

Labyrinth Lord™



By Daniel Proctor
With Pauli Kidd

Goblinoid Games



Prefaces

Labyrinth Lord (LL) has been in hibernation for a while, but the old-school gaming movement has continued to evolve. For many years LL filled the "accurate" B/X clone niche that was desperately needed 17 years ago. But from the strictest interpretation, LL was never a totally accurate reproduction. That fact is the place from which I'm taking *Labyrinth Lord* to a new level.

In 2007, when LL came out, the original B/X books were only available on the used market. But today you can purchase legitimate PDFs. That "need" for an accurate clone has come, and thankfully, passed. *Labyrinth Lord* doesn't need to fill that niche anymore.

Labyrinth Lord has the space to breathe. To continue its trajectory of compatibility with both B/X and first edition rules, while making those rules closer to how we all played anyway. There is room to put more of myself, and suggestions from all of you, into the game.

I see *Labyrinth Lord* as picking up the B/X torch and continuing its growth, not pinning it down like a dusty butterfly collection. Together we will answer the question of what might have happened if B/X grew organically on its own.

So that's where *Labyrinth Lord* is going. Making it a "true" clone today would be going backwards. *Labyrinth Lord* continues forward to grow and be more than "only" B/X, as it's always been anyway.

I'm grateful you're on this journey with me and I can't wait to see how we grow the game through input, third party publishing, just gaming around the table, and sharing experiences. In my opinion that is the heart of the OSR.

Daniel Proctor, 2024

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Far, far back in the dim days of 1975, 12-year-old me made two marvellous discoveries. Miniatures wargaming – and Dungeons and Dragons. These glorious pass times became lifelong joy and obsession. I became an author and a games designer, and just never looked back.

So many good new games came and went over the decades. But the love of those old first D&D sessions always remained. Clunky as they were, the vision of that original rules set created a game that had true charm.

I lost touch with that great old game over the ensuing decades. We had many fab new games to explore – memorable campaigns and fantastic adventures. But the love of that elemental 'charm' always stayed with me.

When Dan's *Labyrinth Lord* and A.L.L. appeared, it was a moment of pure light. We had those good old original days back again! There I was a again, edging forward down corridors with a battered set of plate mail and a trusty two handed sword... Or as a cunning thief, creeping forward and checking for traps. Old, hardened ROG campaigners were happily re-finding the joy of those games rules. It was also an opportunity to introduce new generations of players around me to the fun once again. I could give copies of the rules to my own children, and take them on the type of adventures I'd had long ago.

It has been a joy and honour to pitch in with the 2nd edition of the game. The rules are clearly a work of love.

Keep the dice rolling, everyone! And never underestimate the powers of a ten foot pole!

Pauli Kidd, 2024

Credits

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Acknowledgments

Gratitude goes to all who came before. I stand on the shoulders of these giants: Tom Moldvay, Dave Cook, and Steve Marsh, from whom I take inspiration.

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Table of Contents

Adventure Begins Here	6	Adventuring Groups	64
Housekeeping	7	Retainers	64
Dice and Notation	7	Group Organization	64
Common Terms	7	Mapping	64
Optional Attribute Methods	8	Rules for Adventuring	64
Character Generation	8	Time	65
Character Attributes	8	Movement	65
Attribute Prime Requisites	9	Exploring Movement	65
Choosing a Class	9	Combat or Encounter Movement	65
Character Classes	9	Running	65
Brownies	11	Climbing	65
Burglars	12	Wilderness Movement	65
Clerics	14	Forced March	66
Cyclops	16	Losing Direction	66
Dwarves	17	Rations and Foraging	66
Elves	18	Carrying Capacity and Encumbrance	66
Fighters	19	Air Travel	66
Hobfolk	20	Vision, Light, and Darkness	67
Wizards	21	Doors	67
Choosing Alignment	22	Traps and Trap Detection	67
Character Languages	22	Hiring Retainers	68
Character Inheritance	22	Retainer Morale	68
Play Style and Equipment	22	Monster Reactions	68
Money and Coins	24	Indoor Play Sequence	69
Equipment	26	Wilderness Play Sequence	69
Equipment Descriptions	26	Monsters Encountered	69
Equipment Packs	29	Monsters and Surprise	69
Spell Casting Constraints	30	Chases and Encounters	69
Saving Throws	30	Chases in the Wilderness	70
Reversible Spells	30	Stronghold Encounters	70
Spells and Spell Casting	30	Attribute Checks	70
Cumulative Spell Effects	32	Awarding Experience	70
Beginning Spells	32	Calculating Experience	70
Spell Details	32	XP Bonuses	71
Spell Descriptions	32	Retainers and Experience	71
Spell Casting Rule Summary	62	Hiring Specialists and Mercenaries	71
Pregenerated Scrolls	62	Kinds of Mercenaries	72
Labyrinths & Monsters	64	Kinds of Specialists	72

Adventures at Sea	73	Labyrinth Design	146
Water Vessels	73	Labyrinth Scenarios	146
Ship Weaponry	73	Labyrinth Lord Lore	146
Water Conditions	74	Adventure Locations	147
Encounters at Sea	74	Stocking the Labyrinth	147
Waterborne Chases	74	Traps	147
Combat Rules	75	Unique Encounters	148
Combat Sequence	75	Finishing the Labyrinth Design	148
Close Quarters	76	Groups of NPCs	149
Unarmed Combat	77	Wilderness Design	149
Critical Hits & Misses (Optional)	77	Wandering Monsters	149
Aerial Combat	77	Wilderness Wandering Monsters	150
Damage and Healing	78	Magic Research	150
Saving Throws	78	Items Mimicking Spells	150
Item Saving Throws	78	Non-Spell Items	150
Morale Checks	78	Other Magic Effects	150
Combat Example	79	Chance of Failure	150
Number Encountered	82	Creating a Stronghold	150
Alignment	82	Structure Prices	151
Movement	82	General Advice	151
Armor Class	82	Characters of Different Levels	151
Hit Dice	82	Characters and Treasure	151
Monsters	82	Character vs. Player Knowledge	151
Monster Listings	84	Character Wealth	152
Wandering Monster Tables	124	Impossible Tasks	152
Finding & Using Magic Items	126	Luck (Optional Rule)	152
How to Roll for Treasure	126	Labyrinth Lord as Judge	152
Item Experience (Optional)	126	Monsters and NPCs in Play	152
Gems	126	Random Rolls	152
Treasure	126	Ruling Wishes	153
Jewelry	127	Experience Points Awards	153
Treasure Tables	128	Sample Stocked Labyrinth:	154
Magic Item Descriptions	130	“Den of the Morlock Shaman”	154
Potions	130	Labyrinth Description	156
Rings	133	Taking it to the Next Level	157
Scrolls	134	The Heart of Traviya	157
Rods, Staves, and Wands	135	Sample Wilderness Map	167
Miscellaneous Magic Items	137	Known Lands	167
Weapons, Armor, & Swords	142		
Weapons and Armor	142		
Other Magic Weapons	143		
Sapient Swords	143		
Pregenerated Hoard Classes	145		



Adventure Begins Here

Alexandra the Elf desperately stabs the air. But the goblins, undeterred, creep ever closer. The dark pit looms behind her; the crevasse that only moments earlier consumed her companion. She makes a desperate leap toward the pit, hoping to land safely on the other side... but fails to clear the pit and plummets within!

She feels the cold, slimy stone walls slide against her, tumbling and gliding 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 finds her slide is stopped by the corpse of her companion, Niles of the hobfolk. 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.

Labyrinth Lord, Second Edition

Welcome, adventurer! Prepare to embark on a journey to a world where magic and monsters challenge the brave. Are you ready to slay dragons, discover hidden treasures, and outwit cunning foes? Then you're ready to play Labyrinth Lord!

