LORDLING

Fantasy Role-Playing Game for Kids

GATEWAY TO IMAGINATION

Lordling is the baton to hand off fantasy role-playing to the next generation. It is an introductory role-playing game for kids. Play all of the classic race classes from *Labyrinth Lord*, but with a new streamlined system perfect for young new players.

Lordling is meant to be used by a mentor to teach young kids how to play role-playing games. It is a self-contained game, but as the players become more experienced it will benefit from using *Labyrinth Lord* for additional material.

Finally! Your kids are ready to play. But can you handle their imaginations?

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Fantasy Roleplaying Game for Kids

By Daniel Proctor

Foreword

When my first child was born I was swamped with so many thoughts and emotions. Will I be a good father? I worried. Will I be able to keep her safe and help her be a good person? Am I even up for the responsibility? These questions and so many more heavily weighed on me. But then, of course, I also wondered-when will she be old enough for role-playing games?

Because that's the most important question.

The imagination of children is something truly magical. They aren't burdened by ideas about how things are supposed to be. Anything is possible. There is no wrong way to imagine. As I get older, and I imagine the same thing is true for many of you, it's easy to to succumb to old habits. Sometimes I feel like I need to freshen things up, but I can be too wrapped up in my own head to figure out how to do that.

I found that playing with my kids reminds me of what it's like to let yourself go. Not to worry so much about the right way or the wrong way, or whether something is actually possible, or whether it's the way it's supposed to be. Can a wzard use a sword? Sure, why not! Can you play a dragon? No problem! Can I give birth in the middle of combat and have my baby attack? Uh, read ahead and I discuss that one...

Lordling is what I've been using to play with my kids, and I think it is one good way to introduce fantasy role-playing to kids. For sure there are other ways. But this is one way to introduce kids to old-school role-playing that can be a steppingstone for *Labyrinth Lord* or similar games.

So enough of my rambling. Kickback and read through this book. I think you'll find some interesting ideas and a somewhat simplified system to get your kids started. Above all else, make it the game you and your kids want to play together. The rest is just details.

Dan Proctor

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How to Use This Book

Lordling presents a simple and complete role-playing system geared towards introducing children to old-school fantasy gaming. Although this is a complete game, I write this book under the assumption that the person reading it is already familiar with basic concepts of role-playing games. So while complete, there are some concepts or definitions that are only touched on or left completely undescribed because I'm assuming that you already are familiar with *Labyrinth Lord* or similar games. So while you don't need another game to support this one, I think you'll find that *Labyrinth Lord* can be used when you feel like reaching beyond what is presented here.

This book is **not** written to serve as an introductory game for children to **read**. *Lordling* is meant to be used by a parent or other mentor to teach younger kids basic concepts of gaming with a slightly simpler structure than what is presented in *Labyrinth Lord*. Even though this game is simpler, this is a tight system that can be enjoyed even by adults. I envision games with children, but even adults could sit down for a simple dungeon crawl using these rules. It could also be used much like a board game.

Guidelines for Playing with Kids

The first question a parent may ask is about the intended age range for *Lordling*. I've seen many people claim that young children, let's say by eight years old, are able to fully grasp the rules in *Labyrinth Lord* and games of similar complexity. I don't doubt that this can be the case. I was first introduced to the red box fantasy game when I was eight years old. I didn't have a parent or older sibling
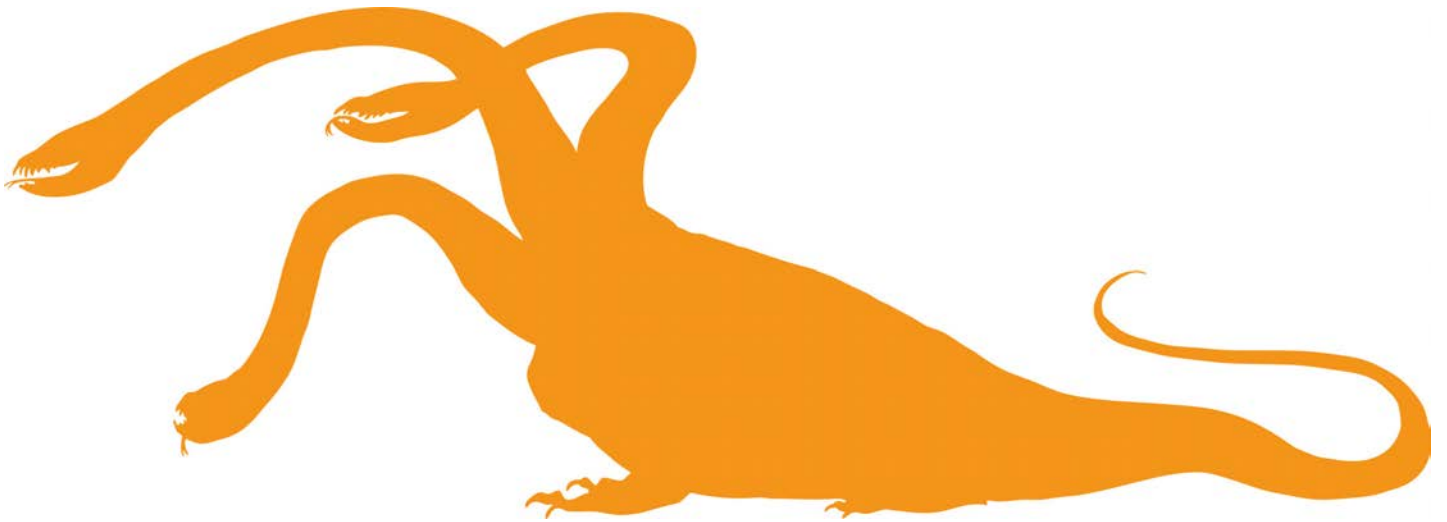
to teach me how to play the game, and as a consequence my group and I did all sorts of wacky things. We were able to understand much of the rules, but there were certain complexities of the game that we didn't grasp. This was probably due to not fully reading the rules, or maybe my reading comprehension wasn't the greatest.

