0 (1d20)
Alignment: Neutral
Movement:
Swim: 120' (40')
Armor Class: 6
Hit Dice: 1 to 4
Attacks: 1
Damage: 1d6 or weapon type
Save: F1
Morale: 8
Hoard Class: XXII
XP: 20

These legendary beings have fish-like bodies from the waist down, and have human torsos, arms, and heads. They use weapons that are convenient in water, including daggers, spears, and tridents. These creatures live exclusively in large bodies of water. They may occasionally trade fish and other sea bounty to human villages, but generally they keep to themselves. Merfolk villages generally have a population of 1d3x100 individuals. A leader will be present in any group of 10 merfolk, and the leader has 2 HD. An exceptional leader will be present in any group of 50 merfolk, and the exceptional leader has 4 HD. These leaders save as a fighter level equal to their HD number. The Labyrinth Lord may choose some sea creatures that act as guards for merfolk communities.

Minotaur

No. Enc.: 1d6 (1d8)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 6
Attacks: 2 or 1 (gore, bite, or weapon)
Damage: 1d6/1d6 or weapon
Save: F6
Morale: 12
Hoard Class: XX
XP: 820

These large, somewhat dimwitted, humanoids have the bodies of male humans but the heads of a horned bull. They usually live in labyrinths, where they prey upon anyone who ventures. They delight in the taste of human flesh. In combat, minotaurs may use any weapon, and due to their great strength receive a +2 bonus to weapon damage rolls. In a round, minotaurs will either attack with a weapon or attack with a bite and gore with their horns. Minotaurs are relentless, and will attempt to chase fleeing prey.



Morlock

No. Enc.: 1d12 (5d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 8
Hit Dice: 1
Attacks: 1 (weapon)
Damage: As weapon
Save: F1
Morale: 9
Hoard Class: XX
XP: 5

Morlocks are a degenerate race of subterranean humans. They are all albinos, and have developed a carnivorous diet that favors the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer an attack penalty of -2. Their subterranean existence has given them 90' infravision. These foul degenerate people wield any sort of weapon, but favor spears and swords. Morlocks lair deep within caverns or labyrinths, where a typical "village" will have a population of 5d10 individuals. In this community, there is usually a stronger individual in charge, who is treated as a 3 HD monster, saves as a fighter of 3rd level, and has 12 hit points. Morlocks are enemies of Neanderthals, dwarves, and gnomes, but they sometimes join groups of orcs and goblins. Like Neanderthals, morlocks sometimes tame albino apes.

Mule

No. Enc.: 1d8 (2d6)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 2
Attacks: 1 (kick or bite)
Damage: 1d4 or 1d3
Save: 0 level human
Morale: 8
Hoard Class: None
XP: 20

Mules are a hybrid of a donkey and a horse. Mules are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a

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maximum of 400 lbs. In the latter case, movement rate is reduced to 60' per turn. At the Labyrinth Lord's discretion, a mule may be taken into the depths of a labyrinth to aid in transporting equipment or treasure, so long as conditions allow.

Mummy

No. Enc.:	1d4 (1d12)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	3
Hit Dice:	5 + 1
Attacks:	1
Damage:	1d12, disease
Save:	F5
Morale:	12
Hoard Class:	XIX
XP:	860

Mummies are preserved undead corpses animated through the auspices of dark desert gods best forgotten. They haunt old tombs and lost ruins. These undead are so fearsome that any being seeing one must succeed in a saving throw versus paralyze or become paralyzed with dread. This affect passes if the mummy leaves the victims range of vision, or if the mummy engages in combat. When a mummy successfully strikes a victim, the victim suffers 1d12 hit points of damage and contracts mummy rot. Mummy rot is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive the benefits of any form of magical healing. Characters heal naturally at 1/10th the normal rate. This magical disease may be removed with the spell *remove curse*. Like other undead, mummies are unaffected by *charm*, *sleep*, or *hold* spells. Further, mummies may only be harmed by magical weapons, spells, and fire-based attacks.



Neanderthal

No. Enc.:	1d10 (4d10)
Alignment:	Lawful
Movement:	120' (40')
Armor Class:	8
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	2d4 or weapon
Save:	F2
Morale:	7
Hoard Class:	XX
XP:	20

These demi-humans are cousins to humans. They often are assumed to be brutish, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. However, though they live a primitive lifestyle, they are as intelligent as humans. Neanderthals typically attack with spears and weapons with

stone blades. A Neanderthal band usually consists of 1d4x10 individuals. Neanderthals are led by only the strongest of their kind, and the typical leader has 6 HD. The lair will often have albino apes as trained pets and guardians. Neanderthals revere cave bears, and will hunt them for rites of passage and religious purposes. They despise kobolds, goblins, and morlocks, but enjoy the company of gnomes and dwarves.

Nixie

No. Enc.:	0 (2d20)
Alignment:	Neutral
Movement:	
Swim:	120' (40')
Armor Class:	7
Hit Dice:	1
Attacks:	1
Damage:	1d4
Save:	E1
Morale:	6
Hoard Class:	XXI
XP:	16

Nixies are related to dryads, but are water beings that are 3' tall and appear as beautiful elf-like women with greenish, bluish, or green-gray skin color. They typically live in any permanent body of water, such as a lake, large pond, or river. When 10 nixies are together in one place, they may pool their magical energy to cast a *charm* spell on a character. The victim is allowed a saving throw versus spells, and if this is failed the character is taken into the watery domain of the nixies where he will serve them for 12 months. Nixies are able to cast *water breathing* on a character, and the effects last for 24 hours per casting. Nixies attack with very small weapons. Nixies have the ability to summon a giant fish (bass) for protection. The giant bass has the following characteristics: AL N, MV 120' (40'), AC 7, HD 2, #AT 1, DG 1d6, SV F1, ML 8.



Ochre Jelly

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	8
Hit Dice:	5
Attacks:	1
Damage:	2d6
Save:	F3
Morale:	12
Hoard Class:	None
XP:	500

The ochre jelly is named for its color and the fact that it is a slimy, giant amoeba. The acidic slime that oozes from the ochre jelly can eat through cloth, wood, and leather after 1 round, but cannot affect stone or metal. It inflicts 2d6 hit points of damage to bare flesh, and is able to squeeze under

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doors and into other small spaces. When attacked with lightning or weapons, an ochre jelly will divide into 1d4+1 littler amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

Octopus, Giant

No. Enc.: 0 (1d2)
Alignment: Neutral
Movement:
Swim: 90' (30')
Armor Class: 7
Hit Dice: 8
Attacks: 8 (tentacles) or 1 (bite)
Damage: 1d3 (per tentacle)/1d6
Save: F4
Morale: 7
Hoard Class: None
XP: 2,060

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers. They live in temperate or tropical ocean waters. Tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of -1. For instance, if four tentacles are constricting a character, he suffers -4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. A giant octopus may swim away if it is losing an encounter, and it will spray a 40' radius cloud of black ink to obscure its escape. The giant octopus is able to move at its normal movement x3 when fleeing.



Ogre

No. Enc.: 1d6 (2d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 5
Hit Dice: 4 + 1
Attacks: 1 (club)
Damage: 1d10
Save: F4
Morale: 10
Hoard Class: XX + 1,000 gp
XP: 215

Adult ogres stand 9 to 10 feet tall, and resemble big brutish humans. Their skin color ranges from dull yellow to dull

brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres despise Neanderthals and will attempt to destroy them when encountered. Ogres usually live under rock shelters, or in caves, and will venture into labyrinths. When ogres are found away from their lair they will have sacks containing 1d6x100 gp.



Orc

No. Enc.: 2d4 (1d6x10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 1
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: F1
Morale: 8
Hoard Class: XIX
XP: 10

Orcs' hair is usually black. They have pig-like faces and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and females are slightly smaller. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. They suffer a penalty of -1 to hit rolls when in sunlight. Orcs are exceedingly cruel and delight in the torment of others.

A party of orcs will have a leader who has 8 hit points, and is exceptionally strong. He receives a +1 bonus to weapon damage rolls. Should the leader of a party of orcs be slain, the remaining orcs have a morale of 6. Orcs are exceptionally greedy and love to kill, which makes them particularly attractive to chaotic rulers who hire orcs as mercenary soldiers. Orcs will employ any kind of hand or missile weapon.

Orcs are socially organized around warring tribes, which have repulsive names like the "Vile Eye" tribe or the "Bloody Skull" tribe. Tribes seldom work together unless united under strong (and fear inducing) leadership. Any tribe has a roughly equal number of males and females, with as many children as there are adults. The orc tribal chief fights as a monster with 4 HD and has 15 hit points. He will be very strong, having a weapon damage roll bonus of +2. There is a 60% chance that any tribe consisting of 20 or more orcs will have an ogre

present. There is a 10% chance that a tribe of 20 or more orcs has a troll present.



Owl Bear

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	5
Attacks:	3 (2claws, bite)
Damage:	1d8/1d8/1d8
Save:	F3
Morale:	9
Hoard Class:	XX
XP:	350

Having the head of a giant owl and the body of a bear, owl bears are rumored to be a magical hybrid created for an unfathomably chaotic purpose. Their coats range in color from brown-black to yellowish brown; their beaks are a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. They are mean spirited carnivores. Just like bears, an owl bear may hug an opponent for 2d8 hit points of damage if it successfully hits with both paws in the same round. Owl bears are known to live in wooded areas, and are equally likely to take residence in caves or labyrinths.



Pegasus

No. Enc.:	0 (1d12)
Alignment:	Lawful
Movement:	240' (80')
Fly:	480' (160')
Armor Class:	6
Hit Dice:	2 + 2
Attacks:	2 (hooves)
Damage:	1d6/1d6
Save:	F2
Morale:	8
Hoard Class:	None
XP:	47

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. If young pegasi are tamed they can be used as mounts, but pegasi will only cooperate with lawful characters. Pegasi avoid hippogriffs, which are their predators.

Phase Tiger

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	4
Hit Dice:	6
Attacks:	2 (tentacles)
Damage:	2d4/2d4
Save:	F6
Morale:	8
Hoard Class:	XIX
XP:	570

The phase tiger is not truly a cat, but is fairly intelligent and resembles a six-legged tiger with a long, scaly reptilian spiked whip on each shoulder. The whips have sharp barbs, which inflict 2d4 hit points of damage each. All opponents of a phase tiger receive a penalty of -2 to hit, due to the magical ability of the phase tiger to seem to be in a position that is 3' from where it actually stands. In addition, phase tigers have a saving throw bonus of +2 (all saving throws). Blink dogs are hated enemies of phase tigers, and a phase tiger will seek to kill any blink dogs encountered.

Pixie

No. Enc.:	2d4 (1d4x10)
Alignment:	Neutral
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	3
Hit Dice:	1
Attacks:	1 (dagger)
Damage:	1d4
Save:	E1
Morale:	7
Hoard Class:	III + IV
XP:	16

These 1' or 2' tall cousins to elves have wings like an insect's. These wings are relatively weak, and a pixie must spend 1 turn on its feet for each 3 turns spent flying. Pixies are naturally invisible, but may choose to become visible at will. The spell *detect invisibility* will reveal their presence. Pixie invisibility is unlike the spell of the same name in that a pixie may act freely, including attacking, without becoming visible. Because of this advantage, a pixie will have surprise on its opponent. An opponent cannot attack a pixie during the first round they are engaged in combat, but in the second round an opponent may strike due to hearing the pixie and otherwise having some idea where it might be as it moves. Attacks made against an invisible pixie are rolled with a penalty of -2.

Pterodactyl

	<u>Pterodactyl</u>	<u>Pteranodon</u>
No. Enc.:	0 (2d4)	0 (1d4)
Alignment:	Neutral	Neutral
Movement:		
Fly:	180' (60')	240' (120')
Armor Class:	7	6
Hit Dice:	1	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d3	1d12
Save:	F1	F3
Morale:	7	8
Hoard Class:	None	VII
XP:	13	350

These prehistoric winged reptiles are usually found in warm or tropical environments.

Pterodactyl: These large winged reptiles have wings that span 7 to 10 feet. They glide through the air, watching for prey on the ground. They typically attack small animals, or beings up to the size of a halfling. They have been known to attack larger beings if they are particularly famished.

Pteranodon: This winged reptile is a giant version of the pterodactyl, and has wings that can span up to 50'. They attack larger animals, including human-sized individuals.

Purple Worm

No. Enc.:	1d2 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	6
Hit Dice:	15
Attacks:	2 (bite, sting)
Damage:	2d8/1d8, poison
Save:	F8
Morale:	10
Hoard Class:	XIX
XP:	3,300

The body of a mature purple worm is 10' in diameter and 100' long or more. The creature has a poisonous stinger in its tail. These dreaded purple monstrosities burrow underground, only surfacing to consume unsuspecting prey. They may attack with both a bite and their stinging tail in 1 round. Anyone stung by the tail must also succeed in a saving throw versus poison or die. If a purple worm's bite attack roll is at least 4 higher than the roll needed to hit (or a 20 is rolled), a victim is swallowed. A being that is swallowed takes 3d6 hit points of damage per round inside the purple worm's belly. The damage stops when either the character dies or the worm is killed. When a purple worm is found below the earth, it is usually from inside one of its tunnels. In this case the tunnel may only be as wide as the worm, preventing it from attacking with both attacks in the same round.



Rat

	<u>Ordinary</u>	<u>Giant</u>
No. Enc.:	5d10 (2d10)	3d6 (3d10)
Alignment:	Neutral	Neutral
Movement:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Armor Class:	9	7
Hit Dice:	1 hit point	1d4 hit points
Attacks:	1 (bite, per group)	1 (bite)
Damage:	1d6, disease	1d3, disease
Save:	0 level human	F1
Morale:	5	8
Hoard Class:	XI	XX
XP:	6	6

Rats are omnivorous rodents that thrive in human trash on the fringes of dwellings. They are disease carriers, and any time a character is bitten by a rat of any variety there is a 5% chance the character contracts a disease. A saving throw versus poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. The spell *cure disease* will cure this infection. Rats may be warded away with fire. They are adept swimmers, who are at home in sewers, water-filled caverns, and marshes.

Ordinary Rats: Ordinary rats range in size from 6" long to 2' long. They can be black, brown, or gray in color. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals, inflicting 1d6 hit points of damage per hit. If a character is swarmed by a whole pack, he must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. He may stand up the following round, but makes a new saving throw if still under the swarm. The opponent can make no attacks until he gets back on his feet.

Giant Rats: These rats are minimally 3' long, but may be larger. They attack individually. Giant rats live in refuse like their smaller cousins, and can be found in the litter that often accumulates in a labyrinth.

Rhagodessa, Giant

No. Enc.:	1d4 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	5
Hit Dice:	4 + 2
Attacks:	1 (leg or bite)
Damage:	0 or 2d8
Save:	F2
Morale:	9
Hoard Class:	VI
XP:	215

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The giant rhagodessa is a nocturnal carnivorous arachnid that closely resembles a spider, but has immense crushing mandibles. They have a chestnut colored thorax and are tan or mustard colored on their remaining bodies. These 6' long monsters have shorter legs than spiders, but are able to climb walls. The rhagodessa's front legs have suction pits that do not deal damage, but on a successful hit they can pull an opponent to the mandibles that deal 2d8 hit points of damage on the second round, with no extra attack roll needed.

Rhinoceros

	<i>Ordinary</i>	<i>Woolly</i>
No. Enc.:	0 (1d12)	0 (1d8)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	5	4
Hit Dice:	6	8
Attacks:	1 (butt or trample)	1 (butt or trample)
Damage:	2d4 or 2d8	2d6 or 2d12
Save:	F3	F4
Morale:	6	6
Hoard Class:	None	None
XP:	570	1,060

The rhinoceros is infamous for its bad temper and willingness to charge intruders. They deal double damage after charging. A herd of these beasts will stampede if threatened, in any direction to be determined randomly.

Woolly Rhinoceros: The woolly rhino is a prehistoric rhino that is larger and covered in a dense, coarse hair.

Roc

	<i>Small</i>	<i>Large</i>	<i>Giant</i>
No. Enc.:	0 (1d12)	0 (1d8)	0 (1)
Alignment:	Lawful	Lawful	Lawful
Movement:	60' (20')	60' (20')	60' (20')
Fly:	480' (160')	480' (160')	480' (160')
Armor Class:	4	2	0
Hit Dice:	6	12	36
Attacks:		3 (2 claws, bite)	
Damage:	1d4+1/1d4+1 2d6	1d8/1d8/ 2d10	3d6/3d6/ 8d6
Save:	F3	F6	F9
Morale:	8	9	10
Hoard Class:	XIV	XIV	XIV
XP:	320	1,200	6,750

Rocs are powerful creatures living in high elevations and warm environments. They look somewhat like huge eagles. Their immense appetites accompany the great size of rocs, as rocs will frequently consume large mammals including horses and cattle. Rocs hunt much like eagles, swooping down on their meal and striking it with immense claws. When a roc nest is encountered, there is a 50% probability that 1d6 eggs or 1d4 young are present. Rocs fight to the death to defend their young. If eggs or chicks are captured, they can be trained as mounts. If a chaotic being encounters a roc, the roc will have

a penalty of -2 to reaction checks, and a neutral being imposes a -1 penalty. This is due to the lawful nature of rocs, and their preference for dealing with other lawful creatures.

Rot Grub

No. Enc.:	0 (5d4)
Alignment:	Neutral
Movement:	10' (2')
Armor Class:	9
Hit Dice:	1 hit point
Attacks:	See below
Damage:	See below
Save:	0 level human
Morale:	Not applicable
Hoard Class:	None
XP:	5

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 minutes the rot grubs will find the heart and kill their victim. The spell *cure disease* will destroy the rot grubs in a victim's body.



Rust Monster

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	2
Hit Dice:	5
Attacks:	1
Damage:	See below
Save:	F3
Morale:	7
Hoard Class:	None
XP:	500

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armor and weapons either struck by antennae or contacting a rust monster's hide (when it is attacked with a

sword, for instance) instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rust monsters. Magic items will first lose their magical bonuses, 1 at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each “plus” grants the item a 10% probability of surviving contact unscathed. For instance, if a character strikes a rust monster with a *dagger +2*, it has an 80% chance of becoming a *dagger +1*. If it does, any subsequent hit has a 90% chance of making the dagger an ordinary dagger. If it becomes an ordinary dagger, a hit after that renders the dagger useless. A rust monster feeds upon the rust it creates in this manner.



Salamander

	<i>Flame</i>	<i>Frost</i>
No. Enc.:	1d4+1 (2d4)	1d3 (1d3)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	2	3
Hit Dice:	8	12
Attacks:	3 (2 claws, bite)	5 (4 claws, bite)
Damage:	1d4/1d4/1d8	1d6 (each claw)/2d6
Save:	F8	F12
Morale:	8	9
Hoard Class:	XVII	XVIII
XP:	2,060	3,600

Flame Salamander: The flame salamander is a kind of intelligent fire elemental. It has a lizard-like appearance, with red scales and four limbs. It reaches a length of 12' to 16'. Scorching heat emanates from the flame salamander, and all creatures within 20' who are susceptible to fire damage receive 1d8 hit points of damage per round. Flame salamanders are unharmed by all fire-based damage and non-magical weapons. They are unaffected by *sleep* or *charm* spells. These creatures often live in the molten lava of volcanoes, or otherwise in very hot and arid regions.

Frost Salamander: The frost salamander resembles a flame salamander, except that it has six limbs and is white or bluish white. It attacks with its front four claws and a bite. Bone-chilling cold emanates from the frost salamander, and all creatures within 20' that are susceptible to cold damage receive 1d8 hit points of damage per round. Frost salamanders are unharmed by all cold-based damage and non-magical weapons. They are unaffected by *sleep* or *charm* spells. These creatures prefer to live in icy and cold regions.