Roleplaying games are a unique form of entertainment that allow you to step into the shoes of a hero (or villain) and explore a rich and immersive world. It's a form of acting in a game framework. You take on the role of an alter ego and progress through an interactive story. There's no script or predetermined ending. Your choices and luck of the dice determine your fate. No one in this game "wins." Everyone wins if they have fun, even when a character dies or riches are lost. There are always more adventures awaiting.

But how do you play? I've got you covered; here's what you need to know.

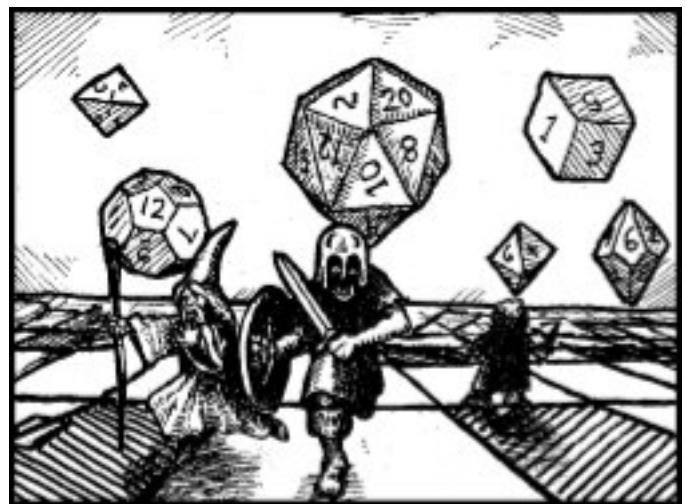
First, you'll need a character. Think about what kind of dungeon delver you want to be. Do you want to be a fearless warrior, a wise wizard, or a nimble burglar? The choice is yours. Once you've decided, you'll need to create your character. This involves assigning numbers to various attributes, such as strength, intelligence, and dexterity. Don't worry if this sounds complicated – everything is explained in these rules, step-by-step.

Once you've created your character, it's time to begin your adventure. Your Labyrinth Lord (the referee of the game) will guide you through an adventure, presenting you with challenges and obstacles to overcome. You might have to fight monsters, solve puzzles, or negotiate with NPCs (non-player characters) to advance the plot.

As you progress through the adventure, you'll make decisions that affect the outcome. Will you charge headfirst into battle, or use your wits to outsmart your foes? Will you risk everything to uncover hidden secrets, or play it safe and avoid danger? The choice is yours.

One of the most important aspects of roleplaying games is the social component. You'll be playing with a group of other people, each with their own unique character and personality. You'll need to work together to achieve your goals, and communication is key. But don't worry if you're shy or new to the game – everyone was a beginner once, and your group will be happy to help you.

Roleplaying games are a form of collaborative, emergent storytelling, where you and your group create a world and characters together. It's a chance to let your imagination run wild, to explore new worlds, and to make new friends. The story unfolds as you make choices and interact with the world. So grab your dice, gather your friends, and let the adventure begin!



DICE NOTATION

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, to generate a number between 1 and 100. Roll two ten-sided dice. One designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.

Housekeeping

The following concepts aren't unique to *Labyrinth Lord* but are outlined here as an easy reference if you're new to this sort of game.

Dice and Notation

This game 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 as follows.

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 later). Any number after that indicates a quantity that is added, subtracted, or multiplied with the result. *Labyrinth Lord* uses the following die notations:

Common Terms

Armor Class (AC): Armor class is a number representing defense. It considers type of armor, dexterity adjustments, and other modifiers. There are two forms of mutually exclusive AC. Ascending Armor Class (AAC) is typically used in other recent games, and a higher number is better. Descending Armor Class (DAC) refers to the original usage, where a lower number is better. Both types are presented here with DAC as the default. Some players find AAC easier to calculate and prefer that implementation. It's provided for convenience. **Use one or the other.**

Attributes: These are characteristics that define things like how strong your character is, how fast, or how intelligent.

Converting DAC to AAC

Older B/X and Advanced adventures use DAC, but converting them to AAC is trivial.

Simply subtract DAC from 19. So if DAC is 3, AAC is 16.

Labyrinth Lord: The person who referees the game, sets up scenarios, and arbitrates outcomes.

Player Characters (PCs): The characters played by the players within the game.

Levels: Character levels are used to measuring character class advancement. Spell level refers to power level. Monster level corresponds to the number of hit die it possesses. Level may also refer to labyrinth level, which roughly corresponds to challenge level.

Labyrinths (dungeons): An adventure location, often underground.

Experience Points (XP): Points earned for defeating foes and acquiring treasure. This is how you advance in a class.

Class: A character's profession or archetype.

Campaign: An ongoing series of adventures connected by using the same characters (unless they die, then you create new ones!).

Adventure: Broadly refers to a quest or scenario players enter with their characters. May also refer to one game session.

COMMON ABBREVIATIONS

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

Optional Attribute Methods

Roll 4d6 for each attribute, discarding the lowest roll and adding up the three remaining dice normally.

Roll five separate sets of attributes 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.

Encounter: When characters face a situation or enemy.

Hit Die: The number of dice used to determine hit points (generally 1d8 for monsters but variable by character class).

Hit Points: This represents general health and amount of damage that can be taken before death occurs.

THACO: This is the attack value “to hit armor class 0.” This applies to **ascending armor class** only. This is explained further in the Combat chapter.

Character Generation

Your first step on your way to adventure is to create a character. This section outlines the steps you need to take for generating and equipping your character.

Roll 3d6 and add the results together for each attribute.

Choose a Class. See which classes for which you meet the attribute, and choose from your options.

Special Abilities. Some classes have abilities. For example, elves are immune to ghoulish paralysis and burglars have several skills unique to their class. Record these abilities on your character sheet.

Roll for Hit Points. Roll the die for your class, accounting for any CON attribute bonus or penalty. Write the result on your character sheet. This is the maximum number of **hp** for your current level. If you take damage to zero hit points your PC dies.

Choose character alignment. Read the section on alignment and decide what sort of personality you'd like to play.

Starting Money. All characters start with 3d8×10 gold pieces (gp). Consult the weapon and equipment lists. Use your starting money to purchase armor, weapons, and gear appropriate for your character class.

Record your Armor Class (AAC or DAC depending on which is used) on your character sheet accounting for dexterity adjustments and armor type.

Record your attack values and saving throws appropriate to your class and level.

Finally, don't forget to **give your character a name!** You might write a description about their appearance, personality, and background.

Character Attributes

The six character attributes are described as follows. Each has an associated table for determining any modifiers due to your attribute score.

Strength (STR) is a character's muscle and physical power. 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 do a minimum of 1 hit point of damage.

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

DEXTERITY TABLE				
Score	DAC Modifier	AAC Modifier	Missile Attack Modifier*	Initiative Modifier**
3	+3	-3	-3	-2
4-5	+2	-2	-2	-1
6-8	+1	-1	-1	-1
9-12	0	0	0	0
13-15	-1	+1	+1	+1
16-17	-2	+2	+2	+1
18	-3	+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 attribute is important for all classes.

CONSTITUTION TABLE	
Score	hp Modifier per HD*
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

*+1 hit point per level regardless of the modifier to hit dice.

Intelligence (INT) determines how well a character learns, remembers, and reasons. This attribute is important for wizards 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 attribute 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 attribute is important for how NPCs or monsters will respond to a character in an encounter. It also 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

Attribute Prime Requisites

Most classes have attribute prime requisites. These are different from requirements. Your prime requisite scores may indicate a bonus or penalty to experience.

ABILITY PRIME REQUISITE TABLE	
Score	Experience Adjustment
3-5	-20%
6-8	-10%
9-12	0
13-15	+5%
16-18	+10%

Choosing a Class

Once attributes 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 attribute score.

If the prime requisite attribute 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.