I think that deciding the ages of children playing this game is very personal. All children, regardless of age, can be at different stages of development. They may have different interests. There is a range of possibilities for what children can do, or maybe more importantly, want to do. Personality plays a big role. So in the end I think that as a parent the question of what age to introduce this game just depends on your goals.

I'm playing this game with my three-year-old son. All my son really understands is that he is a wizard, and that he's fighting monsters and getting treasure. He rolls dice when I tell him to, but I interpret the results. At his age he probably doesn't have the attention span to understand the rules, but what I can do is help him add up the numbers on the dice. He can get familiar with numbers, which numbers are which. Or if you're using dice with pips instead of numbers, as I am, my son can count the pips and figure out what number he's rolled. There are a lot of dimensions and levels to what you're teaching children with this game.

On the other hand, I'm also playing *Lordling* with my five-year-old daughter. She's able to add up the dice all on her own. She's able to figure out whether she's met a target number or not to hit. But I also think she'd be just as happy running around the house pretending to be an elf than sitting at a table rolling dice. So it's not just a matter of whether children can grasp the rules, it's also about how they understand games in general. What is a game? My kids always play with figures of characters from various cartoons they watch. I think to them that is as much of a game as anything. Or just crawling around on the couch pretending to be spiders.

So in a rambling way, what I'm trying to say is that age is less important than being flexible about how you run *Lordling*. You have to be flexible about what you teach and when. I think most of us learn games best when we have somebody to teach us through play. My five-year-old is just learning how to read, so she wouldn't be able to read *Lordling,* much less have good reading comprehension about it. My basic recommendation would be to start out teaching about numbers. How to read the dice, how to add the dice, and how to apply that to a target number. You have to be flexible based on your children's ages and current abilities. Don't be discouraged if you think your child should be at a certain level but isn't. There are all sorts of variables in childhood development, and sometimes it isn't about child development at all. It's just about

whether your kid slept well last night or had a snack when he or she was supposed to. Or a whole host of other things. Be patient when you teach your kids something, and repetition is absolutely key. Also, despite how obvious this might sound, keep it fun! Don't get hung up on your kids learning specific rules in a certain amount of time. In the end, the game is about having fun and exploring our imaginations. Kids love both of those things. The other details will fall into place as you go along.

I would say you could transition your children from *Lordling* to *Labyrinth Lord* when they seem to have a good grasp of how to keep track of some variables that affect game play. In some respects, it's less about whether they have learned and internalized all of the rules as it is about just being indoctrinated into the style of game. After all, I'm not sure that you need your children to be fully capable of grasping the rules in *Labyrinth Lord* before allowing them to sit at your game table. You basically just need them to be willing to wait their turn, roll the dice when they're supposed to, and have the stamina to remain seated in order to play. There are so many lessons you can bring into introducing *Lordling* that don't even have anything to do with specific rules.

If you're anything like me, another question you probably have is how to handle death and violence. Even cartoons meant for younger children have some form of violence. They may not have death, but there's often punching, kicking, etc. I may not be the best parental example for how to handle this. I tell my kids all sorts of scary stories, but they also pick up things from other places even though they are so young. It's amazing what children absorb and you don't even realize it. I think there are different ways to approach this, and whichever you choose as a parent is okay.

My kids like to make friends with monsters. Defeating monsters doesn't always have to be about killing. If they want to negotiate or talk to a monster, you should let them! In addition, the sorts of adventures you run your kids through could involve opportunities to overcome misunderstandings or any other lessons you want to weave in. That's entirely personal and up to you. I do have my kids kill monsters, but they can also make friends with them.

I think kids like the idea of helping other kids or people in general. That can be one of the focuses of your adventures. Adults like the idea of treasure, and kids do too, but at least my kids also like the idea of helping others. Maybe that's because that often happens in the cartoons they watch. And your kids could be different. Character death is a touchy subject for kids, or at least as parents we think it is. My three-year-old talks about death all the time. I have no idea why. He's picked it up from somewhere, and I think it's a concept he and my five-year-old are trying to figure out. I don't think they really get it, except that it means a person goes

away forever. Allowing your kids' characters to die could be a scary thing for them, especially when they're on the younger end of the scale. But again, all kids are different. Instead of emphasizing that their character died, you might simply say they lost and have to start over. You don't have to make your kids create all new characters. It's possible, depending on their personalities and ages, that they won't really understand why they have to create a new character. You can just let them start over with the original one, or give them the opportunity to make another one. But I wouldn't be a stickler on that either way. Again, that's at your discretion based on your preferences and your kids.

It's probably more important for kids to become familiar with role-playing games in general than it is about specific rules. I'm focusing on the kids understanding that the game is happening in their imagination, with figures and dice as aids. It's amazing what kids will come up with during play. Things you would never have thought of, or things that are so smart you just can't imagine how they came up with it on their own. That's where some of the joy of this comes in for parents, in my opinion. Let your kids start to figure out what rolling the dice means, and how to add up the numbers. Don't try to throw all of the rules of them at once. Even if you think they are capable of understanding them, in my opinion you should still give them bits and pieces at a time. Eventually, they can start applying modifiers

to dice rolls and so on, but they don't have to right out of the gate.

My daughter solved the problem, for us, of how to handle death in the game. After I'd run a couple of sessions, she told me that she would like to be the "boss of the game" next time. I was incredibly impressed with how well she did, and her solution to character death was so simple I don't know how I didn't think of it myself. I was playing an elf, and my son was playing a dragon (I'll say more about that in a minute). We went into a dungeon room and encountered a mummy. I told her that a mummy could whither body parts by touch, so she had it attack my character by trying to touch my torso. It hit, and since I only had one wound level my character died. My torso became all shriveled up. My son continued in the encounter and defeated the mummy. When the combat was over, my daughter told me that my character came back to life now that the mummy was dead.

It was that simple. After an encounter, if your character has died he comes back to life when the encounter is resolved. I think that's as good a method as any!

I mentioned above that my son was playing a dragon character. I think it's important that imaginations not be tempered by our expectations of what the game should be about. I would never allow somebody to play a dragon character in a *Labyrinth Lord* session. But I don't think we should place such

limitations in *Lordling*. His dragon character follows the same rules as an elf. He doesn't care about any of the game mechanics anyway, so making it a dragon is no big deal.