These two forms of salamander are natural enemies. They despise one another and will always fight if in the same vicinity.

Scorpion, Giant

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	2
Hit Dice:	4
Attacks:	3 (2 claws, sting)
Damage:	1d10/1d10/1d4, poison
Save:	F2
Morale:	11
Hoard Class:	VII
XP:	190

These aggressive giant cousins to scorpions are about 6' long. Any time that a claw successfully strikes, the sting attack receives a bonus of +2 to hit. If stung, a victim needs to succeed at a saving throw versus poison or die. Giant scorpions can be found in labyrinths, rock shelters, ruins, and hot environments.

Sea Serpent

No. Enc.:	0 (2d6)
Alignment:	Neutral
Movement:	
Swim:	150' (50')
Armor Class:	5
Hit Dice:	6
Attacks:	1 (bite or constrict)
Damage:	2d6 or see below
Save:	F3
Morale:	8
Hoard Class:	None
XP:	570

Sailors dread sea serpents. These serpents are immense, 30' long snake-like sea beasts that will attack ships that are 30' long or smaller. It wraps its serpentine body around ships to constrict for 1d10 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 2d6 hit points of damage.

Shadow

No. Enc.:	1d8 (1d12)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	7
Hit Dice:	2 + 2
Attacks:	1
Damage:	1d4, special
Save:	F2
Morale:	12
Hoard Class:	XVII
XP:	83

Although shadows seem to resemble ghosts, since they have no corporeal body and resemble shadows, but they are not truly undead creatures. As a consequence, shadows are not susceptible to the cleric ability to *turn undead*. Shadows may only be struck with magical weapons. However, like undead,

shadows are unaffected by *charm* or *sleep* spells. Shadows are very silent and difficult to observe. They will surprise on a surprise check roll of 1-5 on 1d6. When a shadow successfully attacks an opponent, the victim suffers 1d4 hit points of damage, and 1 point of STR is drained for 8 turns. Should a being be drained to STR 0, it permanently transforms into a shadow.

Shark

	<u>Bull</u>	<u>Mako</u>	<u>Great White</u>
No. Enc.:	0 (3d6)	0 (2d6)	0 (1d4)
Alignment:	Neutral	Neutral	Neutral
Movement:			
Swim:	180' (60')	180' (60')	180' (60')
Armor Class:	4	4	4
Hit Dice:	2	4	8
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d4	2d6	2d10
Save:	F1	F2	F4
Morale:	7	7	7
Hoard Class:	None	None	None
XP:	29	135	1,060

Sharks are some of the most efficient hunters of the sea. Although they are not very intelligent, they are cunning. As soon as sharks sense blood in the water (to a range of 300') they become furious feeders and will fight to the death with no check for morale.

Bull Shark: Bull sharks are brown and reach a length of 8'.

Mako Shark: These giant 15' sharks will attack large prey. They are tan or gray.

Great White Shark: This immense shark can reach lengths exceeding 30'. They are silvery-gray with white bellies. These sharks are vicious, and may attack boats that are half their length.

Shrew, Giant

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	4
Hit Dice:	1
Attacks:	2 (bite)
Damage:	1d6/1d6
Save:	F1
Morale:	10
Hoard Class:	None
XP:	19

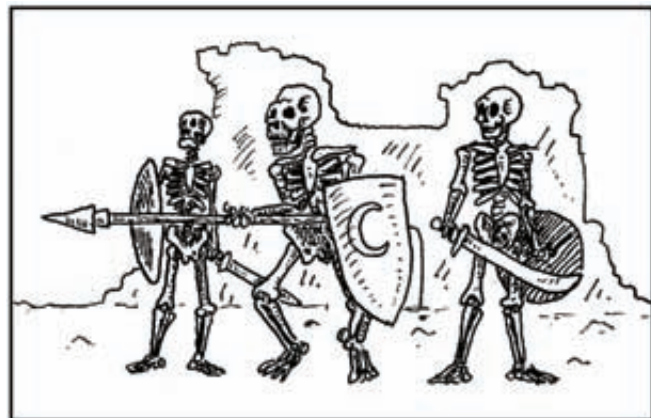
Giant shrews are rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5'. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of "vision" they are able to see 60', and this may be blocked with the spell *silence 15' radius*. A deafened (and thus blinded) giant shrew has an effective AC of 8 and suffers a -4 penalty to attack rolls.

Giant shrews are insectivores, and are highly territorial. They will attack trespassers, and are extremely fast. They automatically have initiative on the first round of combat, and have a bonus of +1 on the second round. Giant shrews are fearsome, vicious fighters and they are extremely intimidating. Any opponent with 3 HD or fewer must succeed in a saving throw versus death or flee.

Shrieker

No. Enc.:	1d8 (0)
Alignment:	Neutral
Movement:	9' (3')
Armor Class:	7
Hit Dice:	3
Attacks:	See below
Damage:	See below
Save:	F1
Morale:	12
Hoard Class:	None
XP:	65

A shrieker is a stationary fungus, resembling a large mushroom, that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, and come in shades of purple. The shrieker will emit its scream if it senses movement within 30', or light comes within 60'. The scream persists for 1d3 rounds. For every round a shrieker is screaming, there is a 50% probability that it has caught the attention of a wandering monster. Wandering monsters will arrive on the scene within 2d6 rounds.



Skeleton

No. Enc.:	3d4 (3d10)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	7
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon
Save:	F1
Morale:	12
Hoard Class:	None
XP:	13

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Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed. Skeletons are undead, and a cleric may *turn* them. Like other undead, skeletons are unaffected by *charm* or *sleep* spells.

Snake

	<u>Spitting Cobra</u>	<u>Pit Viper</u>	<u>Sea Snake</u>
No. Enc.:	1d6 (1d6)	1d8 (1d8)	1d8 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Armor Class:	7	6	6
Hit Dice:	1	2	3
Attacks:	1 (bite or spit)	1 (bite)	1 (bite)
Damage:	1d3, poison	1d4, poison	1, poison
Save:	F1	F1	F2
Morale:	7	7	7
Hoard Class:	None	None	None
XP:	13	38	65

	<u>Giant Python</u>	<u>Giant Rattler</u>
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	6	5
Hit Dice:	5	4
Attacks:	2 (bite, constrict)	2 (bite)
Damage:	1d4/2d8	1d4, poison
Save:	F3	F2
Morale:	8	8
Hoard Class:	VI	VI
XP:	350	135

Snakes are legless reptiles, and often have venomous bites. Snakes usually are not aggressive and flee when confronted. They live in many different climates, but especially avoid severely cold environments.

Spitting Cobra: Like most snakes, the 3' long spitting cobra avoids conflict. However, if it is threatened it will rear up and emit poisonous spittle. A victim is entitled to a saving throw versus poison, and failure indicates the opponent is blinded. The spell *cure blindness* will reverse the effects. The bite of the cobra deals 1d3 hit points of damage, and is venomous. A victim must succeed in a saving throw versus poison or be killed after 1d10 turns.

Pit Viper: This gray-green snake is 5' long, and the pits on its head are able to sense heat to a distance of 60'. Pit vipers are extremely fast, and will automatically have initiative every round. They have a venomous bite that requires a successful saving throw versus poison, or the victim dies.

Sea Snake: These 6' long aquatic snakes are extremely poisonous and aggressive. Their bites do very little damage, but like other venomous snakes, a victim must succeed in a saving throw versus poison or die after 1d4 + 2 turns. There is a 50% probability that a victim, if unaware of the snake's presence, will not realize he has been bitten. The poison from a sea snake is particularly potent, and the spell *neutralize poison* is ineffective 25% of the time.

Giant Python: The giant python is 20' long. It attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 hit points of damage. The constriction continues on subsequent rounds.

Giant Rattlesnake: These snakes are extremely quick, and bite twice per round. One bite occurs at the beginning of the round, and another at the end of the round. The bite is venomous, and a victim must succeed in a saving throw versus poison, or die 1d6 turns later. The giant rattlesnake is 10' long, carnivorous, and will hunt large mammals.

Spectre

No. Enc.:	1d4 (1d8)
Alignment:	Chaotic
Movement:	150' (50')
Fly:	300' (100')
Armor Class:	2
Hit Dice:	6
Attacks:	1 (touch)
Damage:	1d8, drain level
Save:	F6
Morale:	11
Hoard Class:	XVIII
XP:	1,070

A spectre is an undead creature that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. These powerful undead are unharmed by ordinary weapons, including weapons made of silver. Being similar to all undead, they share an immunity to *charm*, *hold*, and *sleep* spells. The most dreaded attack of the spectre is its life draining ability. When a victim is struck, it suffers 1d8 hit points of damage and loses 2 experience levels or 2 HD. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a spectre in 24 hours. The new spectre is under the command of the spectre that killed him.



Spider, Giant

	<i>Black Widow</i>	<i>Crab Spider</i>	<i>Tarantula</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)	1d3 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	60' (20')	120' (40')	120' (40')
Web:	120' (40')	None	None
Armor Class:	6	7	5
Hit Dice:	3	2	4
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d6, poison	1d8, poison	1d8, poison
Save:	F2	F1	F2
Morale:	8	7	8
Hoard Class:	VI	VI	VI
XP:	80	38	135

Giant Black Widow: The giant black widow is a shiny black color, and has a red design resembling an hourglass on its ventral abdomen. This spider is 6' long. These spiders are very aggressive, and prefer to trap prey in their sticky web. The web has the same properties as that of the web produced by the spell of the same name. Any opponent bitten by the giant black widow is entitled to a saving throw versus poison, and failure indicates death after 1 turn.

Giant Crab Spider: These 5' long carnivorous spiders do not weave webs, but crawl upon vertical surfaces and ceilings to pounce upon prey. They are able to surprise opponents on a surprise check roll of 1-4 on 1d6, due to their ability to change colors to match the environment. The bite of the giant crab spider is venomous, and a victim will die in 1d4 turns unless a saving throw versus poison is made. A bonus of +2 is given on this roll, due to the less potent nature of the venom.

Giant Tarantula: This giant spider is highly magical, and is not truly a tarantula despite its appearance. Its painful bite has a magical poison. Any victim must succeed in a saving throw versus poison or begin to spasm horribly, while standing, in what appears to be some macabre dance. This excruciating dance imparts a penalty of -4 to hit if the victim engages in

combat, and others receive a bonus of +4 to hit such a "dancer." The effects have a duration of 2d6 turns. However, victims of the dance become paralyzed in 5 turns, fall to the ground, and are completely helpless. The effects of the dance are magically infectious, such that any creatures witnessing the dance must also save versus poison or begin to dance themselves for the same duration as the first dancer. These effects can be countered with the spell *dispel magic*.

Sprite

No. Enc.:	3d6
Alignment:	Neutral
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	5
Hit Dice:	1d4 hit points
Attacks:	1 (spell)
Damage:	See below
Save:	E1
Morale:	7
Hoard Class:	IV
XP:	6

Sprites are reclusive fey creatures that are cousins to elves and pixies. They are 1' tall, and have wings. Sprites are not malicious, but are mischievous, and enjoy playing tricks on other creatures. When five sprites pool their energies, they may inflict a curse upon a target. A curse will not be directed to cause physical harm or illness, but will instead be embarrassing or of some other "humorous" nature. Examples might include making a character's skin change to be dotted or striped, or some other effect left to the Labyrinth Lord's discretion. The spell *remove curse* can counter this effect.

Squid, Giant

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	
Swim:	120' (40')
Armor Class:	7
Hit Dice:	6
Attacks:	9 (8 tentacles, bite)
Damage:	1d4 (all tentacles)/1d10
Save:	F3
Morale:	7 (9)
Hoard Class:	VII
XP:	1,070

These voracious free-swimming mollusks are fairly aggressive creatures, and can have bodies more than 20 feet long. They attack almost anything they meet. They have 2 large tentacles and 8 small tentacles. The larger ones are used to wrap around entire ships, dealing 1d10 structural hit points of constriction damage. When constricting a ship the squid will also attack with its great beak for an extra 2 points of structural hit point damage for each round. Smaller tentacles are used to grasp smaller creatures on ships or near water. These tentacles constrict victims when they successfully attack, and deal 1d4 hit points of damage each per successive

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rounds. They also may attack with their beak for 1d10 points of damage. A smaller tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 10 hp damage. A giant squid may swim away if it is losing an encounter, and it will spray a 30' radius cloud of black ink to obscure its escape.

Statue, Animate

	<i>Crystal</i>	<i>Stone</i>	<i>Iron</i>
No. Enc.:	1d6 (1d6)	1d3 (1d3)	1d4 (1d4)
Alignment:	Lawful	Chaotic	Neutral
Movement:	90' (30')	60' (20')	30' (10')
Armor Class:	4	4	4
Hit Dice:	3	5	4
Attacks:	2 (fists)	2 (fists)	2 (fists)
Damage:	1d6/1d6	2d6/2d6	1d8/1d8
Save:	F3	F5	F4
Morale:	11	11	11
Hoard Class:	None	None	None
XP:	65	500	190

Animated statues are statues of ordinarily inorganic, inanimate material given life by powerful magic-users. These statues may be used to guard locations, and unless they engage in some form of movement they will appear to be normal statues. The Labyrinth Lord may create animate statues composed of additional materials, using the above three examples as guidelines. These statues often appear humanoid, but may be statues of any type and size. Animate statues are immune to the effects of *sleep* spells.

Crystal: These animate statues are composed of crystals, often quartz.

Stone: These statues appear to be made simply of some kind of stone, but inside the statue there is a large pocket of molten lava. This statue does not usually attack with fists, but projects lava through the tips of its fingers to inflict 2d6 hit points of burning damage.

Iron: When ordinary, metal, non-magical weapons strike an animate iron statue the attacker must succeed in a saving throw versus spells. Otherwise, the weapon becomes lodged in the statue, and can only be retrieved by killing the statue.

Stegosaurus

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	3
Hit Dice:	11
Attacks:	1 (tail or trample)
Damage:	2d8 or 2d6
Save:	F6
Morale:	7
Hoard Class:	None
XP:	1,200

These prehistoric herbivore reptiles are very large, and have a strip of hard plates that runs along their spine. Their tails are powerful weapons, which have four large spikes on their ends.

This creature will most often be encountered in warm, tropical or sub-tropical environments.

Stirge

No. Enc.:	1d10 (3d12)
Alignment:	Neutral
Movement:	30' (10')
Fly:	180' (60')
Armor Class:	7
Hit Dice:	1
Attacks:	1
Damage:	1d3
Save:	F2
Morale:	9
Hoard Class:	XI
XP:	16

This monster looks something like an anteater with feathers. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The long proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound. A stirge uses its long proboscis to penetrate a victim, latch on, and drain its blood. When a stirge attacks an opponent for the first time, its quick speed grants it a bonus of +2 to hit. A successful attack deals 1d3 points of damage from blood sucking, and thereafter each round the stirge has latched to an opponent and sucks 1d3 hit points of damage worth of blood every round. A stirge will remain attached to a victim until the victim dies, or until the stirge is killed.



Throghrin

No. Enc.:	1d6 (1d10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	6
Hit Dice:	3
Attacks:	2 or 1 (2 claws or weapon)
Damage:	1d3/1d3 or weapon
Save:	F3
Morale:	10
Hoard Class:	XX
XP:	80

A throghrin may appear to be a hobgoblin at first glance, but these monsters are a wicked, unholy magical hybrid of troll, hobgoblin, and ghoul. They have an affinity for the company of hobgoblins, and are occasionally employed as bodyguards to a hobgoblin king. Throghrin have the same paralyzing touch as a ghoul, and can regenerate as a troll 1 hp per round. Hit points are gained at the start of each combat round.

Titanotheres

No. Enc.:	0 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	12
Attacks:	1 (butt or trample)
Damage:	2d6 or 2d8
Save:	F6
Morale:	7
Hoard Class:	None
XP:	2,000

These creatures are prehistoric relatives of the rhinoceros. They have large, blunt-tipped horns rather than the sharp horns of rhinos, and can reach a height of 10' to 12'. Few creatures threaten these large beasts, and they are relatively peaceful herbivores. When they do attack, they are capable of a charge for double damage, and they may trample.

**Toad, Giant**

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	7
Hit Dice:	2 + 2
Attacks:	1 (bite)
Damage:	1d4 + 1
Save:	F1
Morale:	6
Hoard Class:	None
XP:	71

These immense toads can grow to be as large as a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match that of the dim labyrinth corridors or dark forests they frequent. For this reason they will surprise a victim on a surprise check roll of 1-3 on 1d6. Giant toads have 15' long tongues, and on a successful hit they are able to yank any being the size of a dwarf or smaller toward their mouths for a bite attack. Victims no larger than a halfling may be swallowed on an attack roll of 20. Any creature swallowed will suffer 1d6 hit points of damage per round as the frog digests it.

Treant

No. Enc.:	0 (1d8)
Alignment:	Lawful
Movement:	60' (20')
Armor Class:	2
Hit Dice:	8
Attacks:	2
Damage:	2d6/2d6
Save:	F8
Morale:	6
Hoard Class:	XX
XP:	1,560

A treant is a mobile, intelligent tree-like creature. A treant is about 18' tall. Its leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. For this reason, at a distance of more than 30 yards, a motionless treant cannot be distinguished from a normal tree. Because of their inconspicuous nature, beings are surprised on a surprise check roll of 1-3 on 1d6. Treants are very long lived, and as such they take few actions, including speaking, with any haste. They fear fire, and will be cautious if it is nearby. Treants have the ability to control 2 normal trees with a range of 60'. These animated trees will engage in combat with the same characteristics of a treant, and have movement of 30' (5'). Treants may stop or start animating new trees on any given round.

Triceratops

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	2
Hit Dice:	11
Attacks:	1 (gore or trample)
Damage:	3d6
Save:	F6
Morale:	8
Hoard Class:	None
XP:	1,200

These large, 12' high and 40' long prehistoric dinosaurs are herbivores, but very aggressive to those who come near. They live in grassy environments in sub-tropical and temperate regions. These creatures have three very large horns and a big bony plate on their skulls. Like other large animals, a triceratops may charge during the first round of combat to inflict double damage.

Troglodyte

No. Enc.: 1d8 (5d8)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 2
 Attacks: 3 (2 claws, bite)
 Damage: 1d4/1d4/1d4
 Save: F2
 Morale: 9
 Hoard Class: XXII
 XP: 38

These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads, backs, and backs of their arms. Troglodytes are malicious and warlike, and will attempt to slay any creatures that cross their paths. They have the ability to blend into their environment like a chameleon, and will surprise with a surprise check roll of 1-4 on 1d6. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide. All demi-humans and humans that come near a troglodyte are required to make a saving throw versus poison, or suffer -2 to attack rolls due to the disgusting, horrid stench.

Troll

No. Enc.: 1d8 (1d8)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 6 + 3
 Attacks: 3 (2 claws, bite)
 Damage: 1d6/1d6/1d10
 Save: F6
 Morale: 10
 Hoard Class: XIX
 XP: 600

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray. A typical adult troll stands 8' tall. These monsters enjoy eating other intelligent humanoids. Trolls tend to lurk in labyrinths, caverns, ruins, and swamps. They are very wiry and lanky, but excessively strong and have menacing, dirty claws and sharp teeth. Trolls have the ability to regenerate damage they receive. After 3 rounds have passed since they received damage, they will regenerate 3 hit points each round. Fire and acid damage cannot be regenerated by a troll. If a troll loses a limb or body part, these parts will attempt to crawl or squirm back toward the main portion of the body to reattach. A troll can reattach a severed member instantly by holding it to the stump. Due to this powerful ability to regenerate, trolls cannot be permanently destroyed except by fire or acid. If a troll is damaged enough to be killed (reaches 0 hit points) the troll will continue to regenerate and stand again to fight after 2d6 rounds.