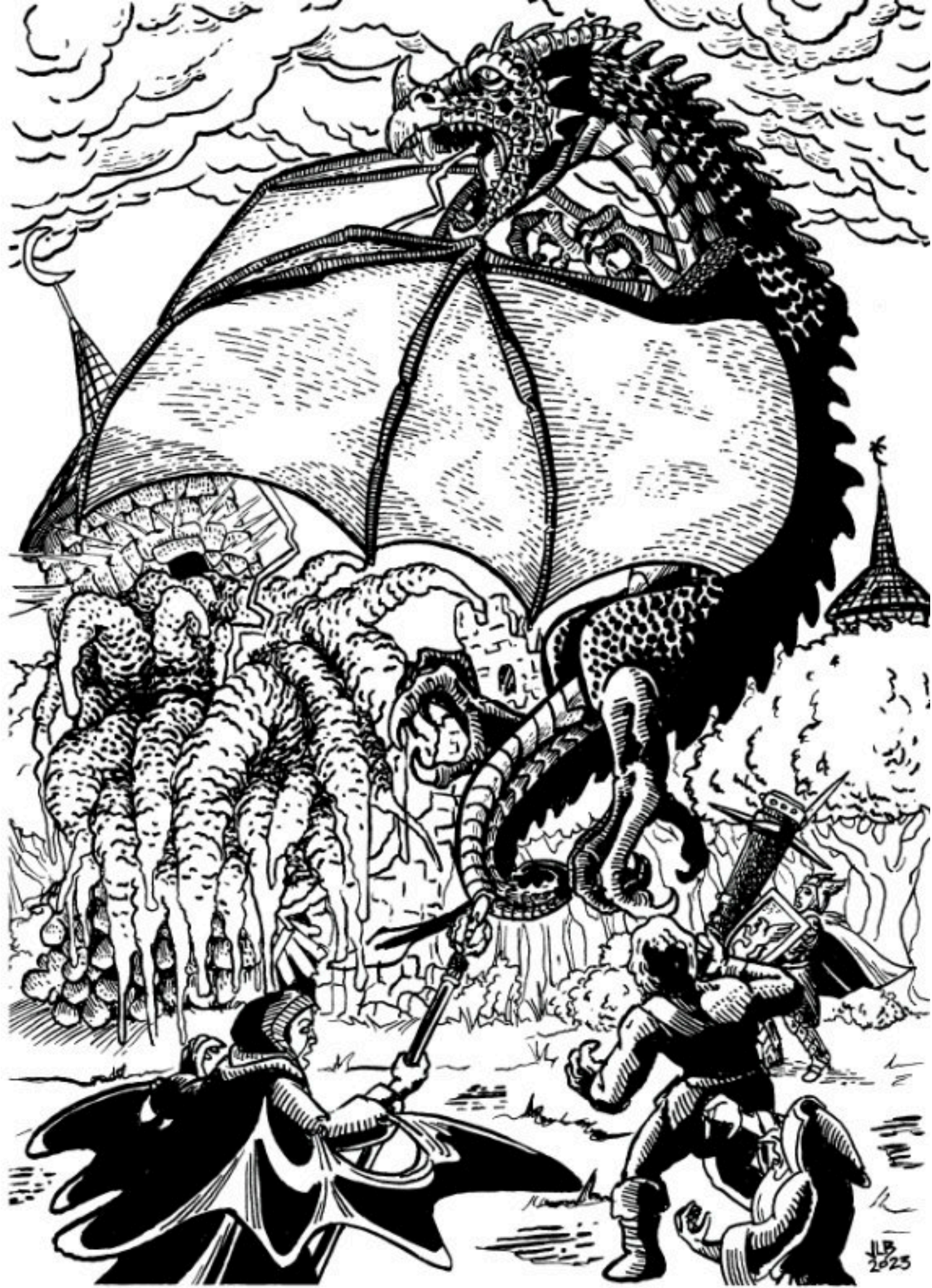
In these cases, 2 attribute points may be sacrificed from one attribute to raise one prime requisite attribute by 1 point. This may be done more than once, but no attribute can be lowered below 9. There are certain restrictions on how to raise or lower attributes.

No attribute may be lowered if it's 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 attributes that may not be modified in any way.

Character Classes

There are two important concepts related to character classes: ancestry and class. **Ancestry** is a character's heritage. Broadly, there are humans and demi-humans. Demi-humans include brownies, cyclops, dwarves, elves, and hobfolk. **Classes** refer to a character's profession. In the *Labyrinth Lord* basic rules (this book), ancestry and class are combined concepts.

The classes fighter, wizard, cleric, and burglar are assumed to be human. Demi-humans include their profession baked in. Dwarves and hobfolk are essentially fighters, while elves combine abilities of fighters and wizards. Refer to the *Advanced Edition Companion* if you'd like to separate the two for more options.



Brownies

Requirements: INT 10, DEX 10

Prime Requisite: INT and CHA

Hit Dice: 1d6

Maximum Level: 8

Brownies are cousins of elves, sharing similar features. Brownies average 4 to 4 ½ feet tall, weigh about 90 pounds, have pointed ears, and are generally waify. Unlike elves, they are quite sociable, commonly living among humans and hobfolk. Brownies have varied appearances, but are often earth-toned. They are playful pranksters, and skilled at fixing household items and keeping things tidy. Their domestic proclivities align well with hobfolk, who enjoy eating and appreciate the brownies' hospitality.

Brownie Class Features

- ▶ Cast wizard spells
- ▶ *Night vision* 60'
- ▶ Use any weapon, except large or two-handed
- ▶ Use armor no heavier than leather
- ▶ Unable to use shields
- ▶ -2 DAC (+2 AAC) vs. larger than human opponents
- ▶ Begin with 1st level burglar skills, advance one level every other level (at 3rd, 5th, etc.)
- ▶ +1 reaction checks vs. ordinary or giant animals
- ▶ Immune to *charm* and similar effects

Prime Requisites

- ▶ INT and CHA must be 14 for +5% XP
- ▶ INT 17 and CHA 14 for +10% XP

Starting Languages

- ▶ Alignment language
- ▶ Burglar scant
 - ▷ Combination of slang and coded speak
- ▶ Common tongue
- ▶ Brownie

BROWNIE LEVEL PROGRESSION				
Experience	Level	HD d6	To-Hit†	Title
0	1	1	0	Sproutling
3,000	2	2	0	Prankster
6,000	3	3	0	Gourmand
12,000	4	4	+1	Lightheart
24,000	5	5	+1	Enchanter
48,000	6	6	+2	Charmwisp
96,000	7	7	+2	Weaver
192,000	8	8	+2	Archweaver

†Bonus is relevant only if using AAC; If using DAC then THACO is used.

Reaching 8th Level: Brownies can establish burrows near human or hobfolk settlements. Burrows house several brownie families. Within 5 miles, ordinary and giant animals are friendly to brownies, warning them of dangers and passing along messages. In exchange, brownies protect the local wildlife.



BROWNIE THACO										
Descending Armor Class										
(Lower DAC is better protected)										
Level	0	1	2	3	4	5	6	7	8	9
1-3	19	18	17	16	15	14	13	12	11	10
4-5	18	17	16	15	14	13	12	11	10	9
6-8	17	16	15	14	13	12	11	10	9	8

BROWNIE SPELL PROGRESSION						
Class Level	Spell Level					
†	1	2	3	4	5	
1	1	-	-	-	-	
2	2	-	-	-	-	
3	2	1	-	-	-	
4	2	2	-	-	-	
5	2	2	1	-	-	
6	2	2	2	-	-	
7	3	2	2	1	-	
8	3	3	2	2	-	

Burglars

Requirements: None

Prime Requisite: DEX

Hit Dice: 1d4

Maximum Level: None

Burglars have a range of unique skills associated with their profession that make them very handy companions in adventures. However, burglars can be shady and sometimes not trustworthy. They have their own language of slang and coded speak, so that burglars can have discussions without others eavesdropping. Burglars usually belong to a Burglars Guild from the character's local town, where they can seek shelter and information between adventures. At the Labyrinth Lord's discretion, a burglar may have to forfeit a portion of their earnings to the guild in exchange for protection.