Here's another example of letting a child do what he or she wants to do. I was running one session in which they were passing through a lava filled room, walking across a stone bridge. Lava was beneath them, and a "lava monster" crawled up out of the molten ooze and attacked them. Now here is where it gets weird.

I asked Neil what his character would do. He said that a baby dragon comes out of his tummy and attacks the lava monster. Surprisingly, his baby defeated the lava monster! That was his attack that round. Would I allow somebody's character to give birth in a melee round and have it attack and kill a creature if I were playing with adults in *Labyrinth Lord*? Probably not. Hell no, in fact. But my son is three years old, and there's no way I'm going to stifle his imagination by telling him that's impossible.

A less radical example is that a lot of times I just let my daughter explain what kind of magical effect she wants to have happen when she casts a spell. When the kids get older I may be more rigid about allocating spells, but at this stage I feel like I should let their imaginations run. That might be more important than adhering strictly to a set of rules. In *Lordling*, all attack spells deal the same damage and are only adjusted based on caster level, so it doesn't

really matter whether it's a fireball, magical arrows, or making a wall fall on somebody. Or something else that can only spring from the mind of a child.

In the end, the most important thing is that your kids are having fun. If they're not having fun they won't want to play with you. They'd rather go watch cartoons, or grab one of their various toys or action figures and imagine on their own terms. So let them have some of their own terms while playing *Lordling*. Don't feel like you have to limit yourself by what's available here. If one of your kids wants to be a fairy, let her! She doesn't need to know that you're just using the same rules for an elf. Or if one of your kids wants to be a character from a cartoon, that's okay. You are probably an expert at playing these games and there's nothing your kids will throw at you that you can't handle. Allowing them to explore their imaginations will pay huge dividends in the future, plus it's a hell of a lot of fun!

I've probably said enough for now. Read the rest of this book, grab some dice, and get playing!

Characters

The following section describes characters in *Lordling*. I don't define all terms, assuming that you are already familiar with them. You will find the same basic classes and general spirit of *Labyrinth Lord*, but with details streamlined.

Abilities

Characters in *Lordling* have the following four abilities. Adjustments for abilities affect various rolls in the game.

STRENGTH
- Forcing doors
- Melee to hit rolls

CONSTITUTION
- Stun saving throw
- Maximum wounds (penalties are ignored)

DEXTERITY
- Climb Walls
- Death Saving throw
- Move Silently
- Removing traps (thieves only)
- Ranged to hit rolls

INTELLIGENCE
- Magic saving throw
- Extra languages (at least one language is known)
- Attack and damage adjustment for spells

ABILITY ADJUSTMENTS TABLE

Score	Adjustment
2-3	-2
4-5	-1
6-8	0
9-10	+1
11-12	+2

Classes

The general descriptions of classes in *Lordling* follow those of *Labyrinth Lord*. Below is a summary of class abilities or penalties. In *Lordling* there are no requirements for choosing a class. However, some classes will be at a disadvantage depending on penalties from abilities. Hypothetically, a wizard could have low intelligence or a thief could have low dexterity, but these are not optimal.

CLERIC
- +1 to hit versus undead monsters
- Heal 1 wound to self or other per encounter
- Spell casting
- Turn undead

Turning Undead: The rules for turning undead are similar to those presented in *Labyrinth Lord*. Roll 2d6 and consult the undead turning table. A roll equal to or greater than the number indicated under the cleric's level and undead level results in undead being turned. The actual number of undead creatures turned is determined by rolling two D6 again. Some of the dice indicates the total number of levels of undead that are turned. For example, if level

I undead are successfully turned and the 2d6 role indicates a total of four levels may be turned, then for first level creatures are turned.

UNDEAD TURNING TABLE

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

DWARF
- +1 to hit goblinoids
- +2 save versus magic
- Infravision 6 squares
- 1-2 on 1d6 detect traps, false walls, hidden construction, or sloped passages

ELF
- Immune to ghoul paralysis
- Infravision 6 squares
- 1-2 on 1d6 detect hidden and secret doors
- Spell casting
-

FIGHTER
- -1 enemies to hit due to armor
- 1 additional wound level

HALFLING
- +1 to hit in missile combat
- Infravision 6 squares
- 1-2 on 1d6 hide in shadows
- 1-5 on 1d6 hide in the wilderness

THIEF
- +2 to hit with backstab
- Thief Skills

THIEF SKILLS TABLE

Skill	Thief Level				
	1	2	3	4	5
Pick Locks	1-3	1-3	1-4	1-4	1-5
Find/Remove Traps	1-3	1-3	1-4	1-4	1-5
Pick Pockets	1-3	1-3	1-4	1-4	1-5
Move Silently	1-3	1-3	1-4	1-4	1-5
Climb Walls	1-4	1-4	1-5	1-5	1-6
Hide in Shadows	1-3	1-3	1-4	1-4	1-5
Hear Noise	1-2	1-2	1-3	1-3	1-4

WIZARD
+1 to hit versus arcane monsters
Spell casting

LEVEL PROGRESSION
Characters gain levels and bonuses to hit in combat based on the number of foes they defeat. The number of foes required varies by class. Refer to the tables below.

FIGHTER

Level	Foes Defeated	To Hit Bonus
1	0	0
2	5	+1
3	10	+2
4	15	+3
5	20	+4

CLERIC, DWARF, AND HALFLING

Level	Foes Defeated	To Hit Bonus
1	0	0
2	6	+1
3	12	+2
4	18	+2
5	24	+3

ELF

Level	Foes Defeated	To Hit Bonus
1	0	0
2	7	+1
3	14	+1
4	21	+2
5	28	+2

WIZARD & THIEF

Level	Foes Defeated	To Hit Bonus
1	0	0
2	8	0
3	16	+1
4	24	+2
5	32	+2

EQUIPMENT

Equipment is kept relatively fast and loose in *Lordling*. Ask the players what sort of weapons they want their characters to have. There are no weapon restrictions in *Lordling*. During play allow the players to have whatever equipment would be reasonable for their class in any given situation. Once the players become more familiar with the game, or are a bit older, you can introduce the concept of resource management and be more picky about what they have on their character sheets. When that time comes, refer to *Labyrinth Lord* for specific equipment.