Tyrannosaurus Rex

No. Enc.: 0 (1)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 3
 Hit Dice: 20
 Attacks: 1 (bite)
 Damage: 6d6
 Save: F10
 Morale: 11
 Hoard Class: VII x3
 XP: 2,250

This large prehistoric carnivorous dinosaur is a fearsome predator. It is bipedal and can reach heights of 20'. It will hunt any creature that moves, but generally does not bother with prey smaller than a halfling.



Undead

The undead are a class of monsters that include spectres, zombies, skeletons, wights, wraiths, vampires, and others. These beings were alive at one time, but through foul magic or by dying at the hands of another undead type, these beings rise again as undead horrors. Most undead do not make a sound when moving. All such creatures are immune to the effects of poison. Further, they are unaffected by the spells *charm person*, *sleep*, or *hold person*.

Unicorn

No. Enc.: 1d6 (1d8)
 Alignment: Lawful
 Movement: 240' (80')
 Armor Class: 2
 Hit Dice: 4
 Attacks: 3 (2 hooves, horn)
 Damage: 1d8/1d8/1d8
 Save: F8
 Morale: 7
 Hoard Class: None
 XP: 135

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. All unicorns have a long, straight horn growing from the center of their foreheads. Males sport a white beard, and all unicorns' coats are snow white. A typical adult unicorn is the size of a wild horse. These majestic creatures have the ability to teleport 1 time per day, along with a rider, up to 360'. A lawful, virtuous maiden may only approach these shy creatures.



Vampire

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	2
Hit Dice:	7 to 9
Attacks:	1 (touch, see below)
Damage:	1d10, drain life energy
Save:	F7 to F9
Morale:	11
Hoard Class:	XVII
XP:	3,150/5,060/7,300

The vampire is one of the most dreaded undead monsters. Being similar to other undead, they are immune to *charm*, *hold*, and *sleep* spells. Electricity and cold does only half damage, they are unaffected by normal weapons, and they regenerate 3 hit points per round. Vampires must take refuge in a coffin or other hide-away during the daylight hours, and must slumber on soil from their own grave once in a while to maintain their powers' vitality.

Vampires are immensely strong, and deal great blows that inflict 1d10 hit points of damage. These blows (or any other touch) further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.).

Vampires have the innate ability to take gaseous form at will, but will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 2 turns and rest for 8 hours, they are unable to reform.

Further, vampires have the innate ability to *shape change* into a large bat at will, which grants them flying movement. They can summon 1d10x10 bats or rats when underground. They can summon 3d6 wolves or 2d4 dire wolves when above. These creatures will arrive in 2d6 rounds. In addition, a vampire has a *charm gaze* (as the *charm person* spell) that

takes effect if a victim peers into a vampire's eyes. The victim may attempt a saving throw versus spells with a penalty of -2.

Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a lawful holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which the item does not impede his or her progress or attack. A lawful holy symbol will affect a vampire no matter what its ethos was in life. Once a person becomes a vampire, he or she is a chaotic undead creature, and holy water will inflict 1d6+1 hit points of damage.

There are a few means by which a vampire may be destroyed. They take great damage from immersion in running water, and will be killed in 1 turn. In addition, if caught in sunlight a vampire must succeed in a saving throw versus death for each round exposed, or it will be completely turned to dust. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Vampires create others of their kind by draining humans or other humanoids of all life energy (they reach 0 level). The victim must be buried, and after 1 day he will arise as a vampire. The victim will retain abilities, including class abilities, which he had in life but will become a chaotic undead being. He will be a slave to the vampire that created him, but becomes free willed if the master is killed.



Weasel, Giant

No. Enc.:	1d4 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7
Hit Dice:	4 + 4
Attacks:	1 (bite)
Damage:	2d4
Save:	F3
Morale:	8
Hoard Class:	VII
XP:	290

These 9' long creatures are brown, tan, or white. They are fierce hunters, and when they successfully attack with their bite they cling to the victim, sucking blood for 2d4 hit points of damage each round. They cannot be removed, and will cling until either the victim has died or the weasel has been killed. These creatures can see in the dark with a limited 30' infravision, and have a very keen sense of smell that they use to track prey. These burrowing creatures live in the tunnels they create in the earth, and will sometimes venture or burrow into labyrinths.

Whale

	<i>Killer</i>	<i>Narwhal</i>	<i>Sperm</i>
No. Enc.:	0 (1d6)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Lawful	Neutral
Movement:	240' (80')	180' (60')	180' (60')
Armor Class:	6	7	6
Hit Dice:	6	12	36
Attacks:	1 (bite)	2 (bite, horn)	1 (bite)
Damage:	1d20	2d6/1d8	3d20
Save:	F3	F12	F15
Morale:	10	8	7
Hoard Class:	VII	None	VII
XP:	570	1,200	12,500

Killer Whale: These immense whales typically reach a length of 25'. They prefer colder waters of the north or extreme south. They prey on many different animals of the sea. They will swallow any creature of a size equal to or less than a halfling if their attack roll result is a 20. A creature that is swallowed suffers 1d6 hit points of damage each round, and drowns after 10 rounds.

Narwhal: These large whales typically reach a length of 15'. They prefer colder waters of the north or extreme south. They are highly intelligent and have a magic horn on their heads that resembles the horn of a unicorn. Some say that this horn, even when severed, will vibrate in the vicinity of chaotic or evilly intentioned creatures. Even if this rumor is false, the horns are valuable for their ivory, fetching 1d6x1,000 gp.

Sperm Whale: These gigantic whales typically reach a length of 60'. They will swallow any creature of a size equal to or less than a human if their attack roll result is at least 4 higher than the attack roll required to strike. A creature that is swallowed suffers 3d6 hit points of damage each round. When a sperm whale encounters a sea vessel, it usually (90%) leaves it undisturbed, but may decide to attack. A sperm whale can slam into a ship with its immense head, dealing 6d6 structural hit points of damage.

Wight

No. Enc.:	1d6 (1d8)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	5
Hit Dice:	3
Attacks:	1
Damage:	Drain life energy
Save:	F3
Morale:	12
Hoard Class:	XXI
XP:	110

Wights are undead creatures who were formerly humans or demi-humans in life. A wight's appearance is a weird and twisted reflection of the form it had in life. Wights attack by touching a victim and draining 1 level, or hit die, from a victim. For example, if a 3 HD monster is attacked and struck,

it becomes a 2 HD monster. Likewise, if a 4th level character is struck, he becomes 3rd level. Any human or demi-human reduced to 0 level dies, and becomes a wight in 1d4 days. Wights may only be harmed by magical weapons, spells, and weapons made of silver. Like other undead, they are immune to the effects of *sleep* and *charm* spells.

Wolf

	<i>Ordinary Wolf</i>	<i>Dire Wolf</i>
No. Enc.:	2d6 (3d6)	1d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	180' (60')	150' (50')
Armor Class:	7	6
Hit Dice:	2 + 2	4 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d6	2d4
Save:	F1	F2
Morale:	8	8
Hoard Class:	None	None
XP:	35	140

Ordinary Wolves: Wolves are carnivorous pack hunters known for their persistence and cunning. Wolves primarily hunt and live in wilderness settings, but occasionally venture into caverns and labyrinths. Wolves are social, and when their numbers are greater they are more confident. In a group of 3 or fewer, or if 50% of their number has been lost, their moral drops to 6. Wolf cubs may be kept and trained in the same manner as dogs.

Dire Wolves: These larger cousins of ordinary wolves are much more vicious, and are more intelligent. They more commonly live in wooded and mountainous areas, and are even more likely than ordinary wolves to venture into caverns or labyrinths in search of prey. Dire wolf cubs may be kept and trained in the same manner as dogs, but are more difficult to control. Goblins capture cubs to train them as mounts.

Wraith

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	3
Hit Dice:	4
Attacks:	1 (touch)
Damage:	1d6, drain life energy
Save:	F4
Morale:	12
Hoard Class:	XVIII
XP:	300

Wraiths are incorporeal undead creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities, but only reflects the shape it had in life. Like other undead, wraiths are

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unaffected by *sleep*, *hold*, or *charm* spells. They are unharmed by non-magical weapons. Although silver weapons do damage to them, these only deal half damage. When a wraith touches a victim it inflicts 1d6 hit points of damage and drains one level or hit die. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a wraith in 24 hours. The new wraith is under the command of the wraith that killed him.

Wyvern

No. Enc.:	1d2 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	240' (80')
Armor Class:	3
Hit Dice:	7
Attacks:	2 (bite, sting)
Damage:	2d8/2d8, poison
Save:	F4
Morale:	9
Hoard Class:	XVIII
XP:	1,140

A distant cousin to the dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and its scaly body is dark brown to gray. A wyvern attacks with a bite, and it is able to sting with its flexible, long tail at the same time. Any creature struck with the stinger will instantly die unless a successful saving throw versus poison is made.



Yellow Mold

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	0
Armor Class:	Always hit
Hit Dice:	2
Attacks:	Spores
Damage:	1d6, special
Save:	F2
Morale:	Not applicable
Hoard Class:	None
XP:	38

Yellow mold typically covers an area of 10 square feet. It does not move or attack, but if it is touched it is acidic and destroys leather and wood; it deals 1d6 points of damage to bare flesh.

There is a 50% probability that any time yellow mold is contacted, it ejects spores into a 10' cube area. Any creature inside the area is required to roll a saving throw versus poison, and failure indicates suffocation and death in 6 rounds. Yellow mold is impervious to all attacks except from fire, and a torch can burn mold for 1d4 hit points of damage per strike.



Zombie

No. Enc.:	2d4 (4d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	8
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	F1
Morale:	12
Hoard Class:	None
XP:	29

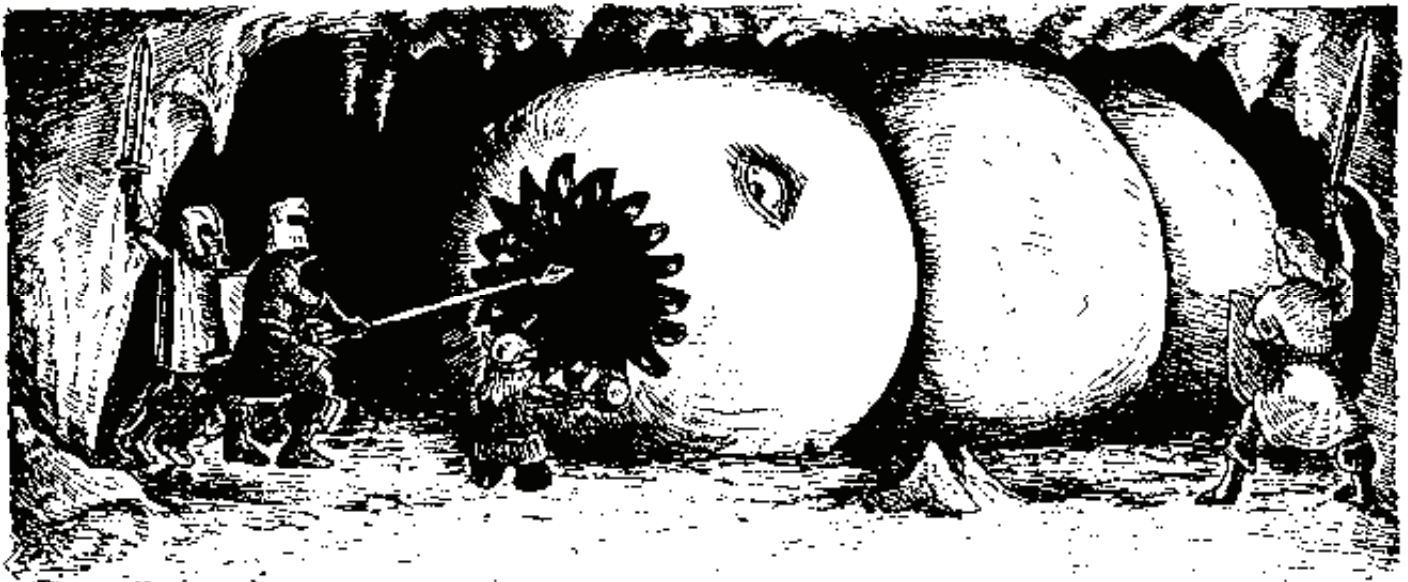
Zombies are undead corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a zombie by its creator must be very simple. The chaotic magic-users and clerics that create zombies use them to guard locations or valuable treasure. Zombies are susceptible to ordinary weapons, but like other undead they are immune to *charm* and *sleep* spells. Zombies' somewhat clumsy, decomposing limbs force them to attack last each round.

Wandering Monster Tables

The following section presents tables of monsters for labyrinth encounters, labyrinth stocking, and wilderness encounters. Note that these are just some possible encounters, and the Labyrinth Lord may modify these tables or create new ones for specific kinds of areas.

Labyrinth Wandering Monster Table

Roll d20	Level 1	Level 2	Level 3	Level 4 + 5	Level 6 + 7	Level 8 +
1	Bee, Giant Killer	Bat, Giant	Ant, Giant	Bear, Cave	Basilisk	Black Pudding
2	Beetle, Fire	Baboon, Higher	Ape, Albino	Blink Dog	Bear, Cave	Chimera
3	Centipede, Giant	Beetle, Spitting	Beetle, Carnivorous	Cockatrice	Black Pudding	Demon Boar
4	Dwarf	Cat, Mountain Lion	Bugbear	Doppelganger	Dragon, White	Dragon, Black
5	Gnome	Elf	Cat, Panther	Gray Ooze	Gorgon	Dragon, Blue
6	Goblin	Ghoul	Carcass Scavenger	Hell Hound	Hell Hound	Dragon, Gold
7	Green Slime	Gnoll	Doppelganger	Lizard, Giant Tuatara	Hydra	Dragon, Green
8	Halfling	Gray Ooze	Fly, Giant Carnivorous	Lycanthrope, Wereboar	Lycanthrope, Weretiger	Dragon, Red
9	Kobold	Hobgoblin	Gargoyle	Lycanthrope, Werewolf	Minotaur	Giant, Hill
10	Lizard, Giant Gecko	Lizard, Giant Draco	Gelatinous Cube	Minotaur	Mummy	Giant, Stone
11	Morlock	Lizardfolk	Harpy	Mummy	NPC Group	Golem, Bone
12	Orc	Locust, Subterranean	Lycanthrope, Wererat	NPC Group	Ochre Jelly	Golem, Amber
13	Rat, Giant	Neanderthal	Medusa	Ochre jelly	Owl bear	Hydra
14	Snake, Spitting Cobra	Pixie	NPC Group	Owl Bear	Phase Tiger	Lycanthrope, Werebear
15	Skeleton	Snake, Pit Viper	Ochre Jelly	Rhagodessa	Rust Monster	Manticore
16	Spider, Giant Crab	Spider, Giant Black Widow	Ogre	Rust Monster	Salamander, Flame	NPC Group
17	Stirge	Toad, Giant	Shadow	Spectre	Scorpion, Giant	Purple Worm
18	Toad, Giant	Troglodyte	Spider, Giant Tarantella	Troll	Spectre	Salamander, Flame
19	Wolf	Yellow Mold	Throgrin	Worm, Gray	Troll	Salamander, Frost
20	Zombie	Zombie	Wight	Wraith	Worm, Gray	Vampire



Wilderness Encounter Tables

The following section presents a wandering monster table for wilderness settings. If a random encounter is indicated (as explained in Section 8), roll on the appropriate terrain type on the table. The Labyrinth Lord will have to adjust encounters to fit the particular environment and level of the PCs. Further, this table should only be considered an example. The Labyrinth Lord is encouraged to design customized encounter tables for regions that may vary in monster type and frequency.

Wilderness Monster Encounter Table					
Roll d20	Desert	Forest/Wooded	Grassland	Inhabited Lands	Jungle
1	Beetle, Fire	Bee, Giant Killer	Ant, Giant	Dragon, Gold	Ant, Giant
2	Beetle, Spitting	Boar	Baboon, Higher	Dwarf	Bugbear
3	Blink Dog	Bugbear	Boar	Elf	Cat, Panther
4	Camel	Cat, Panther	Dragon, Green	Gargoyle	Dragon, Green
5	Cat, Lion	Cockatrice	Fly, Giant Carnivorous	Giant, Hill	Elephant
6	Dragon, Blue	Dryad	Giant, Hill	Goblin	Fly, Giant Carnivorous
7	Dragon, Red	Dragon, Green	Halfling	Halfling	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Men, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Men, Merchant	Men, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Men, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Men, Brigands	Ogre	Ogre	Medusa
13	Men, Nomad	Orc	Orc	Orc	Men, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Men, Merchant
15	NPC Party	Spider, Giant Crab	Spider, Giant Black Widow	Rhagodessa	Neanderthal
16	Ogre	Troll	Stirge	Skeleton	Phase Tiger
17	Scorpion, Giant	Unicorn	Troll	Wolf	Rat, Giant
18	Snake, Pit Viper	Wight	Throghrin	Vampire	Scorpion, Giant
19	Snake, Giant Rattler	Wolf	Weasel, Giant	Wight	Snake, Giant Python
20	Spider, Giant Tarantella	Wolf, Dire	Wyvern	Zombie	Troll
Roll d20	Mountains/Hills	Rivers/Lakes	Sea	Swamp	Village/Town
1	Ape, Albino	Bee, Giant Killer	Crab, Giant	Basilisk	Boar
2	Beetle, Spitting	Boar	Crocodile, Giant	Boar	Dwarf
3	Cat, Sabre-Tooth Tiger	Cat, Panther	Dragon, Green	Dragon, Black	Elf
4	Chimera	Crab, Giant	Dragon, Sea	Ghoul	Ghoul
5	Dragon, Red	Crocodile	Dragon Turtle	Gnoll	Giant, Hill
6	Dragon, White	Dragon, Black	Fly, Giant Carnivorous	Goblin	Gnoll
7	Dwarf	Dragon, Green	Harpy	Leech, Giant	Goblin
8	Giant, Hill	Elf	Hawk, Giant	Lizard, Giant Draco	Halfling
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Men, Merchant	Medusa	Men, Brigand
11	Halfling	Hydra, Aquatic	Men, Pirate	Men, Brigand	Men, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Men, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Men, Merchant	Merfolk	Octopus, Giant	Orc	NPC Party
15	Morlock	NPC Party	Roc, Giant	Rhagodessa	Ogre
16	Neanderthal	Ogre	Sea Serpent	Spider, Giant Black Widow	Orc
17	Ogre	Rat, Giant	Shark (any)	Stirge	Rat, Giant
18	Orc	Stirge	Snake, Sea	Toad, Giant	Spectre
19	Phase Tiger	Toad, Giant	Squid, Giant	Troglodyte	Vampire
20	Roc, Giant	Troll	Whale (any)	Troll	Zombie

Section 7: Treasure

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece worth of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous labyrinth levels. Magic items can become essential to character survival, as they grant bonuses and special abilities that can give the party a survival edge.