Burglar Class Features

- ▶ Burglar skills
- ▶ Use any weapon
- ▶ Backstab +4 to hit, *2 damage*
- ▶ No armor heavier than leather
- ▶ No shields
- ▶ Read non-magical writing, 80%, at 4th level
- ▶ Use wizard scrolls, 90%, at 10th level

*Burglars must catch an opponent by surprise.

Prime Requisites

- ▶ DEX 13-15 for +5% XP
- ▶ DEX 16-18 for for +10% XP

Starting Languages

- ▶ Common tongue
- ▶ Alignment language
- ▶ Burglars cant
 - ▷ Combination of slang and coded speak

Reaching 9th Level: Burglars can establish a burglars' den, and 2d6 burglar apprentices of 1st level will come to work with the character. Apprentices are relatively reliable, but if any are 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 Burglars' Guild.

Burglar Skills

Pick Locks: Lock picks are required. May pick one lock at a time. Failure means the burglar may not pick the same lock again until reaching a higher experience level. The Labyrinth Lord might grant an additional try depending on the complexity of the lock.

Find and Remove Traps: May be tried one time to find or remove a trap in an area. These are separate skills; a burglar must find a trap before they can remove it!

Pick Pockets: This skill is the bread and butter of non-adventuring burglars for it's a quick source of income...but not without peril. The target notices the attempt if the roll equals twice or more of the skill percentage. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victim's reaction.

Move Silently: Others will not hear the movements of a burglar. However, the burglar always thinks they are successful in this skill and will not know otherwise unless others react to their presence.

Climb Walls: Burglars may scale sheer surfaces, including walls or steep cliffs. A roll is required for each 10'. If failed, they fall half of the attempted distance, taking 1d6 points of damage per 10'.

Hide in Shadows: A burglar will always think they are successful in this skill and will not know otherwise until others react to their presence. They must remain motionless when hiding.

Hear Noise: This may be attempted in a cave or hallway, and at a door or other locations. The burglar must be quiet and in a quiet environment. This ability is rolled using 1d6.



BURGLAR SKILLS TABLE

Level	Find and			Move Silently	Climb Walls	Hide in	
	Pick Locks	Remove Traps	Pick Pockets*			Shadows	Hear Noise
1	15	20	20	20	87	10	1-2
2	20	25	25	25	88	15	1-2
3	25	30	30	30	89	20	1-3
4	30	35	35	35	90	25	1-3
5	35	40	40	40	91	30	1-3
6	45	45	45	45	92	35	1-3
7	55	50	55	55	93	45	1-4
8	65	60	65	65	94	55	1-4
9	75	70	75	75	95	65	1-4
10	85	80	85	85	96	75	1-4
11	95	90	95	95	97	85	1-5
12	96	95	105	96	98	90	1-5
13	97	97	115	98	99	95	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%.

BURGLAR LEVEL PROGRESSION

XP	Level	HD d4	To-Hit †	Title
0	1	1	0	Pickpocket
1,200	2	2	0	Pilferer
2,400	3	3	0	Robber
4,800	4	4	+1	Swindler
9,600	5	5	+1	Cutpurse
20,000	6	6	+2	Prowler
40,000	7	7	+2	Burglar
80,000	8	8	+2	Rogue
160,000	9	9	+3	Thief
280,000	10	+2 hp*	+3	Master Thief
400,000	11	+4 hp*	+4	
520,000	12	+6 hp*	+4	
640,000	13	+8 hp*	+5	
760,000	14	+10 hp*	+5	
880,000	15	+12 hp*	+6	
1,000,000	16	+14 hp*	+6	
1,120,000	17	+16 hp*	+7	
1,240,000	18	+18 hp*	+7	
1,360,000	19	+20 hp*	+8	
1,480,000	20	+22 hp*	+8	

† Bonus is relevant only if using AAC; If using DAC then THACO is used. *hp modifiers from CON are ignored.



BURGLAR THACO

Descending Armor Class (Lower DAC is better protected)

Level	0	1	2	3	4	5	6	7	8	9
1-3	19	18	17	16	15	14	13	12	11	10
4-5	18	17	16	15	14	13	12	11	10	9
6-8	17	16	15	14	13	12	11	10	9	8
9-10	16	15	14	13	12	11	10	9	8	7
11	15	14	13	12	11	10	9	8	7	6
12	14	13	12	11	10	9	8	7	6	5
13-14	13	12	11	10	9	8	7	6	5	4
15-16	12	11	10	9	8	7	6	5	4	3
17-18	11	10	9	8	7	6	5	4	3	2
19-20	10	9	8	7	6	5	4	3	2	2
21	9	8	7	6	5	4	3	2	2	2

BURGLAR SAVING THROWS

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

Clerics

Requirements: None

Prime Requisite: WIS

Hit Dice: 1d6

Maximum Level: None

Clerics have pledged their lives to serve a deity, to further the desires and will of their gods or goddesses. Clerics 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 their god or breaking the rules of their 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.

Cleric Class Features

- ▶ Use any weapon or armor, except pointed or edged weapons
- ▶ Cast clerical spells
- ▶ Turn undead

Prime Requisites

- ▶ WIS 13-15 for +5% XP
- ▶ WIS 16-18 for for +10% XP

Starting Languages

- ▶ Common
- ▶ Alignment

Turning Undead

- ▶ Clerics call upon the name and power of their deity to repel or destroy undead. Turned undead disengage an encounter and leave the area by any means possible.
- ▶ Roll 2d6 and consult the turn undead table.
- ▶ Result must equal or exceed the number corresponding to the undead's HD to be turned. If there's a T or D instead of a number, undead are turned or defeated (dead) automatically.
- ▶ If there's an blank spot, the cleric is of insufficient level to turn that undead HD type.
- ▶ Roll 2d6. This is the number of HD worth of creatures that are turned. A minimum of one undead creature is always turned.

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

Turning Undead Example

Pardue the Holy is a 1st-level cleric. He attempts to turn four skeletons (1 HD each). There's a 7 corresponding to his level and 1 HD. He turns some undead on a roll of 7 or higher on 2d6. The player rolls 2d6, resulting in 3.

Three of them flee, leaving one behind. If Pardue had been attempting to turn undead that have 2 HD each, he would only have turned one, since a roll of 3 only completely accounts for one 2 HD creature.

Reaching 9th level: A cleric may establish or build a stronghold. They 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 they will attract 1st and 2nd-level followers of the fighter class (numbering 5d6×10). 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 THACO

Descending Armor Class (Lower DAC is better protected)

Level	0	1	2	3	4	5	6	7	8	9
1-3	19	18	17	16	15	14	13	12	11	10
4-5	18	17	16	15	14	13	12	11	10	9
6-8	17	16	15	14	13	12	11	10	9	8
9-10	16	15	14	13	12	11	10	9	8	7
11	15	14	13	12	11	10	9	8	7	6
12	14	13	12	11	10	9	8	7	6	5
13-14	13	12	11	10	9	8	7	6	5	4
15-16	12	11	10	9	8	7	6	5	4	3
17-18	11	10	9	8	7	6	5	4	3	2
19-20	10	9	8	7	6	5	4	3	2	2
21	9	8	7	6	5	4	3	2	2	2



CLERIC LEVEL PROGRESSION

XP	Level	HD d6	To-Hit †	Title
0	1	1	0	Acolyte
1,500	2	2	0	Initiate
3,000	3	3	0	Defender
6,000	4	4	+1	Elder
12,000	5	5	+1	Priest
25,000	6	6	+2	High Priest
50,000	7	7	+2	Vicar
100,000	8	8	+2	Bishop
200,000	9	9	+3	Pontiff
300,000	10	+1 hp*	+3	
400,000	11	+2 hp*	+4	
500,000	12	+3 hp*	+4	
600,000	13	+4 hp*	+5	
700,000	14	+5 hp*	+5	
800,000	15	+6 hp*	+6	
900,000	16	+7 hp*	+6	
1,000,000	17	+8 hp*	+7	
1,100,000	18	+9 hp*	+7	
1,200,000	19	+10 hp*	+8	
1,300,000	20	+11 hp*	+8	

*hp modifiers from CON are ignored. †Bonus is relevant only if using AAC; If using DAC then THACO is used.