Since things are kept loose, so is the cost of equipment. Treasure is awarded as described later, but you can just charge a few gold pieces for most standard equipment.

It is assumed that fighters are wearing armor and that gives attackers a -1 to hit, but the referee might allow other classes to wear armor as well. If that is the case, I recommend that you reduce casting ability by one spell per day for spell casters and

apply -1 to all thief abilities, or cancel dexterity bonuses, whichever is greater. Halflings would lose their bonus to hit with missile weapons and suffer -1 to hide in shadows and hiding in the wilderness. Dwarves would lose their bonus to hit goblinoids, and only receive +1 to save versus magic.

SPELLS

Clerics, elves, and wizards are spell casting classes. The number of spells which may be cast per day are based on level and indicated in the table nearby. Unlike in *Labyrinth Lord*, wizards and elves do not require spell books. They simply know the number of spells indicated on the table and can choose how many and of which are available each day. For example, a second level wizard may cast four spells per day. The wizard can cast a total of three spells, but can choose to cast two of the same spell and one other spell for their total of three for that day (or any combination). The same choices are available to clerics and elves.

Each day a spell caster can choose a new set of spells that are available to him for that day. This method is a way of introducing the concept of resource management, which is so important in old-school fantasy role-playing games.

An alternative method for younger players could be to allow them to cast the number of spells indicated for their level and to choose from any of the spells available as needed. This doesn't emphasize resource management, but allows flexibility that can be useful for younger players.

SPELL CASTER SPELLS PER LEVEL

Level	Cleric	Elf	Wizard
1	1	2	3
2	2	3	4
3	3	4	5
4	4	5	6
5	5	6	7

Players may choose from the spells below. The referee may use these as examples if he wishes to add addition spells from *Labyrinth Lord*.

Note that all spells which deal damage cause 1 wound of damage per caster level, with bonuses for intelligence. These bonuses apply to all class spells.

CLERIC SPELLS

Create Food and Water

Range: 20

The caster can create enough food and water for a large feast.

Cure Disease

Range: touch

The cleric may cure any disease in herself or another by touch.

Detect Lie

Range: hearing

The caster can detect when a lie is told. The duration is 1 hour.

Flame Strike

Range: 10

This spell bring down a column of flames onto a target within range.

Neutralize poison

Range: touch

The cleric renders any poison ineffective.

Raise Dead

Range: touch

The caster can bring a person back to life. A person risen only has one wound level until further healed.

Speak with Animal

Range: 20

The caster can speak with all animals in range of herself. The duration is 1 hour.

Speak with Dead

Range: 10

The cleric may use the remains of a person to communicate with her spirit. She may ask three questions of the spirit.

Stone Tell

Range: 10

A cleric can enchant a section of stone to speak and answer simple questions, such as whether it saw someone pass by recently, or other details of the vicinity. The caster is limited to three questions. She may also instruct the wall to say something if anyone passes, such as for an alarm signal.

Regenerate

Range: touch

The caster can cure all damage and regrow lost body parts to herself or another. This spell also restores a person who has been changed to stone.

MAGIC-USER/ELF SPELLS

Blink

Range: self

The caster can teleport once per round (if not successfully attacked) to a distance of 10 squares per round. The spell lasts for 2d6 rounds.

Charm Person

Range: 20

This spell makes a humanoid view the caster as a trusted friend. A new save vs. spells is allowed once per day to shake off the effect.

Detect Invisible

Range: self

The caster can see all invisible creatures within ordinary range of vision.

Feather Fall

Range: 20

The caster may choose people or creatures in range to be under the effects. They fall at the speed of a feather (10' per round). The effect lasts 1 round per caster level.

Fire Ball

Range: 20

The caster throws a ball of fire at a target.

Fly

Range: self

The caster can fly at ordinary movement. The duration is 10 rounds.

Lightning Bolt

Range: 20

The caster shoots a lightning bolt at a target.

Magic Missile

Range: 10

The caster shoots a magical bolt of energy at an opponent.

Passwall

Range: 10

The caster can enchant herself and any others within range with the ability to walk through wall. Movement is normal, and the enchantment lasts 10 minutes.

Polymorph

Range: self or 20

The caster can change herself or a target within 20 squares into an animal or monster. Monsters do not have magical abilities, but do have natural weapons. The duration is 2d6 x10 minutes and may be canceled at any time by the caster.

Spider Climb

Range: self

The caster can climb walls like a spider, moving at normal movement, for 2d6 rounds.

Water Breathing

Range 10

The caster can make herself and all those within 10 squares able to breath normally under water. The duration is one hour.

WOUNDS

Characters in *Lording* do not have hit points. Instead, characters suffer wounds. Generally, when a monster successfully attacks it deals one wound. This may be adjusted depending on the level of the monster, as detailed later. The number of wounds a character may suffer before death depends on character level. See the table below for character level and number of wounds. **Note that fighters have one additional wound.**

CHARACTER WOUNDS BY LEVEL

Level	Wounds
1-3	2
4	3
5	4

SAVING THROWS

Characters and monsters roll saving throws to avoid damage and certain effects. Saving throws are based on character or monster level. Roll 2d6 for a saving throw. You need to roll the target number or higher.

Death: This saving throw is used for anything that requires a feat of dexterity or dumb luck. Avoiding damage from a trap, getting out of the way from a rock slide, etc. Adjustments from dexterity apply. At the discretion of the referee, such saving throws may be substituted for a dexterity check.

Magic: This saving throw applies to any magical effect, whether by spell, wand, staff, etc. It also may apply to spell-like effects used by monsters.

Stun: This is used in any circumstance where a character's body is affected. This applies to stun from monster attacks, poison, petrify, etc. Adjustments from constitution apply.

SAVING THROW TABLE

Level	Death	Magic	Stun
1-2	7	8	7
3-4	7	7	7
5-6	6	7	6
7-8	5	6	6
9	5	5	5
10	4	5	5

Note that monsters also use this table for saves.