Treasure will be found in monster lairs that exist in labyrinths or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret

location. Each monster has a Treasure Hoard Class (THC), which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have THC's that correspond to their general strength, the Labyrinth Lord should use discretion in distributing wealth and magic. If a result on the THC tables seems over powered, reduce the amount of treasure rolled. On any of these tables the Labyrinth Lord may decide to choose specific quantities of treasure or specific magic items, depending on the situation. Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value

Treasure Hoard Classes

Small Hoards (Individuals)

Hoard Class	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	4d6	-	-	-	-	-	-	-
II	-	2d8+1	-	-	-	-	-	-
III	-	-	1d10+1	-	-	-	-	-
IV	-	-	-	1d8	-	-	-	-
V	-	-	-	-	1d6	-	-	-
VI	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
VII	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Larger Hoards (Lairs)

Hoard Class	CP x1000	SP x1000	EP x1000	GP x1000	PPx100	Gems	Jewelry	Magic
VIII	-	-	-	-	-	-	-	1d4 scrolls (45%)
IX	-	-	-	-	-	-	-	2d4 potions (45%)
X	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
XI	-	-	-	-	-	1d6 (40%)	-	-
XII	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
XIII	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
XIV	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
XV	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
XVI	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll 5 (30%) any 3 (no weapons), 1 potions, 1 scroll
XVII	-	3d6 (15%) 1d10 (35%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	4 (30%) any 3, 1 scroll
XVIII	2d6 (7%) 1d10 (10%)	1d10 (15%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (15%) any 2, 2 potions
XIX	1d12 (25%)	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
XX	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
XXI	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

but must be appraised and sold to cash them in, or kept as decorations in the strongholds of the adventurers.

How to Roll for Treasure

The Labyrinth Lord chooses the appropriate row in the Treasure Hoard Classes table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the Labyrinth Lord then rolls on the appropriate treasure table to determine which specific magic items are found. If the occurrence of magic items is indicated, but no specific type is indicated, the type is determined by rolling on the Random Magic Type table.

Gems

When gems are found, the Labyrinth Lord will roll to determine their value in gold pieces. All gems may be assigned the same value, they may be given individual values, or they may be divided up into groups and given different values.

Roll d%	Gem Value (gp)
01-15	10
16-30	25
31-45	50
46-60	75
61-75	100
76-85	250
86-90	500
91-95	750
96-00	1,000

Jewelry

Jewelry can vary in value in a similar manner to gems. The table below can be rolled on to determine the value of each individual piece of jewelry.

Roll d%	Jewelry Value (gp)
01-20	1d4x10
21-30	2d4x10
31-40	1d4x100
41-50	2d4x100
51-60	2d6x100
61-00	3d6x100

Finding and Using Magic Items

Most magic items are not labeled, so characters will not know the exact properties of magic items except through trial and error. Powerful magic users (above 15th level) can identify magic items, but it can take many weeks to do so. Potions may be identified by sipping them, or by consulting an alchemist. In order to use a magic item, a character must follow any procedures indicated in the item's description. Some magic items are always in effect, but others may require special actions or concentration. Some magic items have limited uses, called "charges." When items have charges, each charge can be spent for one instance of magical effect. A character will not know how many charges an item has, and when the charges are all spent the item becomes useless and non-magical.

Treasure Tables

Random Magic Type	
Roll d00	Magic Type
01-20	Potions
21-25	Rings
26-56	Scrolls
57-61	Rods, Staves, and Wands
62-66	Miscellaneous Magic
67-87	Swords
88-92	Miscellaneous Weapon
93-00	Armor



Potions	
Roll d00	Potion
01-03	Animal Control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Climbing
13-17	Delusion
18-20	Diminution
21-23	Dragon Control
24-26	ESP
27-28	Extra-healing
29-31	Fire Resistance
32-36	Flying
37-40	Gaseous form
41-43	Giant Control
44-47	Giant Strength
48-50	Growth
51-54	Healing
55-58	Heroism
59-61	Human Control
62-64	Invisibility
65-66	Invulnerability
67-69	Levitation
70-71	Longevity
72-73	Oil of Etherealness
74-75	Oil of Slipperiness
76-78	Philter of Love
79-81	Plant Control
82-83	Poison
84-85	Polymorph
86-88	Speed
89-90	Super-heroism
91-93	Sweet Water
94-95	Treasure Finding
96-97	Undead Control
98-00	Water Breathing

Rings

Roll d00	Ring
01-04	Animal Command
05-09	Command Human
10-15	Command Plant
16-25	Delusion
26-27	Djinni Calling
28-38	Fire Resistance
39-49	Invisibility
50-70	Protection
71-72	Regeneration
73-74	Spell Storing
75-79	Spell Turning
80-81	Telekinesis
82-87	Water Walking
88-94	Weakness
95-97	Wishes
98-00	X-ray Vision



Scrolls

Roll d00	Scroll
01-05	Cursed
06-15	Ward against Elementals
16-25	Ward against Lycanthropes
26-30	Ward against Magic
31-40	Ward against Undead
41-55	Spells (1)*
56-66	Spells (2)*
67-69	Spells (3)*
70-72	Spells (4)*
73-74	Spells (5)*
75	Spells (6)*
76	Spells (7)*
77-80	Treasure Map (Value 1d4x1000 gp)
81-85	Treasure Map (Value 5d6x1000 gp)
86-87	Treasure Map (Value 6d6x1000 gp)
88-89	Treasure Map (Value 5d6x1000 gp, 5d6 gems)
90-91	Treasure Map (Value 1d6 gems, 2d10 jewelry)
92-93	Treasure Map (Value 1 magic item)
94-95	Treasure Map (Value 2 magic items)
96	Treasure Map (Value 3 magic items, no weapons)
97	Treasure Map (Value 3 magic items, +1 potion)
98	Treasure Map (Value 3 magic items, +1 potion, +1 Scroll)
99	Treasure Map (Value 5d6x1000 gp, 1 magic item)
00	Treasure Map (Value 5d6 gems, 2 magic items)

*Roll 1d4; 1-3, Magic-user/Elf; 4, Clerical. The number in parenthesis is the number of spells on the scroll. Determine the spell level and specific spells randomly.



Rods, Staves, and Wands

Roll d00	Type
01-06	Rod of Cancellation
07-08	Rod of Resurrection
09-10	Staff of Commanding [C]
11-20	Staff of Healing [C]
21-22	Staff of Power [MU/E]
23-26	Staff of Striking [C]
27-28	Staff of Withering [C]
29	Staff of Wizardry [MU/E]
30-36	Staff of the Serpent [C]
37-40	Wand of Cold
41-45	Wand of Detecting Enemies
46-50	Wand of Detecting Magic
51-55	Wand of Detecting Metals
56-60	Wand of Detecting Secret Doors
61-64	Wand of Detecting Traps
65-69	Wand of Device Negation
70-74	Wand of Fear
75-79	Wand of Fire Balls
80-84	Wand of Illusion
85-88	Wand of Lightning Bolts
89-93	Wand of Magic Missiles
94-96	Wand of Paralyzation
97-00	Wand of Polymorphing





Miscellaneous Magic Items

Roll d00	Item
01-02	Amulet versus Crystal Balls and ESP
03	Apparatus of the Crab
04-05	Bag of Devouring
06-10	Bag of Holding
11	Boat, Folding
12-14	Boots of Levitation
15-17	Boots of Speed
18-20	Boots of Traveling and Springing
21	Bowl of Commanding Water Elementals
22-23	Bracers of Armor
24	Brazier of Commanding Fire Elementals
25-26	Brooch of Shielding
27-29	Broom of Flying
30	Censer of Controlling Air Elementals
31	Chime of Opening
32-33	Cloak of Protection
34-36	Crystal Ball
37-38	Crystal Ball with Clairaudience
39	Crystal Ball with ESP
40	Cube of Force
41	Cube of Frost Resistance
42-43	Decanter of Endless Water
44-45	Displacer Cloak
46	Drums of Panic
47-49	Dust of Appearance
50-52	Dust of Disappearance
53	Efreeti Bottle
54-57	Elven Cloak
58-61	Elven Boots
62	Eyes of Charming
63-64	Eyes of the Eagle
65-67	Eyes of Petrification
68-71	Flying Carpet
72-74	Gauntlets of Ogre Power
75-77	Girdle of Giant Strength
78-80	Helm of Alignment Changing
81-84	Helm of Comprehend Languages and Read Magic
85	Helm of Telepathy
86	Helm of Teleportation
87	Horn of Blasting
88-90	Medallion of thoughts
91-92	Medallion of thoughts (90')
93	Mirror of Life Trapping
94	Mirror of Opposition
95	Necklace of Adaptation
96-97	Rope of Climbing
98-99	Scarab of Protection
00	Stone of Controlling Earth Elementals

Swords

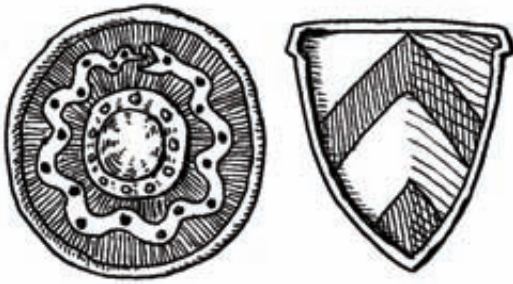
Roll d00	Item
01-39	Sword +1
40-44	Sword +1, +2 versus lycanthropes
45-49	Sword +1, +2 versus spell casters
50-53	Sword +1, +3 versus undead
54-57	Sword +1, +3 versus dragons
58-62	Sword +1, +3 versus regenerating monsters
63-67	Sword +1, +3 versus magical monsters
68-75	Sword +1, <i>light</i> 30' radius
76-80	Sword +1, Flame Tongue
81	Sword +1, Life Drinker
82-84	Sword +1, <i>locate objects</i>
85-86	Sword +1, Luck Blade
87	Sword +1, Wish Blade
88-90	Sword +2,
91-92	Sword +2, <i>charm person</i>
93-94	Sword +3
95	Sword +3, Frost Brand
96-97	Sword -1 (cursed)
98-99	Sword -2 (cursed)
00	Sapient Sword*

*These swords should be very rare, and used with discretion.



Miscellaneous Weapons

Roll d00	Weapon
01-10	Arrows +1 (quantity 2d6)
11-12	Arrows +1 (quantity 3d10)
13-18	Arrows +2 (quantity 1d6)
19-21	Arrows +3 (quantity 1d4)
22	Arrow +3, Slaying Arrow
23-31	Axe +1
32-34	Axe +2
35-41	Bow +1
42-51	Crossbow Bolts +1 (quantity 2d6)
52-53	Crossbow Bolts +1 (quantity 3d10)
54-60	Crossbow Bolts +2 (quantity 1d6)
61-63	Crossbow Bolts +3 (quantity 1d4)
64-68	Dagger +1
69	Dagger +2, +3 versus goblins, kobolds and orcs
70-75	Sling +1
76-82	Spear +1
83-86	Spear +2
87	Spear +3
88-94	War Hammer +1
95-99	War Hammer +2
00	War Hammer +2, Dwarven Thrower



Armor	
Roll d00	Type
01-15	Armor +1
16-25	Armor +1 and Shield +1
26-27	Armor +1 and Shield +2
28	Armor +1 and Shield +3
29-32	Armor +2
33-35	Armor +2 and Shield +1
36-38	Armor +2 and Shield +2
39	Armor +2 and Shield +3
40	Armor +3
41	Armor +3 and Shield +1
42	Armor +3 and Shield +2
43	Armor +3 and Shield +3
44-63	Shield +1
64-73	Shield +2
74-79	Shield +3
80-82	Armor -1 (cursed)
83-85	Armor -2 (cursed)
86	Armor -1 (cursed) and Shield +1
87	Armor -2 (cursed) and Shield +1
88-90	Armor AC 9 (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-00	Shield AC 9 (cursed)

Magic Item Descriptions

Potions

Although potions can be found in a variety of types of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, however, because potions of the same type may differ in their aroma or taste depending on how they were made.

As a standard rule, potions take effect in the same round as their consumption, and last for 1d6+6 turns. This general principle is superseded where the specific potion description indicates otherwise. Potions can generally be consumed in half doses, so that half the potion is consumed and operates for half the duration.

The creation of potions requires the joint efforts of magic users and alchemists. A sample of the potion to be created must be obtained at some point in order to learn the formula for the particular potion.

Animal Control: Anyone taking this potion gains the ability to relate to, understand, and manipulate the emotions of a particular type of animal. The type of animal is determined by a dice roll (see below), and the number of animals affected depends on the size of the animal. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; animals up to 1,000 lbs, 1d4.

Roll 1d20	Animal Type
1-4	Avian
5-7	Fish
8-11	Mammal, including marsupial
12-13	Any mammal and avian
14-17	Amphibians and reptiles
18-19	Amphibians, reptiles, and fish
20	All listed above

Note that unless the drinker of this potion has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated. All humanoids are unaffected by this potion, and any intelligent creature may make a saving throw to resist its effects.

Clairaudience: This potion grants the drinker the ability to hear up to 60' by means of the ears of an animal. An animal must be in relative proximity. However, a lead barrier hinders this effect.

Clairvoyance: This potion grants the drinker the ability to see up to 60' by means of the eyes of an animal. An animal must be in relative proximity. However, a lead barrier hinders this effect.

Climbing: This potion lasts for 1 turn + 5d5 rounds, during which time the drinker gains the ability to climb like a thief with 99% ability (a roll of 00 means failure). However, the odds of failure increase by 5% if the character is carrying 100 lbs or more. Furthermore, the type of armor worn will influence climbing ability by decreasing the percentage chance of success as follows:

Penalty	Armor Type
1%	Any type of magical armor
1%	Studded leather
2%	Ring mail
4%	Scale mail
7%	Chain mail
8%	Banded and splinted armor
10%	Plate mail

Delusion: This potion is aptly named, for it convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. For example, a potion of clairaudience might convince the drinker there are sounds in the distance that do not truly exist.

Diminution: When drunk, the imbiber and everything carried will shrink to 6 inches tall. The character is so small that if he remains motionless there is only a 10% chance of being spotted by creatures nearby. If only half of the potion is

consumed, it will shrink the imbiber 50% of his or her original size.

Dragon Control: Drinking this potion grants the imbiber power equivalent to *charm monster* upon a dragon of a type determined by the table below. Each potion affects only one type of dragon. The imbiber is able to control a dragon within 60 feet and for the duration of 5d4 rounds. Roll on the table below for the specific type of dragon control potion.

Roll 1d10	Dragon Type
1-2	Black
3	Blue
4-5	Green
6	Red
7-9	White
0	Gold

ESP: This potion grants a spell-like ability the equivalent of the magic-user and elf spell ESP for the duration of 5d8 rounds.

Extra-Healing: Imbibing the full dose of this potion replenishes damage up to 3d6+3 hit points. Unlike most other potions, this potion can be imbibed in three separate, equal portions for the benefit of 1d6 hit points of healing per one-third of the potion.

Fire Resistance: The imbiber of this potion is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire, for 1 turn. Further, this potion reduces damage from other kinds of fire by -2 per die of damage. These kinds of fire include *fireball*, *wall of fire*, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +2 to the dice roll. Half of the potion can be quaffed for resistance lasting 5 rounds, and other bonuses provided are halved (-1 to damage and +1 to saving throws).

Flying: This potion grants the spell-like ability equivalent to the magic-user and elf spell of the same name.

Gaseous Form: The person who quaffs this potion, in addition to all items on his or her person, takes on a translucent, gaseous consistency and floats at 30 feet per round. This speed can be different depending on natural wind speed in the environment or due to the effects of wind-altering spells. While in gaseous form, the person affected can flow below doors and other small spaces that are not sealed airtight. Although magical lightning and fire do the gaseous form full damage, while in gaseous form the imbiber is otherwise impervious to other attacks. This potion must be fully imbibed to have affect.

Giant Control: When imbibed, the drinker is able to control up to two giants in the same manner as the spell *charm monster* for 5d6 rounds. A saving throw is allowed, and if only one giant is targeted it receives -4 to this roll. If two giants are targeted, they receive +2 to this roll. Each potion of giant control affects only one type of giant. Consult the table below.

Roll 1d20	Giant Type
1-2	Cloud
3-6	Fire
7-10	Frost
11-15	Hill
16-19	Stone
20	Storm

Giant Strength: The imbiber of this potion temporarily becomes as strong as a frost giant. This bonus in strength is accompanied by the giant ability to throw rocks at opponents, to a distance of 200' for 3d6 hit points of damage. Further, the character does double damage with weapon attacks. The strength bonuses of this potion may not be combined with any other magical effects that influence strength.

Growth: The imbiber of this potion doubles in size. Strength also increases, so that all damage dealt is doubled.

Healing: The imbiber of this potion regains damage equal to 1d6+1 hit points. This potion also cures paralysis. This potion can only be quaffed in total for affect.

Heroism: Only a dwarf, halfling, or fighter may use this potion. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. Note that extra hit points granted due to the level increase are subtracted first when the character is wounded.

Imbiber Level	Levels Granted
0	4 (Fighter)
1-3	3
4-7	2
8-10	1

Human Control: Once quaffed, this potion grants the spell-like ability of *charm person* to the drinker for 5d6 rounds. Many kinds of humanoids, demi-humans, and humans can be affected by this potion (see the table below), and 32 hit dice/levels of these beings are affected. Only whole hit dice are considered when calculating how many individuals are affected, and any bonuses are dropped (3 + 1, 4 + 2 are treated as 3, 4). The specific kind of human-like being affected for each potion is determined on the table below.

Roll 1d12	Humanoids Affected
1-2	Dwarves
3-4	Elves
5	Elves and Humans
6-7	Gnomes
8-9	Halflings
10-11	Humans
12	Other humanoids (orcs, gnolls, goblins, etc.)

Invisibility: When this potion is quaffed, the drinker is bestowed with the spell-like ability of *invisibility*. This potion can be consumed in 1/8 increments, in which case the *invisibility* granted lasts 1d4+2 turns per dose. Any combat action removes the *invisibility*, such that a new dose must be consumed.

Invulnerability: An invulnerability potion gives the drinker +2 to all saving throws and grants a reduction in armor class by two ranks.

Levitation: When this potion is quaffed, the drinker is bestowed with the spell-like ability of *levitation*.

Longevity: This potion makes the drinker 1d12 years younger. This restored youth is possible not only for natural aging, but also for aging from magic or creature effects. There is some small danger however, since each time a potion of longevity is consumed there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he or she would be without the effects of the potions. It is not possible to drink this potion in increments.

Oil of Ethereality: This potion is not imbibed, but this thin oil is applied to the character and all of his belongings in order to achieve an ethereal state for 4+1d4 turns. It takes 3 rounds for the potion to produce effect, and can be negated earlier than the duration by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal.

Oil of Slipperiness: This oil is applied to the character in the same way as *oil of ethereality*. Any character so coated cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philter of Love: The imbiber of this potion becomes *charmed* by the next person or creature he or she lays eyes upon. However, the drinker will actually become charmed *and* besotted by the person or creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 4+1d4 turns, but only *dispel magic* will make the drinker cease to be enthralled by a member of a preferred sex.

Plant Control: The imbiber of a potion of plant control is able to control plants or plant-like creatures (including fungi and molds) within an area of 20 feet squared, to a distance of 90 feet. This ability lasts for 5d4 rounds. Plants and plant-like creatures can obey commands to the best of their capacity. For instance, vines can be controlled to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings receive a saving throw versus spells. Similar to other charm-like abilities, one cannot directly control an intelligent plant creature to inflict harm upon itself.

Poison: This potion is highly variable in its potency, and is usually an odorless poison of variable color. The poison can require ingestion, skin contact, or application to open wounds. Potency will determine the ease with which a saving throw versus poison can be accomplished. Extremely potent poisons

can require a penalty of -1 to -4, or weaker poisons can provide a bonus of 1 to 4. A failed saving throw results in death.

Polymorph (self): This potion grants the spell-like ability of *polymorph self*, as the fourth level magic-user and elf spell.

Speed: This potion doubles combat and movement ability for 5d4 rounds. Thus, if the imbiber can normally move at 120 feet, for the duration of this potion's affect the imbiber can move at 240 feet. The number of attacks available double as well, but this potion does not decrease spell-casting time. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him or her by 1 year permanently.