CLERIC SPELL PROGRESSION

Class Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	2	1	-	-	-	-
6	3	3	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	5	5	4	3	3	2	-
13	6	5	4	4	3	2	-
14	6	5	5	4	3	3	-
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

Cyclops

Requirements: STR 12

Prime Requisite: STR

Hit Dice: 1d10

Maximum Level: 8

Cyclops are large demi-humans distantly related to cyclopeans. They typically weigh around 280 lbs and stand 7' to 7½' tall. They have only one large eye. They have a diverse range of appearances, like humans. Cyclops prefer to live in mountainous areas, were they often encounter dwarves and have a friendly relationship. Cyclops are known for their skill at construction and engineering of large structures.

Cyclops Class Features

- ▶ Use any weapon or armor
- ▶ Only -2 to attack invisible targets
- ▶ Save versus poison at +1
- ▶ Save versus magic at +1
- ▶ Missile attacks -2 (lack of depth perception)
- ▶ If searching can detect with roll of 1-2 on 1d6:
 - ▷ unsafe construction
 - ▷ dangerous terrain (unstable rock face, etc.)
 - ▷ sloped areas
 - ▷ Non-magical traps



CYCLOPS LEVEL PROGRESSION				
Experience	Level	HD d10	To-Hit†	Title
0	1	1	0	Lone Pupil
2,200	2	2	0	Watcher
4,400	3	3	+1	Ogrebane
8,800	4	4	+2	Luminar
17,000	5	5	+3	Beholder
35,000	6	6	+4	Archseer
70,000	7	7	+5	Giantslayer
140,000	8	8	+6	Ocularchon

†Bonus is relevant only if using AAC; If using DAC then THACO is used

CYCLOPS THACO										
Decending Armor Class (Lower DAC is better protected)										
Level	0	1	2	3	4	5	6	7	8	9
1-2	19	18	17	16	15	14	13	12	11	10
3	18	17	16	15	14	13	12	11	10	9
4	17	16	15	14	13	12	11	10	9	8
5	16	15	14	13	12	11	10	9	8	7
6	15	14	13	12	11	10	9	8	7	6
7-8	14	13	12	11	10	9	8	7	6	5

CYCLOPS 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
7-8	7	4	6	5	8

Prime Requisites

- ▶ STR 13-15 for +5% XP
- ▶ STR 16-18 for for +10% XP

Starting Languages

- ▶ Common tongue
- ▶ Cyclops
- ▶ Ogre
- ▶ Dwarven
- ▶ Alignment

Reaching 8th Level: Cyclops can build a mountain stronghold. They will typically be large, spread out structures on or within mountains, but do not descend far underground. These abodes will attract lower level Cyclops. In addition (and less common), dwarves and Neanderthals may be attracted to Cyclops leadership.

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 usually live underground where they mine precious metals and stones. They are stout, short, bearded demi-humans averaging approximately 4' tall and weighing about 150 lbs. They have skin, hair, and eye colors in earth tones. Due to their short height, dwarves cannot use large weapons or longbows. However, they can use any other weapon or armor.

Dwarf Class Features

- ▶ *Deepvision*, 60'
- ▶ Only use large weapons made for dwarves
- ▶ If searching, can detect with roll of 1-2 on 1d6:
 - ▷ traps
 - ▷ false walls
 - ▷ hidden construction
 - ▷ sloped areas

Prime Requisites

- ▶ STR 13-15 for +5% XP
- ▶ STR 16-18 for for +10% XP

Starting Languages

- ▶ Common tongue
- ▶ Dwarvish
- ▶ Alignment
- ▶ Gnome
- ▶ Goblin
- ▶ Kobold



DWARF LEVEL PROGRESSION				
Experience	Level	HD d8	To-Hit†	Title
0	1	1	0	Explorer
2,200	2	2	0	Goblin Cleaver
4,400	3	3	+1	Orcbane
8,800	4	4	+2	Stonemaster
17,000	5	5	+3	Deep Guardian
35,000	6	6	+4	Anvil of Courage
70,000	7	7	+5	Forgemaster
140,000	8	8	+6	Dwarvish Duke
270,000	9	9	+7	Dwarvish Lord
400,000	10	+3 hp*	+8	
530,000	11	+6 hp*	+8	
660,000	12	+9 hp*	+9	

*hp modifiers from CON are ignored. †Bonus is relevant only if using AAC; If using DAC then THACO is used.

DWARF THACO										
Descending Armor Class (Lower DAC is better protected)										
Level	0	1	2	3	4	5	6	7	8	9
1-2	19	18	17	16	15	14	13	12	11	10
3	18	17	16	15	14	13	12	11	10	9
4	17	16	15	14	13	12	11	10	9	8
5	16	15	14	13	12	11	10	9	8	7
6	15	14	13	12	11	10	9	8	7	6
7-8	14	13	12	11	10	9	8	7	6	5
9	13	12	11	10	9	8	7	6	5	4
10-11	12	11	10	9	8	7	6	5	4	3
12	11	10	9	8	7	6	5	4	3	2

DWARF SAVING THROWS					
	Breath	Poison	Petrify or	Spells or	
Level	Attacks	or Death	Paralyze	Wands	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

Reaching 9th Level: A dwarf may create an underground stronghold attracting dwarves from clans far and wide. A dwarf ruler can employ dwarven soldiers or mercenaries long-term but may only hire humans or other demi-humans for specific purposes, such as human alchemists or elves for spell casting.

Elves

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

Elves have pointed ears and are thin, fey beings who prefer to reside in secluded woods. They have diverse appearances, like humans, and there are said to be different kinds of elves in other environments. They weigh about 120 lbs and are 5' to 5½' tall. Elves are usually peaceful people who enjoy good food and frequent play. They enjoy camaraderie with hobfolk. Elves are talented fighters and users of magic.

Elf Class Features

- ▶ *Night vision*, 60'
- ▶ Immune to ghoulish paralysis
- ▶ Use any weapon or armor
- ▶ Cast wizard spells
- ▶ If searching can detect with 1-2 on 1d6:
 - ▷ Secret or hidden doors

Prime requisites

- ▶ STR and INT must be 13 for +5% XP
- ▶ STR 16 and INT 13 provides +10% XP

Starting Languages

- ▶ Common
- ▶ Elvish
- ▶ Alignment
- ▶ Gnoll
- ▶ Hobgoblin
- ▶ Orc

ELF LEVEL PROGRESSION				
Experience	Level	HD d6	To-Hit†	Title
0	1	1	0	Apprentice
4,000	2	2	0	Seer of Paths
8,000	3	3	+1	Ghoulbane
16,000	4	4	+2	Grove Warden
32,000	5	5	+3	Secret Keeper
64,000	6	6	+4	Defender of Ways
120,000	7	7	+5	Battle Wizard
250,000	8	8	+6	Tutelary
400,000	9	9	+7	Lord
600,000	10	+2 hp*	+8	High Lord

*hp modifiers from CON are ignored. †Bonus is relevant only if using AAC; If using DAC then THACO is used.

Reaching 9th Level: They establish a stronghold in a natural setting. It must blend with nature. Within 5 miles, all ordinary animals will be helpful to elves. Animals can warn of dangers and pass information or messages. In return, the ruler defends them. Rulers can hire humans or demi-humans as retainers or specialists, but only elven soldiers may be hired.