Adventuring

TIME

In *Lordling* there is only one unit of time, the **round**. A round is equal to 10 seconds, just like in *Labyrinth Lord*. Larger units of time can be used and referred to in ordinary terms, such as minutes and hours.

MOVEMENT

Movement is simply measured in squares. One square is equal to 5 feet, and this unit of measure is assumed to be most relevant when adventuring in labyrinths or during encounters. The default movement for characters is 8 squares per round.

ENCUMBRANCE

In *Lordling*, encumbrance is kept fast and loose. As in *Labyrinth Lord*, 10 coins weigh a pound. The referee should decide how much characters may carry before movement is affected. As a rule of thumb, characters may carry 40 pounds before movement is slowed. After that, movement decreases 2 squares for every 20 pounds to a minimum movement of 2 squares.

VISION

Elves, dwarves, and halflings are assumed to have infra-vision as defined in *Labyrinth Lord*. The range is 180 squares.

DUNGEON ACTIVITIES

All classes of characters can engage in the following activities by rolling 1d6 and checking the results on the following table.

Activity	Roll on 1d6
Find Traps	1
Force doors	1-2
Spot hidden	1
Listen	1

Note that some classes have adjustments to these rolls. These activities are defined below.

Find traps: This roll applies to non-magical traps only. It does not allow a character to remove traps. That is a class ability exclusive to thieves.

Force doors: In dungeons doors will often be stuck shut and will need to be either yanked or kicked open, or other feats of strength will be necessary, such as lifting a portcullis. This is the role to accomplish that, and adjustments due to strength are applied. There is always a minimum chance of 1.

Spot hidden: this is used to find secret doors or anything else that may have been hidden from obvious view.

Listen: This is most frequently used to listen for noise behind doors, but can also be applied to other situations.

CLIMBING

Generally, if footing is questionable or a climb is difficult, a dexterity ability check will be used. Thieves receive a bonus to this roll. Other difficult climbs or sheer surfaces require the thief skill.

EXPERIENCE AND LEVELS

In *Lordling* characters advance in levels based on number of foes defeated. Foes defeated may be through combat, negotiation, or wits. It does not necessarily have to result in death of the opponent. When an opponent is defeated, all members of the group receive credit for that defeat. The total number of foes defeated is recorded during play and characters advance in level when they have reached the threshold for the next level. Each class has a different scale for leveling up (detailed previously).

ENCOUNTERS

An encounter happens when characters meet a monster. The number of monsters encountered should be adjusted based on the overall strength of the adventuring group. As a general rule, monster levels encountered should be approximately equal to the total levels of the characters in the group. This may be adjusted based on the particular abilities of the characters and players, age of the players, and general discretion of the referee.

SURPRISE

A surprise roll is done in any situation when characters or monsters might be caught off guard. A roll of 1-2 on 1d6 indicates surprise, and the surprised person/monster loses their action that round. Initiative may be rolled on the next round.

COMBAT

The general sequence of combat is as follows. *Labyrinth Lord* may be referenced if more depth is desired or to clarify details.

When an encounter occurs, each side rolls 1d6 for **initiative**. The highest roll indicates who attacks first. Initiative may be rolled for groups or individuals. If individuals roll, dexterity adjustments apply, and the player with the character who has the highest dexterity should make the roll.

Characters make their to hit roll based on class and level, rolling 2d6. A hit indicates a wound has been dealt to a monster. The number of wounds a monster may suffer before death is indicated on the table below.

MONSTER WOUNDS PER LEVEL

Monster Level	Wounds
1-4	1
5	2
6-7	3
8	4
9-10	5

Use the table below to determine what a character must roll (target number or higher) to hit a monster of a particular level. Add to the roll any applicable bonuses to hit.

CHARACTER ATTACK TABLE

Monster Level	Roll to Hit on 2d6			
	Fighter	Dwarf & Cleric	Elf	Wizard & Thief
1	3	4	5	6
2	4	5	6	7
3	5	6	7	8
4	6	7	8	9
5	7	8	9	10
6	8	9	10	11
7	9	10	11	12
8	10	11	12	12
9	11	12	12	12
10	12	12	12	12

Use the table below to determine the outcome when a monster attacks a character.

MONSTER ATTACK TABLE

Roll 2d6	Result
2	Monster fumbles and loses all actions next round.
3-7	Miss.
8	Stunned! Opponent must save vs. stun or lose all actions next round.
9-12	Wound.

Note that if a monster has +2 or more to hit because it is eighth level or above it is not capable of a fumble.

The following table indicates the bonus to hit based on a monster's level.

MONSTER HIT BONUSES

Level	To Hit Bonus
1-4	0
5-7	+1
8-9	+2
10	+3

TREASURE

Kids love treasure. Therefore, handing it out liberally isn't as great a sin in *Lordling* as it might be in *Labyrinth Lord*. The table below can be used as a reference for handing out treasure. The treasure indicated would be the total amount from an encounter. You can use the sum of the monster levels for the encounter. For example, if the encounter includes three first level monsters, you would award treasure for level 3.

MONSTER TREASURE TABLE

Monster Level	Gold Pieces (2d6 x)	Special	Magic Item
1	5	20%	10%
2	10	25%	15%
3	15	30%	20%
4	30	35%	25%
5	50	40%	30%
6	60	45%	35%
7	70	50%	40%
8	80	60%	45%
9	90	70%	50%
10	100	80%	60%

A "special" result should be something interesting and out of the ordinary. Or just something a little different. For example, if you know your kids are into a particular thing at that moment you might cater it to their interests. So, my son is really interested in dinosaurs. A special treasure could be a small gold statue of a dinosaur, or gold necklace with a dinosaur on it. Anything that is a little bit unique is interesting. Even just multicolored gems, or a diamond cut to resemble a unicorn. Use your imagination and appeal to what your kids currently find the most fascinating.

Magic Items

Here is a list of common magic items converted and simplified from *Labyrinth Lord*. You can use these as examples for adding additional magic items.

POTIONS
Unless otherwise noted, potions have a duration of one hour.