Super-Heroism: Only dwarves, halflings, and fighters may use this potion. Unlike the potion of heroism, this potion lasts 5d5 rounds. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. In all other respects this potion is identical to *heroism*.

Imbiber Level	Levels Granted
0	6 (Fighter)
1-3	5
4-7	4
8-10	3
11-12	2

Sweet Water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Further, *sweet water* will destroy other potions. For most liquids, this potion will affect up to 100,000 feet cubed. However, only 1,000 feet cubed of acid can be neutralized. The effects of *sweet water* are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time it can be contaminated once again.

Treasure Finding: For 5d4 rounds, the imbiber of this potion can sense any treasure within 240 feet containing valuable metals or gems. In order to be detected, the total value of the treasure must meet or exceed any combination of 50 gold pieces or 100 gems. Any valuable metal meeting this value in quantity is detectable, and any gems, including those in jewelry, are detectable. Although the direction of the treasure can be "sensed," the precise distance cannot. No physical barrier will impede detection, with the exception of some magical wards or lead.

Undead Control: Normally, undead are immune to *charm*. However, when quaffed this potion grants the drinker the ability to *charm* 3d6 HD of undead (intelligent or otherwise) as the *charm person* spell. The affects of this potion last 5d4 rounds.

Water Breathing: The imbiber of this potion is granted the ability to breath when submerged in any liquid that contains dissolved oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour + 1d10 rounds per dose. There is a 75% probability that

a potion will contain 4 doses, and a 25% probability it will contain 2 doses.

Rings

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings; if more than two are worn all of the rings do not function.

Animal Command: Once per turn, this ring allows the wearer to control 1 giant animal or 1d6 normal-sized animals. Magical or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be well disposed to the ring wearer, and any reaction rolls suffer a penalty of 1.

Command Human: This ring grants the wearer the ability to *charm* as the *charm person* spell. Humans totaling 6 HD can be *charmed*, and 0-level humans are treated as half of a HD for this calculation. A saving throw may be attempted with a penalty of -2. The ring wearer may dismiss the effect at any time, or *dispel magic* may be used.

Command Plant: The ring wearer can control plants within a 10' squared area up to 60' away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts so long as concentration is maintained, and the wearer can take no other actions.

Delusion: This cursed ring convinces the wearer that the ring is of another type. The Labyrinth Lord could decide randomly which kind of ring the wear believes this ring to be, or one might be chosen.

Djinni Calling: This powerful ring can be used once a day to summon a djinni that will do the ring wearer's bidding for as long as 24 hours.

Fire Resistance: The ring wearer is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire. Further, this ring reduces damage from other kinds of fire by -1 per die of damage (minimum of 1 hp damage per damage die). These kinds of fire include *fireball*, *wall of fire*, fire breath, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +2 to the die roll.

Invisibility: Once each turn, this ring grants the wearer the ability to become invisible as the spell *invisibility*.

Protection: This ring has several different power levels. For each "+", the ring will lower the wearers AC by this amount, and grant the wearer this bonus to all saving throws. For example, if a character with an AC of 9 is wearing a ring of protection +2, his AC becomes 7 and all saving throws are rolled with a +2 bonus. When a ring of protection is found, roll on the table below to determine which kind.

Roll d00	Bonus
01-80	+1
81-91	+2
92	+2, 5' radius
93-99	+3
00	+3, 5' radius

If a radius is given, the power of the ring, as it applies to saving throws only, extends to all creatures within the radius.

Regeneration: This ring grants the wearer the ability to regenerate 1 hp per round. However, the ring is powerless to regenerate damage caused by acid or fire, and if the wearer's hp reach zero the ring does not bring the dead back to life. Whole body parts may also be regenerated. Small pieces, like fingers, take 1 day to grow back. Larger pieces, such as a limb, may take 1 week to grow back.

Spell Storing: A *ring of spell storing* can store up to 6 spells, which can be cleric spells or magic-user/elf spells. At the time the ring is found, it will already contain 1d6 spells, to be determined randomly by the Labyrinth Lord. When a character puts the ring on, he automatically gains the knowledge of which spells are already stored. Any character may release the spells from the ring. Any spell caster may place new spells in the ring by casting the spell and directing it at the ring. A spell cast from the ring is cast as if the caster is the minimum level required to use the spell.

Spell Turning: When wearing this ring, 2d6 spells do not affect the wearer and are instead turned back at the being that cast the spell.

Telekinesis: This ring grants the wearer the ability to move objects with his mind, as the spell *telekinesis*. However, there is no limited duration when using the ring.

Water Walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Weakness: This is a cursed ring, and once put on it can be removed only with a *remove curse* spell. Over the course of 6 rounds, the wearer's STR drops to 3 and all attacks and damage are rolled with a penalty of -3 (minimum of 1 hp of damage is dealt).

Wishes: A variable number of *wishes* (1d4) are granted to the wearer of this ring. The *wishes* function as the spell of the same name, and can be used at any time. Once the *wishes* are used the ring becomes non-magical.

X-Ray Vision: One time per turn, the wearer of this ring can see through a stone wall and up to 30'. The wearer may see 60' if looking through wood and other low-density material. A 10' squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration. Lead or gold will block x-ray vision.

Scrolls

Most scrolls are pieces of parchment, imbued with the magical writings of a spell or other magical effect. These writings are potent in that they simply require the pronunciation of their words to release their power. Some scrolls can be deciphered and read by any class, while others have restrictions. These will be discussed below.

Scroll of Spells

A scroll of spells will be found with 1 to 7 spells written on it. About 3/4 of all spell scrolls contain magic-user/elf spells, and the remaining contains cleric spells. Scrolls that contain magic-user/elf spells can only be read by employing the spell *read magic*, and the spells are only usable by magic-users and elves. Scrolls with cleric spells can be read without special deciphering, but are usable only by clerics. A spell may be cast even if it is not normally usable by a spell caster of the reader's level. These spells are cast as if from a spell caster of the minimum level required to cast the spell. Once a spell is cast from a scroll, the magical writing for that spell disappears.

When determining the contents of a scroll of spells, roll first to determine the type of spells by class, then roll to determine the spell level of each spell.

Scroll of Spells					
Scroll Type		Magic User / Elf		Cleric	
Roll d4	Class	Roll d00	Spell Level	Roll d00	Spell Level
1-3	Magic-User/Elf	01-25	1	01-25	1
4	Cleric	26-50	2	26-50	2
		51-70	3	51-70	3
		71-85	4	71-85	4
		86-95	5	86-95	5
		96-97	6	96-98	6
		98	7	99-00	7
		99	8		
		00	9		

Cursed Scroll

A cursed scroll inflicts a horrible curse upon the reader. The Labyrinth Lord has considerable flexibility in determining the effects of the curse. A curse may only be removed with the spell *remove curse*. The Labyrinth Lord might also allow the curse to be lifted if the character performs a special quest. Some possible curses are provided below, but any similar curse might be used instead.

Roll d6	Effect
1	The victim loses a random magic item.
2	One random ability score suffers a -4 penalty.
3	The victim may not gain new experience.
4	The victim's level is reduced by 1.
5	The victim is polymorphed as <i>polymorph other</i> , into a small animal.
6	The victim is rendered blind.



Scrolls of Warding

These scrolls are usable by all classes. When the magical words of warding are read aloud, the words disappear from the page and the reader is surrounded by a 10' radius area of protection against the type of creature indicated by the scroll. This area of protection is centered on the reader, and moves wherever he moves. This protective barrier stops the creature type from entering, but not from attacking with missile weapons or spells. The circle of protection will last until the reader dismisses it, or if anyone within the circle attempts to attack a creature of the type protected against with a hand weapon.

Ward against Elementals: A ward against elementals scroll wards against all elementals for 2 turns, subject to the rules governing warding scrolls.

Ward against Lycanthropes: For 6 turns, a ward against lycanthropes scroll wards against all lycanthrope forms. The protective barrier can repel a certain number of lycanthropes, based on their number of HD. If the lycanthropes have hit dice of 3 or fewer, 1d10 of their number will be repelled. If they have 4 or 5 HD, 1d8 of their number will be repelled. If the lycanthropes have 6 HD or above, then 1d4 of their number are repelled.

Ward against Magic: A barrier is created against all spells and spell-like effects from devices or monsters. This barrier remains for 1d4 turns. This effect cannot be *dispelled* or otherwise removed except through a *wish*.

Ward against Undead: For 6 turns, a ward against undead scroll wards against all forms of undead. The protective barrier can repel a certain number of undead, based on their number of HD. If they have hit dice of 3 or fewer, 2d12 of their number will be repelled. If they have 4 or 5 HD, 2d6 of their number will be repelled. If the undead have 6 HD or above, then 1d6 of their number are repelled.

Treasure Maps: Treasure maps vary considerably in the value of treasure they lead to. In all cases, the Labyrinth Lord will

construct the map and the treasure it leads to ahead of time. The map is likely to lead to a treasure within the labyrinth the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be enchanted so that it requires *read magic* to decipher.

Rods, Staves, and Wands

Rods and staves are collectively referred to as “devices.” Rods are sometimes usable by any class, but many are restricted to use by certain classes only. Wands may only be used by magic-users and elves. A staff may be usable by either magic-users/elves or clerics, depending on the kind of staff. These magic items generally use a “charge” when their effect is triggered, and each item has a limited number of charges. When found, a rod will contain 2d6 charges, a staff will contain 3d10 charges, and a wand will contain 2d10 charges. Exceptions will be noted in specific item descriptions. Physically, these three types of magic items differ primarily in size. Wands are small and thin, being about 18 inches long. A staff is much larger, being 6’ long and generally has a 2’ diameter. Rods are somewhere in-between these two kinds of items, being about 3’ long. When a staff is described, the name of the item will be followed by either “C” if it is usable by a cleric, or “MU/E” if it is usable by elves and magic-users.

Rod of Cancellation: This item is highly feared by those who value their magic items, for with but one touch of this rod, a magic item permanently loses all of its power and becomes an ordinary item. When attempting to strike an item on an opponent, treat the attack as if it needs to hit an AC of 9. The Labyrinth Lord, depending on the circumstances, may adjust this value. This rod is usable once and may not be recharged.

Rod of Resurrection [C]: A cleric of any level may use this rod one time per day to raise beings from the dead as the *resurrection* spell. A cleric using this rod does not need to rest after expending charges from the rod. Different kinds of characters may be resurrected, and each type requires a different number of charges. When all charges from the rod are used, it crumbles into dust.

Charges	Character Type
2	Cleric
4	Dwarf
7	Elf
3	Fighter
3	Halfling
1	Human (0 level)
4	Magic-user
4	Thief

Staff of Commanding [C]: This staff may be used to command plants, animals, and humans in the same manner as the rings *command human*, *animal command*, and *command plant*. Each use requires one charge.

Staff of Healing [C]: This staff does not employ charges. It can heal 1d6+1 hit points of damage, but it can only be used one

time per creature per day. This staff may heal an unlimited number of creatures in a day.

Staff of Power [MU/E]: This powerful staff has several abilities. First, it can be used to cast the spells *cone of cold*, *lightning bolt*, and *fireball* (each dealing 8d6 hp of damage). In addition, the staff may be used to cast *continual light* and *telekinesis* (with a weight limit of 250 pounds). Finally, this staff can also be used with the same effect as a *staff of striking*.

Staff of Striking [C]: With the expenditure of one charge and a successful attack roll, this staff can be used to strike an opponent for 2d6 hit points of damage.

Staff of Withering [C]: This staff functions as a +1 staff that deals 2d4+1 hit points of damage when a charge is used. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If three charges are spent in this attack, one of the victim’s limbs will shrivel into a mummified, useless member (saving throw versus spell-like devices is allowed). The aging effect will automatically kill most creatures that have a short lifespan. Also note that effects of spent charges are cumulative, such that if 3 charges are used, the victim will not only receive damage, but he will be aged and have a withered limb.

Staff of Wizardry [MU/E]: This staff functions as a +1 staff. In addition, the staff may be used to cast the spells *conjure elementals*, *invisibility*, *passwall*, and *web*. The staff has the similar spell-like effect of a djinni to create a *whirlwind* and can be used as a *wand of paralyzation*. Each of these abilities requires one charge. The staff may be broken for a **final blow**. The results of a final blow depend on the number of charges in the staff. For each charge, 8 hit points of damage are dealt in a grand fireball to all monsters and characters (even the owner of the staff) within 30’. The staff is then broken and useless.

Staff of the Serpent [C]: This staff does not employ charges. It strikes as a +1 staff. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim (AC 5, HD 3, hp 20, MV 20’). The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus spell-like devices or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.

Wand of Cold: A chilling cone 60’ long and 30’ wide at the terminal end is discharged from this wand. Any beings within the *cone of cold* will suffer 3d6 hp of damage unless they succeed in a saving throw versus wands, which reduces damage to half. One charge is expended per usage.

Wand of Detecting Enemies: This wand makes any enemies of the wielder that are within 60’, whether invisible or hidden,

become surrounded by a fiery glowing aura. This effect requires one charge.

Wand of Detecting Magic: This wand makes any magic item within 20' become surrounded by a blue glowing aura. This effect requires one charge.

Wand of Detecting Metals: After expending one charge, the wand will point in the direction of any concentration of metal that weighs 100 pounds or more if it is within 20'. The wand wielder is intuitively aware of the kind of metal detected.

Wand of Detecting Secret Doors: This wand will point to any and all secret doors within 20'. One charge is expended per usage.

Wand of Detecting Traps: This wand will point to any and all traps within 20'. One charge is expended per usage.

Wand of Device Negation: The wielder of this wand may choose a wand, rod, or staff from an opponent, and render it powerless for 1 round. The item is powerless on the same round the wand of negation is used. Therefore, the action to use this wand must be announced prior to determining initiative. One charge is expended per usage.

Wand of Fear: A cone 60' long and 30' wide at the terminal end is discharged from this wand. Any being within the cone will become fearful and flee for 30 rounds with a MV equal to three times their normal rate per round. One charge is expended per usage.

Wand of Fire Balls: A *wand of fireballs* can be used to discharge a *fireball* as the spell. It deals 6d6 hp of damage unless the victim(s) succeed in a saving throw versus wands, which reduces damage to half. One charge is expended per usage.

Wand of Illusion: The wielder of this wand can create the effects of the spell *phantasmal force*. Refer to this spell for the effects and concentration requirements. While concentrating on an illusory effect, the wielder can move at half movement, but if he is successfully struck in combat all concentration is lost and the illusion instantly fades away.

Wand of Lightning Bolts: A *wand of lightning bolts* can be used to discharge a *lightning bolt* as the spell. It deals 6d6 hp of damage unless the victim succeeds in a saving throw versus wands, which reduces damage to half. One charge is expended per usage.

Wand of Magic Missiles: This wand fires one or two magic missiles (user's choice) per round as the magic-user/elf spell of the same name. The missiles inflict 1d6+1 hit points of damage each, and always strike. Each individual missile fired expends one charge.

Wand of Paralyzation: A cone 60' long and 30' wide at the terminal end is discharged from this wand. Any beings within the cone will become paralyzed for 6 turns unless they succeed in a saving throw versus wands. One charge is expended per usage.

Wand of Polymorphing: A *wand of polymorphing* can produce the effects of the spells *polymorph others* or *polymorph self*, which is determined by the wielder just before each use. The recipient is granted a saving throw versus wands, and success negates the effect. A willing target can forgo a saving throw. One charge is expended per usage.

Miscellaneous Magic Items

Amulet versus Crystal Balls and ESP: This amulet grants the wearer immunity to detection from a *crystal ball* and the effects of *ESP*.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; MV 30' forward, 60' backward; AC 0; DG 2d6, 2 pinchers. When attacking with the pinchers, the attack value is the same as the operator, and if a hit is scored, there is a chance that both pinchers strike, for a total of 4d6 hit points of damage (roll of 1-5 on 1d20). This attack ignores the opponent's armor contribution to AC, but DEX modifiers do apply.

Lever	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with <i>continual light</i> inside/close "eyes"
9	Rise/sink in water (<i>levitate</i>)
10	Open/close hatch

Two characters of human size can fit inside. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Bag of Devouring: This magical bag is the size of a small sack. After 6+1d4 turns, all items placed in this bag vanish and are permanently lost. The bag must be fully closed for this effect to take place.

Bag of Holding: This appears to be a common small sack. The bag of holding opens into a nondimensional space. Its inside is larger than its outside dimensions. It is large enough to fit an object that is 10'x5'x3'. Regardless of what is put into the bag, it weighs a maximum of 60 pounds but holds up to 1,000 pounds.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now

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rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast the spell *levitate* on himself. The duration is indefinite.

Boots of Speed: These boots allow the wearer to move 240' per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for 24 hours.

Boots of Traveling and Springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10' high, and to a distance of 30'.

Bowl of Commanding Water Elementals: This bowl may be used to summon and control one water elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Bracers of Armor: These items appear to be wrist or arm guards. They grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a *ring of protection* or *cloak of protection*. Roll on the table below to determine which kind of bracers are found.

Roll d00	AC Granted
01-06	8
07-16	7
17-36	6
37-51	5
52-71	4
72-86	3
87-00	2

Some of these (5%) will be *cursed*, actually lowering the wearer's AC to 9, regardless of DEX modifiers or magical means of lowering AC. It will not be realized that the bracers are cursed until the wearer enters combat. These bracers may only be removed with the spell *remove curse*.

Brazier of Commanding Fire Elementals: This brazier may be used to summon and control one fire elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning.

The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell, device, or spell-like ability. A brooch can absorb up to 101 hit points of damage from *magic missiles* before it melts and becomes useless.

Broom of Flying: This magical broom of legend can fly with one rider up to 240' per turn. Two riders may be carried, but the maximum speed is reduced to 180' per turn.

Censer of Controlling Air Elementals: This censer may be used to summon and control one air elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a *ring of protection*.

Roll d00	Bonus
01-80	+1
81-91	+2
92-00	+3

Crystal Ball: A magic-user or elf may use this coveted magic item to see distant places, people, or objects. Anything may be viewed for up to 1 turn, 3 times per day. The user of the crystal ball is unable to communicate with those he observes, and he is unable to affect them magically or otherwise through the crystal ball.

Crystal Ball with Clairaudience: This kind of crystal ball has all of the properties of the ordinary one, but also grants the

observer the ability to hear any noise or conversation at the location observed.

Crystal Ball with ESP: This kind of crystal ball has all of the properties of the ordinary one, but also grants the observer the ability to hear the thoughts of one being observed, just as the spell *ESP*.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every turn (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge per Turn	Cost	Maximum Speed	Effect
1	1		10'	Keeps out gases, wind, etc.
2	2		80'	Keeps out nonliving matter
3	3		60'	Keeps out living matter
4	4		40'	Keeps out magic
5	6		30'	Keeps out all things
6	0		As normal	Deactivates

Attack Form	Extra Charges	Attack Form	Extra Charges
<i>Horn of blasting</i>	6	<i>Lightning bolt</i>	4
<i>Wall of fire</i>	2	Lava, other hot fires	2
<i>Passwall</i>	3	<i>Delayed blast fireball</i>	3
<i>Disintegrate</i>	6	<i>Meteor swarm</i>	8
<i>Phase door</i>	5	<i>Fireball</i>	3

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65 F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity.

“Stream” pours out 1 gallon per round.

“Fountain” produces a 5' long stream at 5 gallons per round.

“Geyser” produces a 20' long, 1' wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken to stop it.