ELF THACO										
Descending Armor Class (Lower DAC is better protected)										
Level	0	1	2	3	4	5	6	7	8	9
1-2	19	18	17	16	15	14	13	12	11	10
3	18	17	16	15	14	13	12	11	10	9
4	17	16	15	14	13	12	11	10	9	8
5	16	15	14	13	12	11	10	9	8	7
6	15	14	13	12	11	10	9	8	7	6
7-8	14	13	12	11	10	9	8	7	6	5
9	13	12	11	10	9	8	7	6	5	4
10	12	11	10	9	8	7	6	5	4	3



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	12
7-9	10	8	9	9	10
10	8	6	8	7	8

ELF SPELL PROGRESSION					
Class Level	Spell Level				
†	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	3	2	2	1	-
8	3	3	2	2	-
9	3	3	3	2	1
10	3	3	3	3	2

Fighters

Requirements: None

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: None

Fighters are exclusively trained in the arts of combat and war. They usually form the backbone of an adventuring party.

Fighter Class Features

- ▶ Use any weapon or armor
- ▶ One additional attack per round at 5th level and every 5 levels thereafter.

Prime Requisites

- ▶ STR 13-15 for +5% XP
- ▶ STR 16-18 for for +10% XP

Starting Languages

- ▶ Common tongue
- ▶ Alignment

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



FIGHTER LEVEL PROGRESSION				
Experience	Level	HD d8	To-Hit†	Title
0	1	1	0	Mercenary
2,000	2	2	0	Soldier
4,000	3	3	+1	Warrior
8,000	4	4	+2	Veteran
16,000	5	5	+3	Arms Master
32,000	6	6	+4	Banneret
64,000	7	7	+5	Champion
120,000	8	8	+6	Conqueror
240,000	9	9	+7	Warlord
360,000	10	+2 hp*	+8	
480,000	11	+4 hp*	+9	
600,000	12	+6 hp*	+9	
720,000	13	+8 hp*	+10	
840,000	14	+10 hp*	+11	
960,000	15	+12 hp*	+12	
1,080,000	16	+14 hp*	+13	
1,200,000	17	+16 hp*	+14	
1,320,000	18	+18 hp*	+15	
1,440,000	19	+20 hp*	+16	
1,560,000	20	+22 hp*	+17	

*hp modifiers from CON are ignored. †Bonus is relevant only if using AAC; If using DAC then THACO is used.

FIGHTER THACO										
Descending Armor Class (Lower DAC is better protected)										
Level	0	1	2	3	4	5	6	7	8	9
1-2	19	18	17	16	15	14	13	12	11	10
3	18	17	16	15	14	13	12	11	10	9
4	17	16	15	14	13	12	11	10	9	8
5	16	15	14	13	12	11	10	9	8	7
6	15	14	13	12	11	10	9	8	7	6
7-8	14	13	12	11	10	9	8	7	6	5
9	13	12	11	10	9	8	7	6	5	4
10-11	12	11	10	9	8	7	6	5	4	3

FIGHTER SAVING THROWS					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0	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

Hobfolk

Requirements: DEX 9, CON 9

Prime Requisite: STR and DEX

Hit Dice: 1d6

Maximum Level: 8

Hobfolk are smaller than dwarves, about 60 lbs and about 3' tall. They are as diverse in appearance as humans but have furry feet and curly hair. They have gentle natures and value free time, good food, and good drink. They engage in playful activities when not on an adventure. They love comfort and spend their riches on the most extravagant items. Bigger people often call them "halflings" as an insult.

Hobfolk Class Features

- ▶ Hide outdoors, 90%
- ▶ May use any weapon or armor
- ▶ Cannot use large weapons or longbows
- ▶ +1 initiative if alone or with hobfolk only
- ▶ Missile attacks +1 to hit
- ▶ AAC +2 (DAC -2) if attacked by larger than human opponents
- ▶ Hide if silent and motionless with 1-2 on 1d6:
 - ▷ In shadows
 - ▷ Indoors
 - ▷ Labyrinths or ruins

Prime Requisites

- ▶ STR 13-15 for +5% XP
- ▶ STR 16 and DEX 13 for +10% XP

Starting Languages

- ▶ Common
- ▶ Alignment

Reaching 8th Level: Hobfolk can build a stronghold. They'll be in serene, beautiful valleys, attracting hobfolk from far and wide. The character becomes the sheriff of the people (their leader) and must rule them wisely and well.

HOBFOLK 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
7-8	7	4	6	5	8

HOBFOLK LEVEL PROGRESSION				
Experience	Level	HD d6	To-Hit	Title
0	1	1	0	Tenderfoot
2,000	2	2	0	Traveler
4,000	3	3	+1	Proudfoot
8,000	4	4	+2	Stalwart
16,000	5	5	+3	Valorous
32,000	6	6	+4	Sheriff
64,000	7	7	+5	Thain
120,000	8	8	+6	Mayor

Hobfolk Varieties

Brawnback: These hobfolk are stouter than most, rumored to have dwarven ancestry. They can grow full thick beards and are less happy-go-lucky. They have deepvision to 60'.

Faerheed: The rarest hobfolk, faerheed are taller, averaging 4'. They have decidedly elfin features and *night vision* to 60'.

Hydefoote: The most common hobfolk, characterized by hairy feet and thick footpads that make footwear unnecessary. These are the default variety for characters.

HOBFOLK THACO										
Descending Armor Class (Lower DAC is better protected)										
Level	0	1	2	3	4	5	6	7	8	9
1-2	19	18	17	16	15	14	13	12	11	10
3	18	17	16	15	14	13	12	11	10	9
4	17	16	15	14	13	12	11	10	9	8
5	16	15	14	13	12	11	10	9	8	7
6	15	14	13	12	11	10	9	8	7	6
7-8	14	13	12	11	10	9	8	7	6	5



Wizards

- Requirements:** None
- Prime Requisite:** INT
- Hit Dice:** d4
- Maximum Level:** None

Wizards study arcane secrets and cast increasingly powerful spells as they advance in level. They carry spell books, which hold the formulae for spells written on their pages. Wizards can have any number of spells in a spell book but can only memorize a certain number of spells, determined by class level, that they can know off hand to cast at any time.

Wizard Class Features

- ▶ Spell casting
- ▶ Pick one single-handed medium weapon, otherwise can use a quarter staff or small weapons
- ▶ No shields or armor

Prime Requisites

- ▶ INT 13-15 for +5% XP
- ▶ INT 13 for +10% XP

Starting Languages

- ▶ Common
- ▶ Alignment

Reaching 9th Level: They can create spells and magic items. These rules are in the Magic Research section. They also may build a stronghold, often a great tower, at level 11. This will attract wizard apprentices (1d6), who will range from level 1-3.

WIZARD THACO										
Descending Armor Class (Lower DAC is better protected)										
Level	0	1	2	3	4	5	6	7	8	9
1-3	19	18	17	16	15	14	13	12	11	10
4-7	18	17	16	15	14	13	12	11	10	9
8-10	17	16	15	14	13	12	11	10	9	8
11-12	16	15	14	13	12	11	10	9	8	7
13	15	14	13	12	11	10	9	8	7	6
14-15	14	13	12	11	10	9	8	7	6	5
16-18	13	12	11	10	9	8	7	6	5	4
19-20	12	11	10	9	8	7	6	5	4	3

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

WIZARD LEVEL PROGRESSION				
Experience	Level	HD d4	To-Hit†	Title
0	1	1	0	Apprentice
2,500	2	2	0	Novice
5,000	3	3	0	Adept
10,000	4	4	+1	Seeker of Stars
20,000	5	5	+1	Oracle of Ways
40,000	6	6	+1	Herald of Fate
80,000	7	7	+1	Gatekeeper
150,000	8	8	+2	Mage
300,000	9	9	+2	Archmage
450,000	10	+1 hp*	+2	
600,000	11	+2 hp*	+3	
750,000	12	+3 hp*	+3	
900,000	13	+4 hp*	+3	
1,050,000	14	+5 hp*	+4	
1,200,000	15	+6 hp*	+4	
1,350,000	16	+7 hp*	+5	
1,500,000	17	+8 hp*	+5	
1,650,000	18	+9 hp*	+5	
1,800,000	19	+10 hp*	+6	
1,950,000	20	+11 hp*	+6	

*hp modifiers from CON are ignored. †Bonus is relevant only if using AAC; If using DAC then THACO is used.