Animal Communion: This potion grants the ability to communicate with, understand, and relate to animals for the duration of its effects. The player may negotiate with animals for favors, or try to force them to comply as if charmed. In the latter case animals are allowed a saving throw.

Diminution: 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 2 in 12 chance of being spotted by creatures nearby. Half of the potion may be consumed so that the imbibe or shrinks to half his or her original size.

Flying: This potion grants the ability to fly through the air at 12 squares per round.

Gaseous Form: the person who drinks this potion, in addition to all items on his or her body, takes on a translucent, gaseous consistency and floats at 3 squares per round. This allows the person affected to flow below doors and another small spaces that are not sealed airtight. The imbiber is affected by magical lightning and fire for full damage, she is otherwise impervious to other attacks.

Growth: The drinker of this potion doubles in size and deals +1 wound level damage with melee attacks.

Healing: This potion heals all wounds. It also cures poisons and diseases.

Invisibility: The drinker of this potion becomes invisible, but can become visible or invisible at will for the duration.

Monster Control: After consuming this potion, the imbiber is able to powerfully influence one monster for 2d6 rounds. The creature is charmed and will carry out requests so long as they do not cause self-harm.

Polymorph: The drinker may transform into a creature. She receives the ability to use natural weaponry in that form, but has none of the creature's magical abilities, if applicable.

Speed: This potion doubles the drinkers number of attacks and movement for 2d6 rounds. It does not increase the number of spells that may be cast in a round.

Strength: The person who drinks this potion becomes super strong for its duration. He can throw large rocks to a distance of 20 squares and deal two wound levels.

Water Breathing: The character may breathe underwater for the duration of the potion. She also grows webbed fingers and toes.

RINGS
Fire Resistance: The wearer of this ring is completely immune to damage from ordinary fires. Further, he receives +2 to saving throws versus magical fire attacks.

Invisibility: This ring functions just like the potion of the same name, but since it is a ring it has no duration.

Protection: The wearer of this ring is granted magical protection such that attackers suffer -1 to their to hit rolls.

Regeneration: This ring grants the wearer the ability to regenerate one wound per round. This magical healing does not work for acid or fire damage. The ring may regenerate whole body parts.

Spider Climbing: The wearer of this ring may climb walls, ceilings, and other surfaces as a spider. She may move 6 squares per round.

Telekinesis: This ring grants the wearer the ability to move objects with his mind. He may move an object weighing up to 200 pounds. Objects can be moved 5 squares per round.

Water Walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Wishes: This ring can grant three wishes, unless some of the wishes have already been used. The referee will use his discretion about how to grant them.

X-ray Vision: The wearer of this ring can see through walls or other substances up to 30 feet thick. This vision can be blocked by lead or gold.

SCROLLS
Scroll of Spells: These scrolls have 1d6 spells written on them. The referee can determine randomly whether they are cleric or wizard/elf spells. Spells may be cast by reading them from the parchment, after which they disappear.

Scroll of Warding: Each scroll of warding wards against one particular type of creature. Examples could include goblinoids, arcane, undead, dragons, etc. The scroll is read, afterwords becoming useless. For one hour afterwards, the reader is surrounded by a two square protection against those creatures. Other characters may stand close to the protected character to receive the same benefit. Protected characters cannot be harmed by the creatures.

Treasure Maps: A treasure map will provide the location of some form of treasure. The referee could use this to lead to a new adventure, or simply lead the characters to hidden treasure in the vicinity.

WANDS
Unless otherwise noted, wands have 2d6 charges. One charge is expended per use. Wands may be recharged by powerful wizards at considerable cost.

Wand of Burping: The target of this wand is caught up in an uncontrollable burping fit, rendering him unable to attack for 1d6 rounds

Wand of Detecting: This wand can be used to point to any secret doors or traps that are within two squares.

Wand of Fireballs: This wand can shoot a fireball per round. It deals damage as the level of the character in terms of bonuses, plus one wound level. Balls of fire have a range of 10 squares.

Wand of Lightning: This wand shoots a bolt of lightning to a distance of 10 squares. It inflicts damage as the user's level, plus one wound level.

Wand of Petrification: This wand transforms a target creature into stone. The user may decide whether the effect is permanent or temporary, and if temporary, how long it will last.

Wand of Polymorphing: The user of this wand may transform a target creature into any other creature or object. The user may decide if the effect is permanent or not, and if not, how long it will last.

MISCELLANEOUS MAGIC ITEMS

Bag of Holding: This appears to be a common sack. The bag of holding opens into a non-dimensional space. It's inside is as large as a 10 foot cube room. The bag is nearly weightless regardless of its contents, and can hold up to a thousand pounds.

Boat, Folding: A folding boat looks like a small wooden box and is about 12 inches long, 6 inches wide, and 6 inches deep. A special button may be pressed which causes it to unfold into a boat that is 10 feet long, 4 feet wide, and 2 feet deep. It is equipped with oars. It may also be enlarged by pressing the button a second time to create a ship of approximately twice that size in order to carry more people. The larger form has a sail and five sets of oars. Pressing the button for the third time folds the boat back into a box.

Boots of Levitation: The wearer of these boots may levitate. She may levitate up or down up to 2 squares per round.

Boots of Bouncing: While wearing these boots, a character may bounce to a height of 5 squares and out to a distance of 10 squares.

Boots of Flashing: On command, these boots may flash multicolored lights which blind opponents. Victims are allowed a saving throw verses magic to avoid being blinded. Victims are blinded for 1d6 rounds and may not be affected again by the boots during the same encounter.

Broom of Flying: The character may fly through the air on this broom at a rate of 24 squares.

Crystal Ball: This item may be used by a wizard or elf. It can see distant places, people, or objects. Anything may be viewed for up to 10 minutes, three times per day. The user can talk to those observed and they may talk back.

Gloves of Elasticity: The wearer of these gloves may stretch his arms to a distance of two squares in order to grab things or touch things from a distance.

Helm of Eyes: This helmet is covered in blinking eyes of various colors. The wearer is granted the ability to see in all directions and may not be surprised.