Displacer Cloak: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. All opponents suffer a -2 penalty to hit the wearer of the cloak. In addition, the wearer receives a bonus of +2 on saving throws versus wands, spells and spell-like devices, and petrify.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 240' feet (with the exception of those within a 10-foot-radius safe zone around the drums) will become fearful and flee for 30 rounds with a MV equal to three times their normal rate per round. A saving throw versus spells is allowed, or at the Labyrinth Lord's discretion a morale check with a penalty of -2 may be allowed as an alternative.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust likewise negates the effects of *mirror image*, *cloak of displacement*, and *elven cloaks*. The dust's effect lasts for 2d10 turns. *Dust of appearance* is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *detect invisible*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. The *invisibility* bestowed by the dust lasts for 2d10 turns, and the *invisibility* is not dispelled if the enchanted character makes attacks.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly, and loyally serves the character for up to 101 days (or until the efreeti's death), doing as the owner of the bottle commands. After the 101 days of service, the efreeti leaves to its home in the City of Brass, and the efreeti bottle becomes an ordinary, non-magical bottle.

Elven Cloak: This cloak is made by the magical and nimble hands of the elves, and grants the wearer a measure of invisibility. Any observer will notice the wearer of this cloak on a roll of 1 on 1d6. However, any benefit of invisibility is lost if the wearer attempts an attack.

Elven Boots: These fine leather boots are made with the magical craftsmanship of the elves, and grant the wearer the ability to move completely silently.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a saving throw versus spells are *charmed* as per the spell. If the wearer has both lenses, there is a penalty of -2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he instantly *turns to stone* as the spell, with no saving throw. About 1/4 (01-25 on d00) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus petrify.

Note that no magical eyes may be combined for multiple effects.

Flying Carpet: A flying carpet is enchanted to fly by command, with passengers. If 1 passenger is carried, the carpet may move up to 100' per round. If two or three passengers are carried, this is reduced to 80' or 60' per round, respectively. No more than three human-sized passengers may be carried.

Gauntlets of Ogre Power: These gauntlets are made of tough leather, with iron studs running across the back of the hands and fingers. They grant the wearer the great strength of 18, granting all of the benefits to hit and damage that this strength score confers. The wearer may punch with these gloves, inflicting 1d4 hit points of damage. These gauntlets further allow the wearer to transport an extra 100 pounds. Both gauntlets must be worn for the magic to be effective.

Girdle of Giant Strength: A girdle of giant strength confers the great strength of a hill giant to the wearer. The wearer attacks as an 8 HD monster or as his own class and level, which ever is better. Further, all damage inflicted is doubled.

Helm of Alignment Changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell *remove curse*. The wearer will not desire for the helmet to be removed, but once it has been taken off he reverts back to his original alignment.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a

magical text does not necessarily imply spell use unless the magic is usable by the character's class and level.

Helm of Telepathy: The wearer can read the thoughts of a being within 90' at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Use of this helm requires full concentration of the wearer, who may not move or take any action.

Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Horn of Blasting: This horn appears to be a normal trumpet. When the instrument is played, once per turn it deals 2d6 points of damage to creatures within a cone 100' long and 20' wide at its termination point. The horn causes creatures to be deafened for 2d6 rounds (a saving throw negates the deafening). Other objects may take damage in other ways, at the Labyrinth Lord's discretion. For example, a small hut might be completely leveled with a blast from the horn, but a portion of stone wall 10' wide might take three or four horn blasts.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or silver, the medallion allows the wearer to read the thoughts of others. The wearer can read the thoughts of any being within 30' after concentrating for 1 round. A saving throw versus spells is allowed to negate the effect. The wearer may move at full speed, but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user of the medallion, his thoughts are heard by all beings within 30' instead of the usual effect.

Medallion of Thoughts (90'): This medallion functions as a *medallion of thoughts*, but has a range to 90' rather than 30'.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. A *mirror of life trapping* has twenty nonspatial extradimensional compartments within it. Any human-sized or smaller creature that looks into the device must make a saving throw versus spell or be trapped within the mirror in one of the cells. When a creature is trapped, it is taken bodily into the mirror. A victim's equipment (including clothing and anything being carried) follows the creature. When all cells are full, the mirror does not trap any more beings. Anyone may call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. If the mirror is broken, all victims currently trapped in it are freed.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Rope of Climbing: A 50-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A creature must hold one end of the rope when its magic is invoked.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. The scarab's possessor gains immunity to *ray of death*, and any *curse*, regardless of the source. Upon absorbing 2d6 such attacks, the scarab turns to powder and is destroyed.

Stone of Controlling Earth Elementals: This small stone may be used to summon and control one earth elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Weapons, Armor, and Swords

Weapons and Armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will reduce the AC by the amount specified. For example, leather armor +1 would reduce AC to 6 rather than 7.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a *dispel evil* or *remove curse* spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. Refer to the table below for magical armor weights and for rolling up the kind of armor found by a party.

Roll d00	Armor Type	Unmodified AC	Magic Weight (lbs)
01-10	Banded mail	4	15
11-30	Chain mail	5	20
31-60	Leather	7	10
61-67	Padded	8	5
68-85	Plate mail	3	25
86-90	Scale mail	6	15
91-95	Splint mail	4	20
96-00	Studded leather	6	15

Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +1, Flame Tongue: This sword is +2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this sword is +4 against all undead. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, Life Drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, locate objects: The wielder may locate objects as the magic-user/elf spell one time each day, to a range of 120'.

Sword +1, Luck Blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a *luck blade* will contain 1d4+1 *wishes*. When the last *wish* is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, Wish Blade: In addition to functioning as a sword +1, this sword contains 1d4 *wishes*. Refer to the magic-user spell *wish* for guidelines on granting wishes. Once the wishes have been used, the sword performs as a normal sword +1.

Sword +2, charm person: In addition to functioning as a sword +1, this sword grants the wielder the ability to *charm person*, as the magic-user/elf spell, 3 times in a week.

Sword +3, Frost Brand: This sword is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0 F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a *ring of fire resistance*. A *frost brand* extinguishes all non-magical fires in a 10' area when touched to a flame.

Other Magic Weapons

War Hammer +2, Dwarven Thrower: In the hands of a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and gains the returning special ability. It can be hurled with a 60' range. When hurled, it deals triple damage against giants, ettins, ogres, and trolls. It does double damage when thrown against any other target.

Arrow +3, Slaying Arrow: This *arrow* +3 is keyed to a particular type of creature. If it strikes such a creature, the

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target instantly dies, with no saving throw. Against any other target the arrow functions as an *arrow +3*. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The Labyrinth Lord may add to this list, or choose an appropriate creature type for the situation.

Roll 1d20	Type	Type
1	Avians	Giant animals
2	Chimera	Golems
3	Clerics	Halflings
4	Dragons	Magic-users
5	Dwarves	Mammals
6	Efreeti	Reptiles
7	Elementals	Sea creatures
8	Elves	Spiders
9	Fighters	Thieves
10	Giants	Undead

Sapient Swords

Particularly powerful magical swords are sometimes sapient, or thinking and intelligent entities. These weapons have motivations of their own, and may or may not be hostile to their wielder. The Labyrinth Lord plays the personalities of these items in the same manner as an NPC. To create a sapient sword, refer to the categories below, which include **Mental Character and Alignment**, and **Powers**.

Mental Character and Alignment

Intelligence and Languages

The first step to creating a sapient sword is to roll for its **intelligence**. The intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

Roll 1d6	INT	Detection Powers	Spell-like Powers	Communication
1	7	1	0	Communion
2	8	2	0	Communion
3	9	3	0	Communion
4	10	3	0	Verbal
5	11	3	0	Verbal, <i>Read Magic</i>
6	12	3	1	Verbal, <i>Read Magic</i>

When a sword communicates through communion, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how these can be employed. A sword capable of verbal communication actually produces an audible voice and speaks to those around it. Sapient swords capable of *read magic* do so as the magic-user/elf spell, but the ability is always active. Further, swords with the ability to *read magic* may also read the ordinary written language of any languages known.

In addition to knowing its alignment language, sapient swords will understand an additional number of languages to be determined below.

Roll 1d20

Languages Known

01-10	1
11-14	2
15-17	3
18	4
19	5
20	Roll twice and combine, ignoring this result

Alignment

Every sapient sword will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 hit points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 hp of damage. Roll on the chart below to determine a sapient sword's alignment.

Roll d00

Sword Alignment

01-10	Chaotic
11-30	Neutral
31-00	Lawful

Psyche and Willpower

Sapient swords have a **psyche** rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sapient swords have a base **willpower** rating equal to the sum of its INT and psyche. A bonus of +1 is added to this rating for each **spell-like power** the sword possesses. Spell-like powers are discussed below.

A sapient sword may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the Labyrinth Lord will need to make an **influence check**. This may be made in the following situations:

1. The wielder first touches the sword
2. The sword's motivation comes into play
3. A character of a differing alignment touches the sword
4. Another magical sword is found
5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his WIS and STR. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's.

If the character loses, then he loses control of his actions for an amount of time determined by the Labyrinth Lord. The sword will force the character to perform a task, such as

disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.



Sapient Sword Motivations

Sapient swords have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular creatures, classes, or alignments. If a sword has a motivation, raise its INT and psyche each to 12. When a sapient sword is used to attack a being that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will turn an opponent to stone if the opponent is lawful. Likewise, a lawful sword will paralyze an opponent of chaotic alignment. Saving throws versus spells are allowed for each of these effects. A neutral sword grants the sword wielder a bonus of +1 to all saving throws when combating a creature of the motivational type (regardless of its alignment).

Roll on the table below to determine a sapient sword's motivation, or the Labyrinth Lord may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.).

Roll	Destroy Opponent Type...
1	Clerics
2	Dwarves, fighters, and halflings
3	Elves and magic-users
4	Chaotic beings (if sword is lawful)
5	Lawful beings (if sword is chaotic)
6	Monster type (determine randomly)

Powers

Sapient swords can have two kinds of additional powers. These include **detection powers** and **spell-like powers**. Detection powers allow the sword to detect any of a number

of possible items or inclinations. Spell-like powers often mimic spell effects. To use any of the powers detailed below, the sword wielder is required to be holding the sword and concentrating on the effect. All of the detection powers may only be used once in a round, and all spell-like powers may only be used 3 times total in one day. Roll on the detection powers table and ignore identical results, if required to roll more than once. The same holds true if required to roll on the spell-like powers table.

Detection Powers		
Roll d00	Detect	Additional Details
01-05	Evil	20' range
06-10	Good	20' range
11-15	Gems and Jewelry	60' range
16-25	Invisible or hidden	20' range
26-35	Secret doors	10' range, 3 usages per day
36-45	Metals (any specified)	60', lead blocks this ability
46-60	Moving walls and rooms	10' range
61-80	Sloping passages	10' range
81-96	Traps	10' range, 3 usages per day
97	Roll two times	
98-00	Spell-like Power (1)	

Spell-like Powers		
Roll d00	Power	Additional Details
01-10	Clairaudience	As clairvoyance below, but audible instead of visual
11-20	Clairvoyance	As the magic-user spell
21-25	Double damage	See below*
26-35	ESP	As the magic-user spell
36-40	Fly	As the magic-user spell, for 3 turns
41-45	Regenerate	See below**
46-50	Levitate	As the magic-user spell, for 3 turns
51-57	Phantasmal Force	As the magic-user spell
58-67	Telekinesis	As the magic-user spell, up to 200 pounds
68-77	Telepathy	As a <i>helm of telepathy</i>
78-86	Teleportation	As the magic-user spell
87-96	X-Ray Vision	As a <i>ring of x-ray vision</i>
97-99	Roll twice	
00	Roll three times	

*Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the roll to hit.

**The sword can regenerate hit points with a rate of 1 hp per round, to a maximum of 6 hp per day. This table result can be combined if rolled more than once. If rolled twice, up to 12 hp may be healed, if rolled three times, up to 18 hp may be healed. Note that the rate of healing does not change.

Section 8: Labyrinth Lord Lore

Labyrinth Design

The Labyrinth Lord will need to either buy a commercial adventure, make use of a free one (there are many free and legal ones available on the internet) or make one from scratch. Making one from scratch can be the most fun, if time is available to do so.

There are a few different approaches when designing a labyrinth. Sometimes, labyrinths are small and are just used once for a particular adventure. Other labyrinths, called “megalabyrinths” or “megadungeons” are large and have many, many levels. Characters might spend their entire careers plumbing the depths of one large labyrinth.

Labyrinths with multiple levels will be set up so that 1st level characters will adventure on the first labyrinth level. When the characters reach class level 2, they should be strong enough to begin taking on the challenges of the 2nd labyrinth level, and so on. Monsters will generally populate these levels, such that a 1 HD monster is usually found on the 1st labyrinth level. If it is found in deeper levels it will also be found in correspondingly larger numbers, to be more challenging.

The following section outlines how to create a labyrinth, and different considerations to keep things interesting. A small labyrinth map is provided, fully stocked and ready for immediate play by 1st level characters.

Labyrinth Scenarios

Adventurers should have a motive for delving into a labyrinth or adventuring in any other location. In smaller labyrinths that will only be used for one adventure, the reason for being there will be over once the goals of the adventure are reached. However, the Labyrinth Lord will have to develop multiple scenarios for more extensive labyrinths that the characters keep coming back to. The characters should learn more rumors or legends about the deeper levels of the labyrinth as they progress in levels, or find clues throughout the labyrinth about other regions of the labyrinth. In addition, a multi-level labyrinth used for extensive play should be considered a “living” place. The Labyrinth Lord must keep track of how the player characters alter the environment, and how resident monsters may change in number, type, or behavior in response. A megalabyrinth will evolve through time just as the characters will by adventuring there.

The following general scenario themes are good places to start in developing motives for the characters to go adventuring.

Exploration is a common theme in adventures. Characters might want to explore an area on their own, or they might be hired. Sometimes the purpose of exploration is simply to chart a previously unknown place, or to clear an area of danger. Examples might include ruins, caverns or labyrinths.

Fighting evil or chaotic beings is one possible theme. Characters might be hired to destroy monsters that have overrun a location, or a powerful evil that has developed.

They might be hired to remove evil monsters that have taken over a holy place.

Fleeing a location is another theme. If the characters have been imprisoned before the adventure begins, they will need to find a way to escape. Possibilities include escape from being wrongly imprisoned, escape from slavers, or escape from an intelligent monster that might serve the characters for dinner.

Magical doorways are another good adventure hook. A magical doorway, or portal, can lead to new and unique locations, or even new worlds or times. Characters will sometimes encounter magical portals in labyrinths, which could lead to new areas of a labyrinth, to riches, or even certain death!

Rescue missions are the opposite of the situation above. Here, the characters are hired to rescue others who have somehow become imprisoned.

Seeking a degenerate race is another adventure possibility. Often this scenario involves a race of humans or demi-humans who have been isolated underground for so long they have become evil and monster-like. They may be the descendents of a great race that created a civilization now in ruins.

Quests are usually undertaken at the request of a powerful or rich patron, like a merchant or King. A quest might be to find a legendary item or return something that has been stolen.

Adventure Locations

The Labyrinth Lord must choose where the adventure will take place. It could be a labyrinth or caverns, or within buildings like towers, temples, and castles. Adventures might also take place within a city or village.

After the adventure location has been chosen, the Labyrinth Lord must think about whether certain monsters might be more likely to haunt the location. Then, the map of the location will be drawn. Usually graph paper will be used, and a scale must be decided on. A good rule is to make each square on the graph paper equal to 10 feet. The Labyrinth Lord will then design the labyrinth to suit the kind of location chosen. It might consist of twisting tunnels in a cavern, endless rooms in a dank labyrinth, or hallways and rooms in a ruined castle. If the Labyrinth Lord is using a large play mat with grids on it for using figurines, the map will be drawn at a scale of 1-inch square equals 5 feet. This provides an appropriate scale for use with typical 25 mm scaled figurines.

Stocking the Labyrinth

After the map for the location has been drawn, the Labyrinth Lord must stock, or fill, the labyrinth with dangerous monsters, traps, and treasure. The Labyrinth Lord can choose where to place these, or roll randomly on the Labyrinth Stocking table. Roll on the table for each room in the labyrinth. The result indicates what will be found in each

room. Each result will also have a certain probability of being accompanied with treasure.

Labyrinth Stocking Table		
Roll d00	Contents	Treasure
01-30	Empty	15%
31-60	Monster	50%
61-75	Trap	30%
76-00	Unique*	Variable

*The Labyrinth Lord should think out a unique result carefully. This result could include special encounters or special areas that stand out from encounters in most other rooms.

When a “monster” result is obtained on the above table, the Labyrinth Lord must roll for a random monster appropriate for the labyrinth level. See the random monster tables at the end of Section 6. For example, if rolling for labyrinth level 2, the Labyrinth Lord may roll or choose from monsters with 2 hit dice. If treasure is present, the treasure will be determined based on the Treasure Hoard Class of the monster encountered, or from the Unprotected Treasure Table based on labyrinth level.

Unprotected Treasure Table					
Labyrinth Level	SP	GP	Gems	Jewelry	Magic Item (1)
1	2d4 x100	1d4 x10 (50%)	1d4 (7%)	1d4 (5%)	3%
2	2d6 x100	1d6 x100 (50%)	1d6 (13%)	1d6 (8%)	5%
3	2d8 x100	2d4 x100 (50%)	1d6 (15%)	1d6 (10%)	7%
4-5	1d8 x1000	3d4 x100	1d8 (20%)	1d8 (10%)	9%
6-7	1d8 x2000	1d4 x1000	1d8 (30%)	1d8 (15%)	15%
8+	1d8 x4000	2d4 x1000	2d6 (40%)	2d6 (20%)	20%

When unprotected treasure is indicated in a room, it should seldom be lying about and easily seen. Generally, this kind of treasure has been hidden, possibly by monsters or NPCs. The treasure will usually be hidden by burial, a secret recess, or some other hiding place.

Traps

There are many possibilities for what kind of traps to place in a labyrinth. Below are some classic examples, and can be modified to fit the labyrinth level or to make them less predictable.

Basic Arrow Trap: An arrow fires from a hidden location, attacking as a Fighter level 1, for 1d6 damage.

Bricks from Ceiling: Each character in a 10 foot radius must save versus petrify or suffer 2d6 damage.

Camouflaged Pit Trap: A pit is 10 feet or more deep (1d6 hp damage per 10 feet).

Poison Dart Trap: A dart fires from a hidden location, dealing 1d4 hp damage, and the character must save versus poison or die.

Poison Needle Trap: The character must save versus poison or die.

Portcullis Trap: The character must make a DEX check or suffer 3d6 damage from the falling portcullis. The way will then be blocked, and group members may be separated.

Rolling Rock Trap: A rock rolls out from a hidden location, and the characters must save versus petrify or suffer 2d6 damage.

Scything Blade Trap: Characters must save versus petrify or suffer 1d8 damage.

Spiked Pit Trap: This is similar to other pit traps, but the character will fall on 1d4 spikes, dealing 1d6 damage each in addition to falling damage.

Unique Encounters

In addition to the traps, other unique situations might be encountered, like talking statues, pits with slides down to other rooms or labyrinth levels, magical illusions, secret doors, teleporting doorways, and mysterious water fountains.

Finishing the Labyrinth Design

The Labyrinth Lord should take care to describe rooms and passageways as they fit the environment. How do areas smell? What do they look like? What creatures live here, and what evidence do they leave behind? The Labyrinth Lord should add enough description to keep players interested in the labyrinth, but should not go so far that the description is too deep and becomes tiresome. One option is to fully describe only a small proportion of the rooms in a labyrinth. These rooms would include rooms with special or unique encounters. The remaining rooms, while they may have monsters and treasure, can be similar to one another in description. Unimportant random details can be made up during actual game play. However, anything significant which is made up on the spot must be written down to maintain consistency if the characters return to the same room.