WIZARD SPELL PROGRESSION										
Class Level	Spell Level									
†	1	2	3	4	5	6	7	8	9	
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	-

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 their character is created. 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 may assign a new alignment more appropriate to character actions. All alignments have alignment languages, which are understood by others of the same alignment.

Law: Lawful beings believe in truth and justice. To this end, they'll 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.

The lawful character would sacrifice themselves if necessary to rescue their companions. They would never leave them behind unless they had a better chance of saving them or some greater cause could be achieved.

Neutrality: Neutral beings are more self-centered, and in their actions tend to do what will serve themselves. They might commit acts considered good or evil, but philosophically they don't adhere to any extreme.

The neutral character will attempt to rescue their friends, but may not make sacrifices a lawful character would, or evil choices as a chaotic character might.

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.

The chaotic character helps the group if it's safe and there's profit. How they act depends on the 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 beings 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.

- ▶ Burglar Cant (spoken by burglars) isn't a proper language, but a combination of slang and coded speak to allow secure communication from eavesdroppers.

Character Inheritance

Characters die. The Labyrinth Lord might allow players to create a will to leave treasure behind for an heir. Treasure must be stored with a reputable bank, which charges 10% value of the treasure for these services. Less certain means may be employed, like burying it and leaving a map behind, but this is obviously risky. A character's heir has to be a new 1st-level character. Players are allowed to leave a character inheritance one time.

Play Style and Equipment

Labyrinth Lord's primary sources of inspiration are the Basic/Expert and Advanced First Edition rules of the world's most popular fantasy role playing. Labyrinth Lord will give you a similar play-style and "feel" of the game from the 1980s, but with plenty of new twists. If you come to Labyrinth Lord from more recent fantasy RPGs, you may be accustomed to a different play style. And that's okay! You can bring your experience to this game and it will serve you well.

But a few things should be noted here, because the rules assume a certain style of play. If you're unaware of those expectations some things can be confusing. This information will help guide you in choosing equipment and planning ahead for the challenges that wait patiently to eat your flesh in deep, dark dungeons.

Genre

On the surface it may seem like Labyrinth Lord is in the same genre as more recent fantasy games. That's only partly true. They have broader features in common, of course. You have a character, you have certain resources, and you go on adventures. But what a lot of people don't realize is that earlier games had a much larger focus on survival. You might think of it as a survival fantasy genre, with a dose of resource management.

Beginning Characters

Generally, your character starts as a fresh-faced first level character. Maybe your father owned a blacksmith shop, and you long for the adventures you hear about at the pub. When you go out on that first adventure you don't have a lot of skills. It's assumed you have acquired just enough abilities for a first level character. You're barely one step above a commoner or 0 level human. You have to be quick-witted, and even quicker on your

feet, to survive long enough to talk about your exciting adventures.

Teamwork

This is essential. No character will survive on their own. It takes the combined skills of the entire party to navigate the challenges of the dungeon. It's important to coordinate actions and make the best of your party's resources.

At some point it's really tempting to split the party. Maybe you think you can get a task done faster or cover more ground. Generally, splitting the party leads to nothing good. You've divided your resources in half and made two smaller groups that are weaker than the whole. If something happens to one group, the other can't lend assistance. It might be a good idea to send a scout ahead, for example, a burglar or hobfolk.

Though it's dangerous, that kind of activity is in their purview. A scout will probably not go too far ahead, and report back immediately.

Be Equipped

Before you go on a quest, you want to make sure to have the proper equipment. You slam the dungeon door, with a dozen orcs fresh at your tail! You tell the Labyrinth Lord you'd like to drive spikes into the jamb so it can't be opened. Did you buy iron spikes before the adventure? You didn't? Oops! True, you can't possibly be equipped for every situation. But some situations come up often enough that you can anticipate them.

Make sure you equip with items you need to perform the duties of your class. Imagine you're a burglar and need to unlock the door before the vat of acid topples over behind you. Did you buy burglar picks? The spell casters can only hold a limited number of spells at the ready. If possible, it's useful to choose a balance of spells that cause damage or are useful in other ways. But part of your resource management is also setting aside time to rest, because it's only after a rest that spell casters can memorize or pray for those spells again.

Many Paths to Victory

Since you are a fledgling 1st level character, you can't tackle all challenges head-on. Sometimes you just have to run away from that monster. Maybe you trick it or lure it to a place where it will be harmless, or can be more easily dispatched. There are many ways to defeat foes, and killing them isn't the only way. Generally, you get the experience points for defeating the monster even if you don't kill it. Defeating it can mean parlaying with it, reaching a truce. Lure it with lies. Maybe outwit it.

Here are some examples of items and what they're commonly used for:

Iron spikes: They may be pounded into a rock face to attach a rope. They might be used to wedge a door closed or open, be that a door to a room or a trap.

Flasks of oil: Oil is used for a classic tactic of making Molotov cocktails. Maybe there's some morlocks barricaded in a room. Instead of attacking them at a disadvantage, light flasks of oil and toss them over.

Rope: You should pretty much always have rope. You may need it to climb up or down sheer faces, to tie up enemies, or help set traps. Really, the uses are only limited by your imagination.

Crowbar: You might not think it, but there are a lot of things that need prying in a dungeon. Sarcophagus lids, stuck doors, statues, rocks, you get the idea. If the Labyrinth Lord is feeling nice, they may even grant a small bonus to opening doors when using a crowbar.

Pole, 10': Ah yes, the 10' pole. Never mind how you're able to carry it around so easily in the dungeon and not have it bang against doorways, walls, the ceiling, tangle your legs, etc. There are many occasions when somebody would like to touch something but consequences could be dire. The 10' pole can be used to nudge things, probe the bottom of a pit, stick in a wall crack, and maybe prop something up. It's almost like the Swiss Army knife of the dungeon.

Flint and steel: How else will you light those Molotov cocktails? (bring rags.)

Torches: This might seem obvious, but sometimes you have an entire party with deepvision and the group has forgotten to buy torches. Some things to keep in mind. Torches are good for more than illumination. Lighting random things on fire is endlessly fun, and occasionally useful. Smoke enemies out. Light torches to interfere with the deepvision of an enemy. You might drop one into a hole to see how deep it is. The list goes on.

Party Organization

As mentioned earlier, it's a good practice to have representatives of the major classes in your party. Then you have a way to deal with a variety of obstacles. But something often overlooked is that you can have a well-rounded party, but if you don't organize yourselves to make the best use of that, your resources are not put to their full advantage

Marching Order

This is especially important in a dungeon, though it can also be crucial for overland travel. Marching order is simply the order in which the party members move. If in a 10' wide corridor, marching order can go side-by-side. Narrower than that, and it will probably have to be single file.

You generally want to protect the weaker characters by putting them somewhere in the middle. One organization is having fighters at the front, followed by healers, then a wizard, a burglar and another warrior or two at the rear.

You make the best of your situation depending on how many people are in your group. Stronger characters in the front and rear help guard against enemies. Having healers near the front gives them the opportunity to heal fighters during combat.

Burglars and wizards are not combat driven classes. Though it can be tempting to leap out into battle, if the stronger in your party are fending well, it's useful to keep those classes out of harm's way. How else will you detect traps later? Or have a handy spell at the ready?