Helm of Teleportation: The wearer of this device may teleport to any location 3 times per day.

Medallion of Thoughts: This pendant hangs from a neck chain and is made of gold. It allows the wearer to read the thoughts of others within 3 squares. The victim is allowed a saving throw versus magic to avoid her thoughts being read.

Rope of Climbing: This rope is 50 feet long and can be commanded to snake forward, upward, downward, or any other direction at a rate of 2 squares per round. It will attach itself securely to wherever the owner desires and can be commanded to unfasten itself.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak. However, when putting on the cloak of the wearer immediately becomes aware that it is magical. The cloak may transform into wings at will. The wings may resemble those of a bat or a bird and allow the wearer to fly 24 squares per round. The wings may be activated once per day, but are usable indefinitely. If deactivated, the wings may not be reactivated until the next day.

MAGICAL WEAPONS

Magical weapons can range from +1, +2, or +3 to hit. Bonuses to wounds should probably be more conservative. They can have a similar range of bonuses to wounds, but +1 wound level should be the most common. Some weapons may have a bonus only against particular classes of creatures, such as undead or goblinoids. They may have other magical effects, such as glowing only in the presence of such creatures or granting powers normally associated with rings or wands.

The referee should make magical weapons somewhat unique. For example, the blade of a magical sword might have a ghoulish face etched into it. A battle ax might have a handle made from a limb bone. Some weapons may glow unique colors, or be intelligent and communicate with the wielder. Anything distinctive or special will add to the wonder.

LEVEL 1 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Baboon	8	0	1	1	
2	Bee, Giant Killer	10	0	1	1	Sting then die. Save vs. stun or die.
3	Centipede, Giant	4	0	0	1	Save vs. stun or stunned 1 round.
4	Frog, Giant	4	0	1	1	To hit roll of 12 victim swallowed, 1 wound/round
5	Gas Spore	2	0	2	1	Explodes, save vs. stun or die.
6	Goblin	4	0	1	1	Goblinoid
7	Hobgoblin	6	0	1	1	Goblinoid
8	Kobold	4	0	1	1	Goblinoid
9	Morlock	8	0	1	1	
10	Orc	8	0	1	1	Goblinoid
11	Skeleton	4	0	1	1	Undead
12	Stirge	10	0	1	1	Latch on and suck blood, 1 wound every other round

LEVEL 2 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Ghoul	6	0	1	1	Save vs. stun or stunned 1d6 rnds; Undead
2	Gnoll	6	0	1	1	Goblinoid
3	Green Slime	1	0	1	1	Only harmed by fire.
4	Neanderthal	8	0	1	1	
5	Lizardfolk	6	0	1	1	
6	Pegasus	20	0	1	1	
7	Sahuagin	8	0	1	1	
8	Snake, Pit Viper	6	0	1	1	Poison, save vs. stun or die
9	Troglodyte	8	0	1	1	
10	Wolf, Ordinary	12	0	1	1	
11	Yellow Mold	0	0	1	1	Only harmed by fire, acidic when touched, spores ejected must save vs. stun or die in 1d6 rounds
12	Zombie	8	0	1	1	Attack last each round; Undead

LEVEL 3 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Ankheg	8	0	1	1	Acid spray and bite
2	Axe Beak	10	0	1	1	
3	Boar, Giant	8	0	1	1	
4	Bugbear	6	0	1	1	Goblinoid
5	Carcass Scavenger	8	0	1	1	Save vs. stun or stunned 1 round
6	Crab, Giant	4	0	1	1	
7	Frog, Giant	4	0	1	1	To hit 12 and swallowed. 1 wound/round
8	Fungi, Violet	1	0	0	1	Save vs. stun or die
9	Harpy	8	0	1	1	Magic song, save vs. magic or charmed 1d6 rounds
10	Sea Hag	10	0	1	1	Death gaze, save vs. stun or die; Arcane
11	Shrieker	1	0	0	0	Shrieks 1d3 rounds, 50% chance of wandering monster each round
12	Wight	6	0	0	1	Drains levels, not wounds, death when 0 levels; Undead

LEVEL 4 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Ape, Albino	8	0	1	1	
2	Blink Dog	8	0	1	1	Blink up to 3 squares after attack
3	Centaur	12	0	1	1	
4	Doppelganger	6	0	1	1	Change form; Arcane
5	Gelatinous Cube	4	0	1	1	Save vs. stun or stunned 1d6 rnds
6	Ghast	10	0	1	1	Save vs. stun or stunned 2d6 rnds; Undead
7	Hell Hound	8	0	1	1	Bite or fire breath; Immune to fire; Arcane
8	Lycanthrope, Werewolf	12	0	1	1	Immune to normal weapons; Lycanthropy disease 10% per wound inflicted
9	Medusa	6	0	1	1	Petrify gaze, save vs. death; Arcane
10	Ogre	6	0	1	1	Goblinoid
11	Wraith	12	0	1	1	Immune to normal weapons; drain levels; Undead; Arcane
12	Yeti	10	0	1	1	

LEVEL 5 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Ape, Man-eating	8	+1	2	2	
2	Cat, Lion	10	+1	2	2	
3	Cockatrice	8	+1	2	1	Save vs. stun or petrified; Arcane
4	Eel, Giant	6	+1	2	1	
5	Hydra	8	+1	3	3	Arcane
6	Lycanthrope, Weretiger	10	+1	2	2	Immune to normal weapons; Lycanthropy disease 10% per wound inflicted
7	Mummy		+1	2		Undead; Arcane
8	Ochre Jelly	2	+1	2	1	Acid eats anything but stone and metal
9	Owl Bear	8	+1	2	2	
10	Rust Monster	8	+1	2	1	No wounds, rusts metal. Ordinary items runsted with one hit, magical with two
11	Satyr	12	+1	2	1	
12	Toad, Giant Ice	6	+1	2	1	To hit 12 and swallowed. 1 wound/round; Ice blast to 2 squares radius