Groups of NPCs

The PCs may not be the only adventurers in the labyrinth. Groups of NPCs might be in the labyrinth also, seeking their own fortunes, and they may be friend or foe. To determine the composition of an NPC group, follow the procedure below, or make them up as needed.

Begin by establishing the number engaged by rolling 1d4 + 4. Next, either choose each NPC’s class or roll randomly on the table below, by rolling 1d10.

1-2	Cleric	8	Halfling
3	Dwarf	9	Magic-User
4	Elf	10	Thief
5-7	Fighter		

Labyrinth Lord

Labyrinth Lord Lore

Once classes are established, choose alignments or roll randomly for each NPC.

Roll 1d6:

- 1-2 Neutral
- 3-4 Lawful
- 5-6 Chaotic

Next, establish each NPC's level. This can be done two ways. Take either the labyrinth level the NPCs are encountered on or the player characters' average group level. Otherwise, roll on the table below.

Roll 1d6:

- 1-2 Same level as labyrinth level or average group level
- 3-4 Labyrinth level or average group level +1
- 5-6 Labyrinth level or average group level +2

If an NPC group is encountered in the wilderness, use the average PCs' level and add (50%) or subtract (50%) 1d4 for each NPC's level. Be sure to note that demi-humans have lower maximum class levels than humans. If the labyrinth level or average group level is higher than the demi-human maximum level, make the demi-human the highest maximum level for the NPC's class. The NPC levels might be higher or lower than the ranges provided here, depending on the Labyrinth Lord's needs.

Finally, add finishing touches to the NPCs. Assign spells randomly to elves, clerics and magic-users. In addition, give NPCs a similar number of magic items as that which the player characters have. When encountering a group in the wilderness, they will have mounts 75% of the time. Finally, the Labyrinth Lord should determine the NPC group's marching order.

Wilderness Design

The Labyrinth Lord does not need to create an entire planet at one time! It is much easier to describe a relatively small area, like part of a continent, to start with. Many adventurers will spend their entire careers moving between a town or village and only one or a few labyrinths within several hundred miles.

When creating an area, the Labyrinth Lord has to decide how the land is shaped. It is best to use hex graph paper, which can be found on the Internet and printed on a home printer if hex paper is difficult to find at the store. The Labyrinth Lord must consider many questions. Where are the shorelines? Is this area part of a continent, or a series of islands? Next, decide on the climate. Is the climate temperate or tropical? Mapping can begin, making note of mountains, grasslands, rivers, jungles, and other types of terrain or features.

Once the overall geography is mapped, decide which areas are inhabited by humanoids, and by what type. Humans will live nearly anywhere. Halflings live in hilly lands with good farmlands, while dwarves live underground in mountains. Elves tend to live in densely wooded forests, far from other humanoids. The various goblinoids, like orcs, will live nearly

everywhere and frequently clash with humans. Goblins and kobolds compete with dwarves for territory.

When placing human towns, it is useful to have a guide for how large different kinds of settlements are. Below is a good set of guidelines.

Population Size	Settlement Type
30-800	Village
801-4,500	Town, Small
4,501-12,000	Town, Medium
12,001+	Town, Large

The Labyrinth Lord may place settlements at many locations on the map, but he only needs to develop additional ideas for the group's starting city. Details can be worked out for surrounding cities, as the need requires.

The starting, or base city, is noted and the main labyrinth should be situated near this base town. The base town will have a mayor, sheriff, or authority of some title. There will be churches for prominent religions, and even a thieves' guild and city militia that will vary in size and power depending on the size of the settlement.

Additional small details should be described to add extra flavor to the immediate area. Are there any prominent legends or rumors? What are the personalities of the local leaders? Are there nearby dangers, like orc bands? The Labyrinth Lord may want to create special wandering monster tables for areas that are unique.

Wandering Monsters

Monsters live in hallways and rooms within labyrinths, or in caves, forests, or grasslands in the wilderness, or other locations. However, monsters do not only stay where they live. They also wander, hunt, and explore. Therefore, when the characters are in a labyrinth the Labyrinth Lord will roll 1d6 every 2 turns, and a result of 1 indicates that a wandering monster is encountered. This check is only made 3 to 4 times per day of game time in wilderness adventuring. As mentioned in a previous section, when monsters appear in a labyrinth they will be 2d6 x10 feet away from the characters, and when in the wilderness monsters will be encountered at 4d6 x 10 yards away. When an encounter is indicated, roll on the appropriate wandering monster table from the tables provided at the end of Section 6: Monsters. The roll will be made on the table for monsters in the appropriate labyrinth level they are encountered on. For an additional challenge, the Labyrinth Lord might roll an additional 1d20 for each encounter. A roll of 1 or 2 indicates that the monster encountered will be 1 hit die higher than the labyrinth level, while a roll of 3 indicates that the monster will be 2 hit dice higher.

Wilderness Wandering Monsters

The chances of encountering a wandering monster in the wilderness vary depending on the type of terrain. When checking for wandering monsters in a wilderness adventure, roll 1d6 as indicated previously, but consult the table below to determine if an encounter occurs. If an encounter occurs, consult the monster terrain tables at the end of Section 6:

Monsters to roll for the kind of monster encountered. The number engaged may have to be adjusted depending on the level of the characters.

Terrain	Encounter occurs on...
Plains, Town, Settled	1
Air, Desert, Forest, River	1 or 2
Hills, Sea	1 or 2
Mountains, Swamp, Jungle	1-3



Magic Research

Spell casting characters are able to research and create new spells and magical items when they attain 9th level. The player will describe in detail the kind of spell he wants to create, and the effects it has. The Labyrinth Lord will then decide if the spell can be created, and if so what the spell level will be. The character must be capable of casting spells of the spell level the potential new spell will be, otherwise the player must wait until the character attains a high enough level to research and cast the spell. If the character can create the spell, it will take two weeks of game time and 1,000 gp per spell level.

Spell casting classes may only create magic items usable by their class. The player will inform the Labyrinth Lord of the magical item that he desires to create, and the Labyrinth Lord will decide if it can be created. If it is possible, he will decide what kinds of materials will be needed to create it. These will often be rare components, like expensive and hard to obtain gems, or ingredients from rare animals and monsters.

Many magic items mimic the effect of a spell. In these cases, it will generally cost 1 week of game time and 500 gp for each spell level of the mimicked spell. Examples could include a

potion of healing (1 week, 500 gp), or a *scroll* with the spells *infravision* and *lightning bolt* (6 weeks, 3,000 gp).

Some magic items do not mimic spell effects precisely, and for these the Labyrinth Lord will have to use discretion. The more powerful the items, the more difficult it should be to construct. Entire adventures might need to be undertaken to find the ingredients. As a general rule, items should cost from 10,000 to 100,000 gp and from 1 month to 1 year of game time to complete. Some examples include a dagger +1 (2 months, 10,000 gp), chainmail armor +1 (4 months, 10,000 gp), or a *displacer cloak* (100,000 gp, 1 year).

Other kinds of magic effects might be researched for which a magic item or spell is not appropriate. Creating magic traps or other magical constructs, magical portals, or other effects will need to be given a gp cost and time cost at the Labyrinth Lord's discretion.

Finally, no attempt to create a magic item, spell, or other effect happens without some chance of failure. There is a minimum probability of 15% that any such endeavor fails, and this percentage can be raised depending on the circumstances. The Labyrinth Lord will roll for failure only after the character has spent the money and time on the project, and these are lost regardless of the result.

Creating a Stronghold

The first step to creating a stronghold is securing permission, if necessary, from any authority over the land. This may not be required if the land has previously been wilderness and uncharted. Before an area can be built upon, all monsters within 10 miles, usually 1 hex on a small-scale wilderness map, must be killed. Next, the player of the new land ruler will design a plan for the stronghold and calculate the costs based on the price suggestions listed in this section. In addition to normal building costs, the player's character must hire at least one engineer per 100,000 gp cost of the stronghold.

All surrounding land from the original 1 hex may be populated by monsters, which will be a deterrent to settlers. These areas can be cleared of monsters by hiring mercenaries. After which, mercenaries can also be hired to maintain the area free of monsters. These patrols can cover a maximum of a 20-mile radius around the stronghold, but this distance is reduced by 1/3 in inhospitable terrain like swamps, mountains, or thick jungle.

In addition to ensuring the safety of surrounding lands, the character will have to eventually fund construction of other buildings in nearby areas to attract settlers. The character can expect to gain money through taxes at a yearly rate of 10 gp per settler per year. These taxes can be used to pay patrolling mercenaries and investing in inns, docks, and other structures that encourage commerce.

Should the ruler of a territory wrong his people, some of the populace may rebel or quietly plot revolt. The Labyrinth Lord will decide when this has occurred and how NPC dissenters behave. This could involve assassination plots, or even the rise of a "village hero" to fight the tyranny of the PC landowner.

Structure Prices

Different kinds of structures will have different stone wall thickness assumed, due to different needs. Most common residences have walls 1 or 2 feet thick, while structures like towers or other outposts have 5 feet thick walls. Castles have the thickest walls of all, at 10 feet thick. The time it takes to construct a stronghold depends entirely on its total price. For every 500 gp it will take one day of game time.

Sample Structure Costs

Building, common, stone (30' square)*	4,000 gp
Building, common, wood (30' square)*	2,500 gp
Gatehouse (20' high, 30' x 20')	7,500 gp
Keep, square (80' high, 60' square)*	76,000 gp
Labyrinth Hallway (stone floor) (10'x10'x10')	450 gp
Moat 100' x 20' x 10' (deep)*	400 gp
Tower, Medium (30' high, 20' diameter)	17,500 gp
Tower, Large (30' high, 30' diameter)	30,000 gp
Wall, Castle (20' high, 100' long)	5,000 gp
Walled defense (gatehouse, 2 medium towers, and a drawbridge)	38,000 gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

Miscellaneous Costs

The Labyrinth Lord may charge miscellaneous costs for doors, windows, secret or trap doors, and other small details at a cost range of 10 to 50 gp each. It might be convenient to charge one lump sum for several items in addition to the cost of the overall structure.

Advice for the Labyrinth Lord

The following guidance is offered to help the Labyrinth Lord make decisions during game play about several different common issues.

Characters of Different Levels

It has been discussed previously that character class levels are related to which labyrinth level characters adventure in. Since deeper levels are more challenging than upper levels, having characters of differing class levels in one party can be problematic. Characters may die, or new players may join a group and bring in new characters. For these reasons, a general set of guidelines should be considered. One option is to allow new characters joining a group to be created as 1 class level below the lowest level character in the group. Another possibility, though potentially problematic, is to split the group into separate parties of low and high level, respectively. It is suggested that characters that differ by more than 4 class levels not be allowed to undertake the same adventures. This power disparity is particularly troublesome at lower levels, where, for example, the difference in survival ability between a 1st level character and a 5th level character is vast.

Characters and Treasure

Ultimately it is up to the players to decide how their characters will divide treasure and magic items they find on their adventures. However, there are several possibilities that can

be offered. One option is to **divide treasure evenly**. All money can be divided by the number of characters present. Hirelings may accept a 1/2 share, but any less and the hireling will suffer penalties to his morale roll at the end of the adventure.

Magic items might be divided depending on which classes can use them. Another good method is to allow each character to take turns picking from several items by rolling a d20 to determine the choosing order. This might be rerolled after each round of choosing, to give players a chance to choose earlier on subsequent picks.

One cutthroat method to use is to only allow characters that survived an adventure share in the treasure. This is of course only relevant if the deceased characters have been revived. A slightly less harsh method is to allow characters to share in treasure that was acquired before their deaths, but not in anything found while they were dead, because they did not help find it.

Character versus Player Knowledge

It must always be kept in mind that the characters do not always know what the players know. The player may read about all the monsters in this book (this is discouraged), but his character may not act on this knowledge. A character may learn from game experience, but should never know the weaknesses of monsters he has never encountered or heard about in the game.

In addition, monsters should be physically described when encountered, but their names and other abilities should not be stated. The Labyrinth Lord should never reveal how many hit points monsters have in an encounter, or reveal other details about the monsters that are not immediately visible. When a monster surprises the characters, the characters will not immediately know what is attacking them.

Magic items should be treated much like monsters, in that they should be described, but their names should never be given away freely. The characters must discover on their own what kind of magic items they have found.

Character Wealth

One of the main objectives of characters in adventuring is obtaining wealth. To keep this as a perpetual ambition, the Labyrinth Lord will need to find ways to encourage spending, or take money from characters in various ways.

Clerics might be encouraged to donate some of their wealth to their churches. Thieves may need to funnel a percentage of their treasure to their thieves' guild. Other situations may arise, such as adventurer taxes imposed by local governments. Players may be allowed to buy minor magic items at very high prices. Extreme measures for taking away wealth should be imposed rarely, such as a major theft of wealth. If these methods are used too often, the players will not have fun.

Impossible Tasks

Unless an action is completely out of the question, when a character attempts to do something there should be at least some small chance of success. Many actions can be ruled based on ability checks. Otherwise, the Labyrinth Lord might assign a small percentage chance of success to some actions

that seem nearly impossible but for dumb luck. In these cases, 5% or 10% might be an appropriate chance.

Labyrinth Lord as Judge

Although the players can and will make suggestions or dispute rulings, the Labyrinth Lord is and must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand. There are rules in this game for many situations, but there will be situations that either could not be covered here or simply were not anticipated. In these instances, the Labyrinth Lord must use his judgment to decide the odds an action will succeed or an event will come to pass.

Having said this, it must be remembered that the Labyrinth Lord needs to be neutral in his decisions. The goal of the game is to have fun, whatever fate may await the characters, but the Labyrinth Lord does not take sides with either the characters, the monsters, or the NPCs.



Monsters and NPCs in Play

Only unintelligent monsters should be played unintelligently. Intelligent monsters and NPCs have their own motives, thoughts, and strategies. They will use the same kinds of tricks the PCs might use to gain an advantage.

Monsters and NPCs may form alliances with other monsters and NPCs, and they may hire guards. Monsters are in a fight for survival just like the PCs are, and they should be played by the Labyrinth Lord as if they have just as much to lose as the

PCs. Monsters and NPCs that survive encounters with the PCs may hold grudges, and may hunt the group down or wait for an opportunity to strike.

Random Rolls

There are many occasions when the Labyrinth Lord will roll for random outcomes to situations. Discretion must always be used, not just to maintain some degree of consistency in play but also to maintain some balance. This is not to say that the players should not be challenged, but occasionally the dice may indicate a result that is inappropriate for the situation. The dice are a tool, not the final authority. Final authority always rests with the Labyrinth Lord. The Labyrinth Lord should usually witness the rolls of the players, but he should keep his rolls hidden from them. This way, the players cannot guess why the Labyrinth Lord might be rolling at a particular time, or what kind of die is rolled. In fact, he may occasionally roll for no reason just to keep the players on their toes.

Ruling Wishes

Wishes represent some of the greatest magic the characters will come across in a game of *Labyrinth Lord*. In general, the exact *wording* of a wish should be honored, not the *intention* of the wish. A carefully worded wish may bring about the desired effect, and a sloppily worded wish could bring doom upon the group.

Ultimately it is up to each Labyrinth Lord to decide how powerful wishes are in the game, and how permanent their effects are. As a rule, wishes used for healing or bringing back the dead should be immediate and permanent. If lesser magic items are wished for, they may or may not be permanent, depending on the Labyrinth Lord's discretion. Special care must be taken with wide sweeping wishes that alter the world too greatly, such as wishing that all orcs in the world die. In addition, wishes to increase ability scores or character levels need to be handled carefully, and some set of guidelines will need to be developed and followed consistently.

Sample Stocked Labyrinth: "Den of the Morlock Shaman"

This section illustrates the process of stocking a labyrinth by following the advice presented earlier. This is a small labyrinth that will likely be used for only one or a few adventures.

The Scenario: "Fighting Evil"

For this scenario we choose the classic plot of fighting evil. The Den of the Morlock Shaman is a small set of caverns, with areas of worked stone. Many years past, the cavern portion of the small labyrinth was the beginning of a mining operation. However, the veins of precious metal turned out to be small and the mine was abandoned before it reached significant size.

The morlock shaman Eoppa, as well as morlock workers and soldiers, were sent by the great morlock chief in the north to establish an outpost in the mine. New areas were added by the workers, and now the small complex houses the shaman Eoppa and a small number of soldiers. With the outpost established, the morlocks have grown bored with the day-to-

day monotony of cleaning their weapons and hunting in the nearby woods. Eoppa and his men began raiding a local village's livestock, but as this sport got old they began attacking the villagers at night. There have been three attacks on the villagers to date. In the last skirmish, a family of farmers was killed, but their teenage son and daughter were captured alive and taken back to the morlock lair to be slaves.

The PCs could be related to the teenagers and their family, or they could be natives of the village. The village might ask for the PCs' help in ridding the countryside of the morlocks and rescuing the farmers' children.

The Lair

The small cavern portion of the morlock den is drawn first, using a standard scale of 1 square = 10'. Then, the new portions of the den that have been created by the morlocks are drawn in. It is already clear that the morlocks will figure heavily in this scenario, so area 7 will be the soldiers' bunkroom, and area 12 will be the luxurious quarters of Eoppa. The boy is in area 8a and the girl is in 8c, which are two out of a few prison cells. The PCs will have to pass through several areas before finding the prison cells. The remaining areas will be stocked using the random method.

Stocking the Labyrinth

Area 1: The Labyrinth Lord rolls d00 to determine the contents of this roughly 10' by 10' alcove. The result is a 34, which indicates that a monster is present. There is a 50% chance that there will be treasure with the monster, and the d00 result is 04, indicating there is treasure. The Labyrinth Lord rolls on the labyrinth wandering monsters table, level 1, to determine which monster is present. The result is a 7, indicating there is green slime. Since the number encountered is 1d4, this die is rolled to see how many are here. The roll indicates 1 green slime is present. The monster description indicates that normally there is no treasure associated with green slime, so the earlier result that indicated treasure is present is ignored.

Area 2: The roll result for this room is 11, indicating the room is empty. There is a 15% chance that treasure is present, but 26 is rolled, so none is indicated. However, we decide to place a crevice in the south portion of the room. While no monsters or traps are associated with it, it is 10' deep and surrounded by loose rocks and soil, and a PC may fall inside if he ventures too close.

Area 3: A roll of 65 indicates a trap. A roll of 16 on d00 means that there is treasure, since there is a 30% chance of treasure. First, it is decided that the trap will consist of rocks that fall from the ceiling if someone walks into the alcove. The damage is 2d6 for a 10' radius, centered roughly toward the back of the alcove. After referring to the Unprotected Treasure Table, and rolling for treasure on Labyrinth Level One, it is determined that 200 sp and 500 gp present. Since it is unlikely that the morlocks would leave such riches lying about, it is decided that the treasure is buried in a small steel box, 1' below ground at the very back of the alcove.

Area 4: The Labyrinth Lord decides that there are 5 morlocks stationed here as guards. There are 10 morlocks total in the

den, so it is decided that these morlocks have half of the total treasure. After referring to the Treasure Hoard Class table for the morlock Hoard Class XX, appropriate dice are rolled for treasure categories, and the treasure belonging to the morlocks consists of 2 pieces of jewelry. One is worth 1,600 gp and the other is worth 600 gp. The Labyrinth Lord decides that the one of lesser value is here, and the one of greatest value will be with Eoppa, since he is the leader.

Area 5: A roll of 76 indicates that a unique encounter will be placed here. Since morlocks sometimes keep albino apes, there will be one albino ape here as a guard.

Area 6: Since an albino ape is present in this complex, this area is designated as the sleeping area for the ape.

Area 7: This area is the morlock bunkroom. There are 3 morlocks here, taking their sleep shift.

Area 8: This area consists of four individual cells. All but two of the cells are empty. Cell 8a holds the son and 8c holds the daughter.

Area 9: After rolling a 25 on the stocking table, and then 07 for the presence of treasure, it is determined that this room is an empty room with treasure in it. The room will be made to be a secret room that holds Eoppa's private treasure stash. After consulting the Unprotected Treasure table, it is determined that there are 300 silver pieces in this room. The remaining jewelry from the morlocks will be placed here, and a poison needle trap for good measure.

Area 10: This room serves as the morlock shaman's temple, and there are two statues at either end of the room, representing the male and female morlock gods of darkness and death. Eoppa will be located here, along with one morlock guard.

Area 11: This hallway will make a good last opportunity for an encounter before reaching area 12. A trap is indicated on the stocking table, so a concealed 10' deep pit trap is placed here.

Area 12: This area is Eoppa's private quarters.

Labyrinth Description

Now that the labyrinth has been stocked, the areas are written up as they will be used in play. This is the point where the room descriptions are fleshed out, and monster details are presented in abbreviated format as discussed in Section 6.

Area 1: This small (10' x 15'), dank alcove is devoid of anything except for the green slime on the ceiling, waiting to drop down onto any victim that enters the area. *Green Slime* (1) [AL N, MV 3' (1'), AC NA, HD 2, #AT 1, DG Acid, SV F1, ML 12]

Area 2: This empty cavern room is littered with gnawed bones and other refuse. There is a large 10' x 20' crevasse on the south side of the room. Any character who ventures within a few feet from the edge of the crevasse must succeed in a DEX check or slip on the loose gravel near the edge of the pit and fall 10' down to the bottom. Any character that falls to the bottom of the pit will suffer 1d6 hit points of damage.

Area 3: This 10' x 20' alcove appears empty, but any character approaching within 10' of the south end of the alcove triggers a ceiling trap. Heavy stones fall from the ceiling

dealing 2d6 hit points of damage to all characters in a 10' radius, centered roughly toward the back of the alcove. At the back of the alcove, buried 1' below the ground, is a small steel box containing 200 sp and 500 gp.

Area 4: This large, damp cavern contains a group of 5 morlock guards. These devilish white-skinned, pink-eyed brutes will immediately attack anyone entering this area. They are wielding short swords. One of the morlocks has a gold necklace studded with precious jewels, and is worth 600 gp. *Morlocks* (5) [AL C, MV 120' (40'), AC 8, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 9]

Area 5: This room contains a large, aggressive albino ape. It is accustomed to some traffic in this area, so it may be more easily surprised than normal (1-3 on 1d6). A red curtain is draped across the entire width of the western part of the room. Unless the characters are completely silent during their encounter with the ape, Eoppa and 1 morlock guard will be ready and waiting in area 10 to jump out and fight the characters should, they slay the ape. *Albino ape* (1) [AL N, MV 120' (40'), AC 6, HD 4, #AT 2, DG 1d4/1d4 (claws), SV F2, ML 7]

Area 6: This portion of the room is curtained off from area 5, and contains a sleeping mat and a few half-eaten carcasses of sheep. This is the sleeping area for the albino ape.

Area 7: This is the morlock bunkroom. There are currently 3 morlocks in this room, taking their sleep shift. They will be automatically surprised if the characters enter, and they will have to spend one further round gathering their weapons. Grungy clothing, dirty beds, and rotten food are the only other items in this room.

Area 8: This is a hallway consisting of four cells. All are completely empty except for cells 8a and 8c, which hold the farmers' son and daughter, respectively. The doors are locked, so unless the key is taken from Eoppa, a character will need to pick the lock. There is a secret door on the east wall of this area, and a character must successfully look for secret doors in order to locate it.

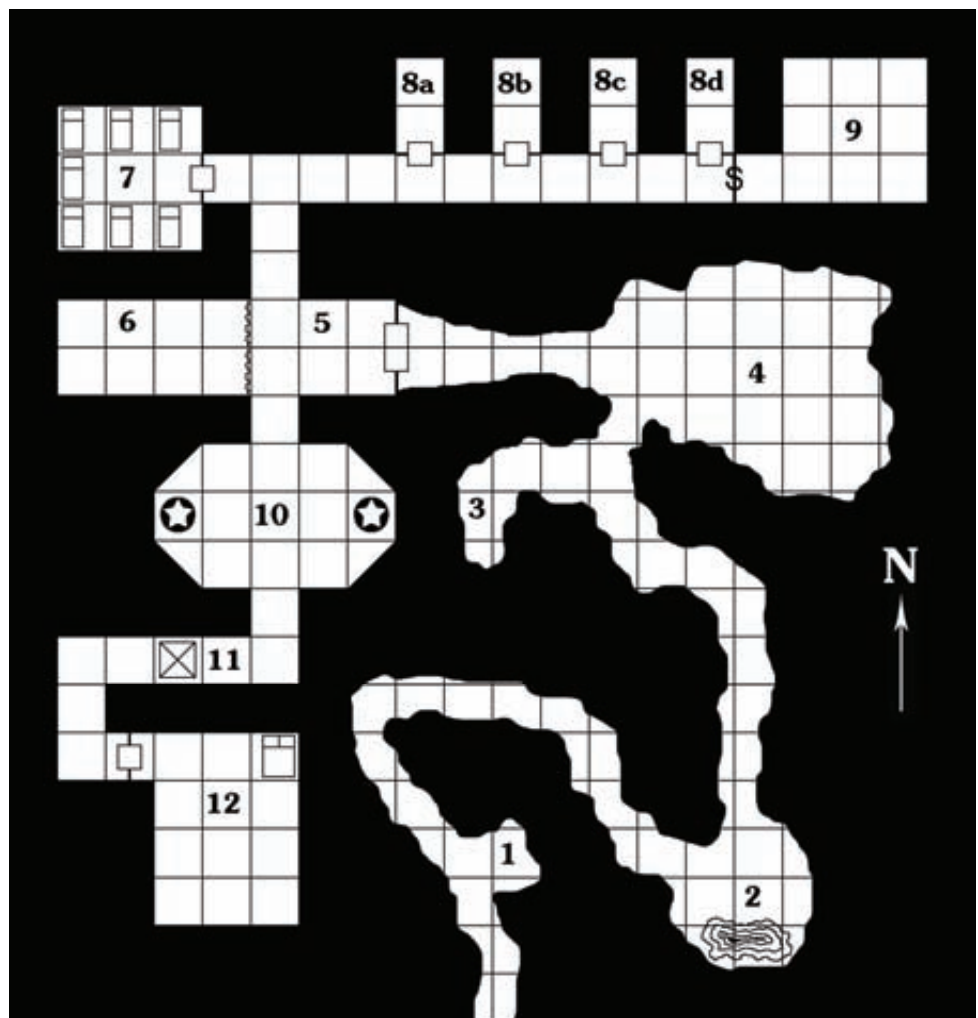
Area 9: This area is Eoppa's secret treasure room. It holds a small wood box with 300 sp inside, and a small pedestal with an ornate golden necklace on it. The necklace is gem encrusted and is worth 1,600 gp. The wooden box is locked and has a poison needle trap. Unless someone has the key to this box, the lock must be picked. Even if the key is used, the needle trap is effective unless one knows the secret to opening the box without triggering the trap. A character

must successfully *detect traps* on the lock to learn of the trap. Otherwise, when the key is used or when an attempt is made to pick the lock the character is pricked with the needle, and must succeed in a saving throw versus poison or die.

Area 10: This is the morlock temple room. On the west side of the room there is a grotesque statue of the male morlock god of darkness. His arms are raised in the air and he holds the head of a dwarf by its beard. On the east side of the room there is a statue of the female morlock god of death. She holds a dagger, and three skulls are stung around her waist with a cord. Unless Eoppa and the 1 morlock guard in this room have already been alerted to intruders, Eoppa will be kneeling in prayer before the male statue on the east side of the room when the characters enter. The guard will be sitting nearby. Eoppa has the powers of a 2nd level cleric, and will use a spell if possible. *Eoppa* (Unique) [AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d6 (short sword), Spells (*Cause fear*), SV F1, ML 9]; *Morlock* (1) [AL C, MV 120' (40'), AC 8, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 9]

Area 11: A pit trap in the floor here will cause a character stepping on it to fall (1-2 on 1d6) 10' to the bottom of the pit, suffering 1d6 hit points of damage.

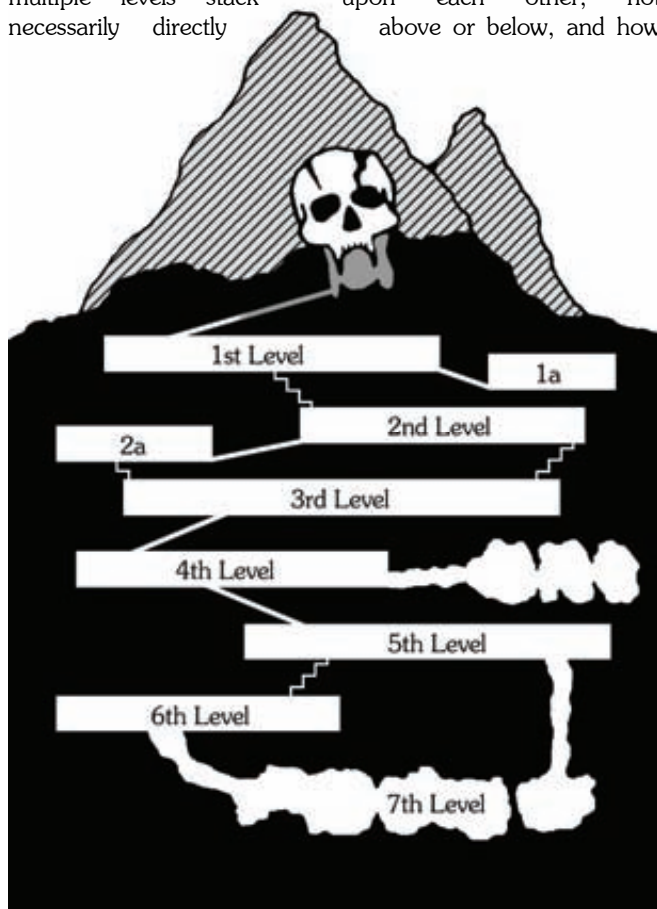
Area 12: These luxurious quarters (for a morlock) belong to Eoppa. A bed is near the east wall, and lush cave bear rugs



are on the floor. Animal hides are strung about on the walls, along the side of peculiar carvings made of some sort of dense dried mushrooms.

Taking it to the Next Level

Large, expansive labyrinths are the core adventuring locations in *Labyrinth Lord*. When adding deeper levels to a labyrinth, it can help to think of it abstractly in three-dimensional space. Note below in the sample of a labyrinth cross section how multiple levels stack upon each other, not necessarily directly above or below, and how



some levels may have “sub-levels.” Sub-levels are a good way to create smaller areas with special encounters, treasures, and threats. These areas may be hidden by secret doors or otherwise difficult to reach. Depending on the back-story of the labyrinth, levels could consist entirely of natural caverns, caverns excavated by monsters or humanoids, or areas of bricks or worked stone. Some levels could be simply connected by stairs or sloping passages, or even more difficult paths such as through an underwater passage. Magic teleportation areas could transport characters to levels or sub-levels that are not physically connected to any other area. In the end, let creativity and cunning be your guide!

Sample Wilderness Map

This map provides the details of a small part of a fantasy world. The locations of geographical features and some cities are provided. Some of these areas are described below, and others are left to the Labyrinth Lord to detail.

Known Lands

The lands provided in the map belong to the Duchy of Valnwall. This area is in a temperate climate, with the typical four seasons. Harsh winters are more common on the northern side of the mountain range, and winters are slightly milder with less snow closer to the coast. The Duke Valnwall and his family rule the lands, and the Labyrinth Lord might set up smaller baronies ruled by various lords. There are many untamed areas, with monsters and other dangers. Some areas are discussed below.

Human Settlements

Dolmvey: This town is the largest in the Duchy of Valnwall. It has a population of 14,500, including the city itself and small surrounding settlements. An army of 1,400 individuals is stationed here, and patrols the nearby areas. A larger army of 9,000 can be recruited in a crisis. The city is a major seaport, and is situated on the banks of a major river.

Larm: This is a smaller town, with a population of 1,000. They have a small militia of 100 individuals, but can recruit as many as 500 in a crisis. They have direct access to Dolmvey by the river, and they are primarily a farming community with some mining in the hills.

Nahm: This village has a population of 300, with a militia of 10. They can raise a militia of 130 in a crisis. This small community relies on a combination of farming and logging. This small village is just one representative of similar villages that can be placed in other areas of the Duchy.

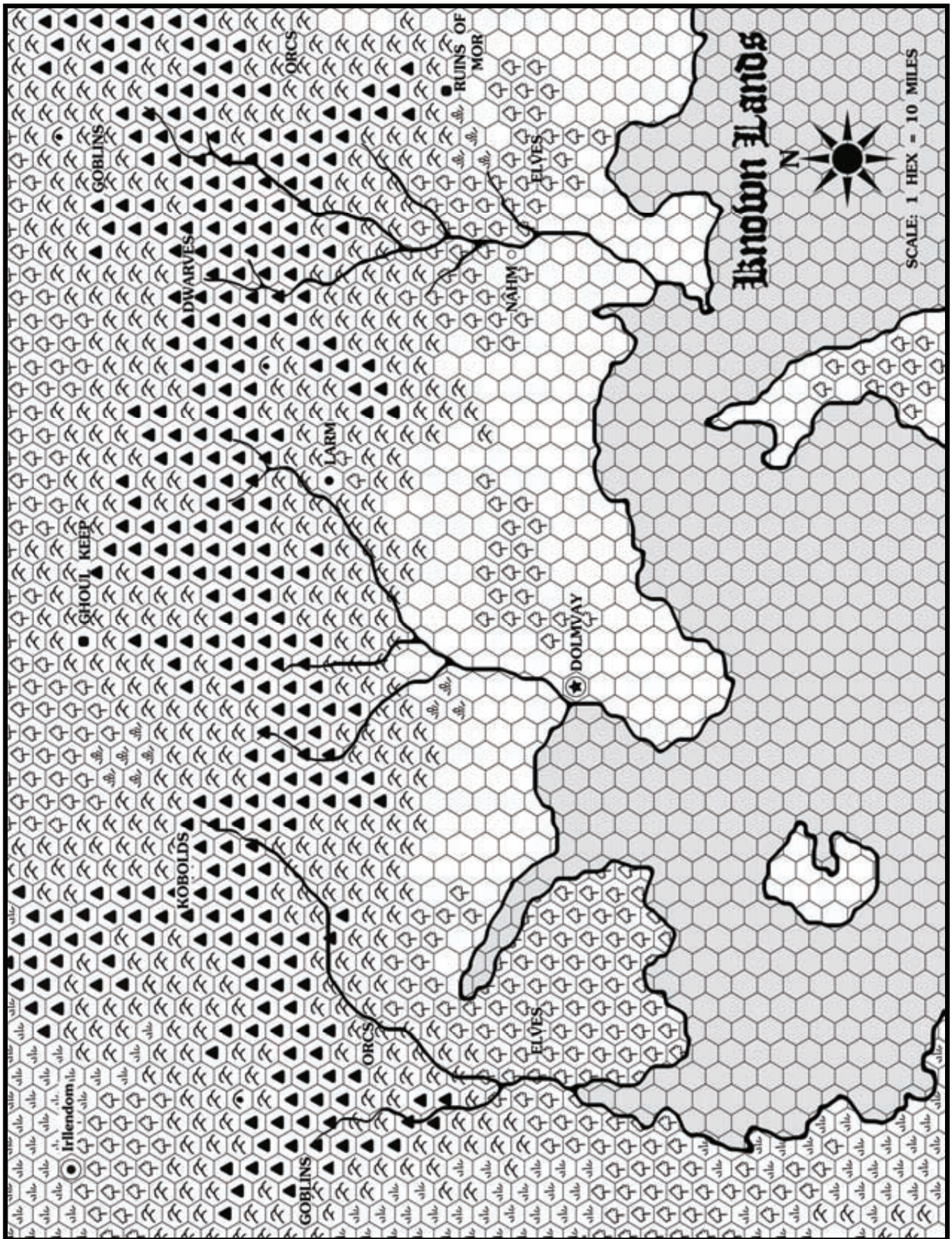
Irlendom: This is the second largest city in the Duchy of Valnwall, with a population of 3,000. There is a militia of 200 here, and a total of 2,000 can be raised in a crisis. This community is heavily involved in farming, logging, and many crafts.

Elven Lands

The largest elven communities keep to the wooded lands on the west side of the map. They are somewhat isolationist, but will be generally friendly to humans. There are small communities of elves in the woods on the east side of the map, and these elves are more open with nearby human communities, and trade is not uncommon.

Map Key

- | | | | |
|--|------------|--|-------------|
| | Mountains | | Large Town |
| | Hills | | Medium Town |
| | Caves | | Small Town |
| | Forest | | Village |
| | Grasslands | | Ruins |
| | Swamp | | |
| | Jungle | | |
| | Desert | | |



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CHARACTER RECORD SHEET

Symbol or Character Sketch



Character Name

Class

Alignment

Level



Hit Points



Armor Class

ABILITIES



Strength

_____ modifier



Dexterity

_____ modifier



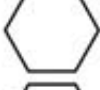
Constitution

_____ modifier



Intelligence

_____ modifier



Wisdom

_____ modifier



Charisma

_____ modifier

SAVING THROWS



Breath Attacks



Poison or Death



Petrify or Paralyze



Wands



Spells or Spell-like Devices

Other Abilities: _____

Class Abilities and Spells:

Armor Class:

0 1 2 3 4 5 6 7 8 9

--	--	--	--	--	--	--	--	--	--

Roll 1d20
to hit

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WEAPONS and EQUIPMENT

MAGIC ITEMS



NOTES, areas explored, monsters encountered, other

EXPERIENCE

TREASURE and COINS

Minimum for next level _____



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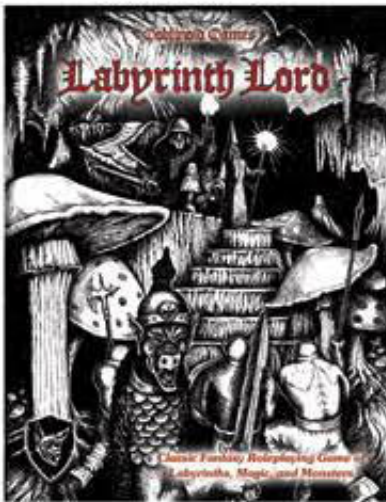
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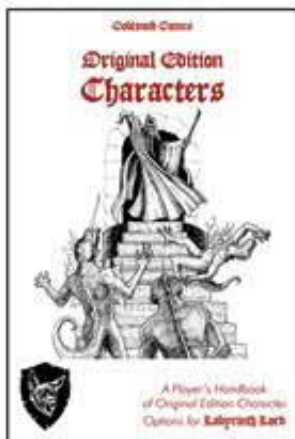
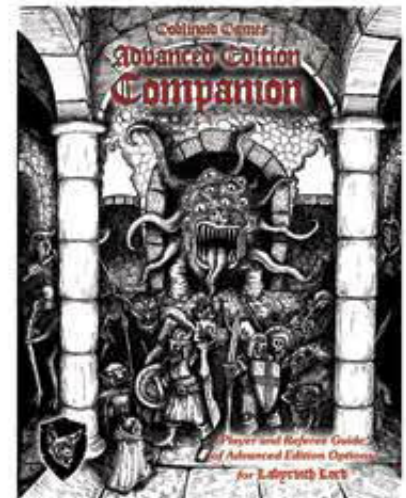


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