LEVEL 6 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Basilisk	4	+1	3	1	Bite or petrify. Save vs. stun; Arcane
2	Gray Worm	8	+1	3	1	To hit 11+ = swallow. 1 wnd/rnd
3	Leech, Giant	8	+1	3	1	Latches on, drinks blood for 1 wound level per round
4	Manticore	10	+1	3	3	Throw spikes to 20 squares, 1 per round
5	Minotaur	8	+1	3	2	
6	Phase Tiger	10	+1	3	2	Phase ability -1 to hit; Arcane
7	Roc	4	+1	3	2	
8	Sea Serpent	10	+1	3	1	Constrict vessels
9	Spectre	10	+1	3	1	Unharmed by ordinary weapons; Drains levels and wounds; Undead
10	Squid, Giant	8	+1	3	4	Tentacles grab and constrict for 1 wound level per 2 rounds
11	Troll	8	+1	3	3	Regenerates all damage except fire and acid; Goblinoid
12	Wolf, Winter	12	+1	3	1	Frost breath to 2 squares

LEVEL 7 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Bear, Cave	8	+1	3	2	
2	Beetle, Giant Stag	4	+1	3	1	
3	Djinni	10	+1	3	1	Invisibility, create minor objects; Arcane
4	Dragon, Black	10	+1	3		5 wizard spells
5	Griffon	16	+1	3	2	
6	Groaning Spirit	10	+1	3	1	Keen, save vs. magic or flee 2 rnds
7	Lammasu	12	+1	3	2	6 cleric spells; Arcane
8	Mimic	2	+1	3	1	Mimics objects; Arcane
9	Rakshasa	10	+1	3	3	6 wizard spells; 3 cleric spells; Arcane
10	Wyvern	10	+1	3	2	Stinger in tail, save vs. stun or die
11	Xorn	6	+1	3	4	Immune to fire and cold
12	Vampire	10	+1	3	1	Shape change to bat; drain levels; gas form; Undead; Arcane

LEVEL 8 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Dragon, Green	10	+2	4	3	7 wizard spells
2	Elemental (Any)	10	+2	4	1	Special attack, save vs. stun or die; Arcane
3	Cat, Sabre-tooth Tiger	10	+2	4	3	
4	Giant, Hill	8	+2	4	1	
5	Gorgon	8	+2	4	1	Gas breath to 12 squares, save vs. death or petrified; Arcane
6	Mimic	2	+2	4	2	Mimics objects; Arcane
7	Night Hag	6	+2	4	1	5 wizard spells; Change appearance; magic missile; Arcane
8	Otyugh, Standard	4	+2	4	3	Bite causes rotting disease, save vs. stun or lose 1 wound each day, no healing
9	Remorhaz	8	+2	4	1	To hit roll of 12, swallow and instant death; hot hide melts non-magical weapons with one hit, magical in two
10	Salamander, Flame	8	+2	4	3	Immune to fire and non-magical weapons; Arcane
11	Shambling Mound	4	+2	4	2	If both attacks hit, victim grabbed and will suffocate in mucas in 1d6 rounds
12	Treant	4	+2	4	2	Control 2 trees to attack

LEVEL 9 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Bulette	10	+2	5	4	Detect vibrations.
2	Chimera	10	+2	5	5	Fire breath to 10 squares; Arcane
3	Couatl	6	+2	5	2	Constrict and poisonous bite.
4	Demon Boar	12	+2	5	1	Charm, save -1; Arcane
5	Dragon, Blue	10	+2	5	3	9 spells.
6	Dragonne	10	+2	5	3	Roar, save or stunned 2 rounds.
7	Giant, Stone	8	+2	5	1	Throw rocks
8	Hydra	8	+2	5	5	Arcane
9	Lamia	16	+2	5	1	5 wizard spells; Illusion; Arcane
10	Naga, Spirit	8	+2	5	1	3 wizard spells; 3 cleric spells; Poisonous bite, save vs. stun or die; Arcane
11	Otyugh, Advanced	4	+2	5	3	Bite causes rotting disease, save vs. stun or lose 1 wound each day, no healing
12	Will-O-Wisp	12	+2	5	1	Invisibility 1d6 rounds

LEVEL 10 MONSTERS

	Monster	Move	To Hit Adj.	Wounds	# Attacks	Notes
1	Black Pudding	4	+3	5	1	Only damaged by fire.
2	Dragon, Red	10	+3	5	3	11 wizard spells.
3	Efreeti	10	+3	5	1	Become flame pillar; Creation; Arcane
4	Ettin	8	+3	5	2	
5	Eye of the Deep	4	+3	5	3	Hold, Illusion, and Stun; Arcane
6	Eye of Terror	4	+3	5	3	Eight spell-like abilities; Arcane
7	Ghost		+3	5		Undead; Arcane
8	Giant, Frost	8	+3	5	1	Immune to cold; Throw rocks
9	Lurker Above	1	+3	5	1	Surprise on 1-4; suffocate victim in 1d6 rounds
10	Roper	2	+3	5	1	Lasso victim to mouth on second round, force doors to break free; If swallowed 1 wound per round; Immune to electricity
11	Shark, Giant	12	+3	5	1	Swallowed on to-hit of 11+, 1 wound per round
12	Turtle, Giant Snapping	4	+3	5	1	Surprise on 1-4

Monsters from *Labyrinth Lord*

Converting monsters from *Labyrinth Lord* is relatively trivial. The conversion is based on the monster's number of hit dice. The number of hit dice becomes the monster level in *Lordling*, and to hit adjustments and wounds are according to the monster level. The number of attacks would correspond to the number in *Labyrinth Lord*, and damage is according to the level of the monster. Movement is converted into squares in *Lordling* by dividing round movement by 5. Special abilities should be adjusted to the expectations in *Lordling*. For example, there are fewer saving throws in *Lordling* And if a monster has spells there will be a fixed number of spells that may be cast, which could approximate a wizard of a level equal to the monster.

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LORDLING

Strength

Constitution

Dexterity

Intelligence

Race or Class Abilities/Adj.

_____ Adj. Death

_____ Adj. Magic

_____ Adj. Stun

Wounds

Player _____

Class _____

Character Sketch

Equipment

To Hit _____

Monster Level 1 2 3 4 5 6 7 8 9 10