Mapping

This might be viewed as both related to party organization and resource management. One person should be the mapper. That person will do their best to draw the areas they've been in, roughly to scale, with accompanying notes. This way you can keep track of where dangers lurk or treasure lies when you pass that way again.

There's nothing more frustrating than stashing treasure and not finding it again. Or passing through an area for the second time, but nobody noted that there was a trap there. When adventuring in large dungeons, hallways and rooms can begin to look alike. Some dungeons are vast. Adventurers who lose direction may never find their way out. The more wandering you do the greater the chance of encountering monsters.

Try Things

Obviously, not all dangers can be met with brute force. Some can, and that's a lot of fun. But there are times when a party encounters something they're not strong enough to defeat head on. But remember, you don't have to kill creatures to earn the experience points. Your options are not limited by your character class. Every character has some ability to look for traps or secret doors. Everyone can listen at doors. Burglars are better at these things than other classes, but if everybody attempts these you're less likely to miss that hidden room full of magic items. Or hear the voices of bugbears behind that door, before you throw it open.

Generally, most things should be possible. There might be a very slim chance of succeeding, but not zero. So go ahead and try to leap across that 20' pit. Or bridge a crevasse with your 10' pole and inch your way over. Throw a Molotov cocktail right through the crack of an open door to light up those pesky goblins. You're only limited by your imagination. Make the best of your surroundings, your abilities, and those in your party.

Retainers

Here's where veteran dungeon dwellers differentiate themselves from the barely weaned. Imagine this. Your party has five characters. You encounter a giant poisonous snake. Depending on where everybody is located when the encounter occurs, the Labyrinth Lord might randomly check to see who that serpent bites.

That's bad news, because sometimes one failed saving throw is all it takes to make sure you never leave the dungeon. So naturally, in a party of five you have a one in five chance of being picked. Now imagine you have a couple hired hands with you. They may be armed, or maybe they're just there to hold torches. That giant snake doesn't care why they're there. If you've got a couple of those guys in your group, suddenly you have a one in seven chance of being attacked!

But hired hands can be more than just battle fodder. They can lend an extra sword to the fight, they can carry treasure, and they can be sent on errands. These are just some possibilities. Just remember that retainers get a portion of the experience points when it's awarded to the group. So you have to decide whether the benefit outweighs the cost. In many cases, it's to your advantage to hire help. It can make you much more successful when characters are low level.

Passing Thoughts

This game is not just about killing monsters, it's also about strategy and making the best of your resources for whatever situation comes to the fore. You may start as the scrappy farmhand, but with a little luck and quick thinking you'll mature into a strong warrior or powerful wizard. Achieving new class levels is gratifying upon reflecting back on the challenges you faced to get there. Playing through those challenges is where legends are born and tales are written.

Eventually, it could be you in front of that fireplace telling a young audience of would-be adventurers about the fantastic dangers and treasures you've encountered on your quests!

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 5 gp. The standard coin weighs about 1/10th of a pound (10 to the pound). Sacks or backpacks can carry a certain number of coins, calculated using coin weight.

► **Reminder, starting money is 3d8x10 gp**

WEAPONS TABLE

Weapon	Cost	DMG	Size	Weight
Axe, battle*	6 gp	1d8	Large	6 lb.
Axe, one-handed	1 gp	1d6	Medium	3 lb.
Club	3 gp	1d4	Medium	3 lb.
Crossbow, heavy	25 gp		Large	8 lb.
<i>Heavy quarrels (10)</i>	3 gp	1d8	-	1 lb.
Crossbow, light	16 gp		Medium	4 lb.
<i>Light quarrels (10)</i>	3 gp	1d6	-	1 lb.
Dagger	3 gp	1d4	Small	1 lb.
Dagger, silver	30 gp	1d4	Small	1 lb.
Dart	5 sp	1d4	Small	1/2 lb.
Flail	3 gp	1d6	Medium	5 lb.
Flail, heavy*	8 gp	1d8	Large	10 lb.
Hammer, light	1 gp	1d4	Small	2 lb.
Hammer, war*	7 gp	1d6	Large	5 lb.
Javelin	1 gp	1d6	Medium	2 lb.
Lance	7 gp	1d6	Large	10 lb.
Longbow	40 gp	-	Large	3 lb.
<i>Arrows (20)</i>	5 gp	1d8	-	3 lb.
Mace	5 gp	1d6	Medium	3 lb.
Morningstar*	5 gp	1d6	Medium	6 lb.
Pick, heavy*	8 gp	1d8	Large	6 lb.
Pick, light	5 gp	1d6	Medium	3 lb.
Pole Arm*	7 gp	1d10	Large	15 lb.
Quarterstaff*	2 gp	1d6	Large	4 lb.
Scimitar	15 gp	1d8	Medium	4 lb.
Shortbow	25 gp	-	Medium	2 lb.
<i>Arrows (20)</i>	5 gp	1d6	-	3 lb.
Sling	2 gp		Small	0 lb.
<i>Bullets, sling (10)</i>	nil	1d4	-	5 lb.
Spear	3 gp	1d6	Large	6 lb.
Sword, long	10 gp	1d8	Large	4 lb.
Sword, bastard**	20 gp	1d8/2d4	Medium	6 lb.
Sword, short	7 gp	1d6	Small	2 lb.
Sword, two-handed*	15 gp	1d10	Large	15 lb.
Trident*	4 gp	1d6	Medium	4 lb.

*These are classified as two-handed weapons. Battle axes and war hammers are usable by dwarves.

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

EXCHANGE VALUE

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

ADVENTURING GEAR TABLE

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	—
Burglars' tools	30 gp	1 lb.
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	1/2 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	—
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.
Quill pen	1 sp	—
Rations, unpreserved (per day)	2 sp	1 lb.
Rations, trail (per day, preserved)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty)	2 sp	1/2 lb.
Sack, small (empty)	1 sp	1/2 lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	1/2 lb.
Spade or shovel	2 gp	8 lb.
Spell book (blank)	15 gp	3 lb.
Spikes, iron (12)	1 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Stakes, wooden (3)	5 cp	1 lb.
Torches (8)	3 sp	8 lb.
Vial, for ink, potion, or holy water	1 gp	1/10 lb.
Waterskin/Wineskin	1 gp	4 lb.
Wine (2 pints)	1 gp	1/2 lb.
Wolfsbane (fist full)	10 gp	—

ANIMALS, LAND, AND WATER TRANSPORT

Type	Cost	Cargo lbs	Type	Cost	Cargo lbs
Cart	100 gp	400 to 600	Boat, river	4,000 gp	3,000
Dog	3 sp	25 to 50	Boat, sailing	2,000 gp	2,000
Dog, guard	25 gp	50 to 100	Canoe	55 gp	600
Donkey	8 gp	200 to 400	Galley, large	32,000 gp	4,000
Feed (per day)	5 cp	-	Galley, small	12,000 gp	2,000
Horse, draft	40 gp	450 to 900	Galley, war	65,000 gp	6,000
Horse, riding	75 gp	300 to 600	Lifeboat	800 gp	1,500
Horse, war	250 gp	400 to 800	Longship	17,000 gp	4,000
Mule	30 gp	200 to 400	Raft	1 gp per sq. foot	5 per square foot
Pony	30 gp	150 to 300	Sailing Ship, large	22,000 gp	30,000
Stabling (per day)	5 sp	-	Sailing Ship, small	7,000 gp	10,000
Wagon	200 gp	1,500 to 4,500	Sailing Ship, transport	30,000 gp	30,000

Equipment

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

- Players may buy preselected equipment packs to speed character generation. These packs are found at the end of this chapter.

Equipment Descriptions

Most equipment is 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.

Animals of burden: Most horses and mules can carry up to 300 lbs. and move at 120'. A maximum of

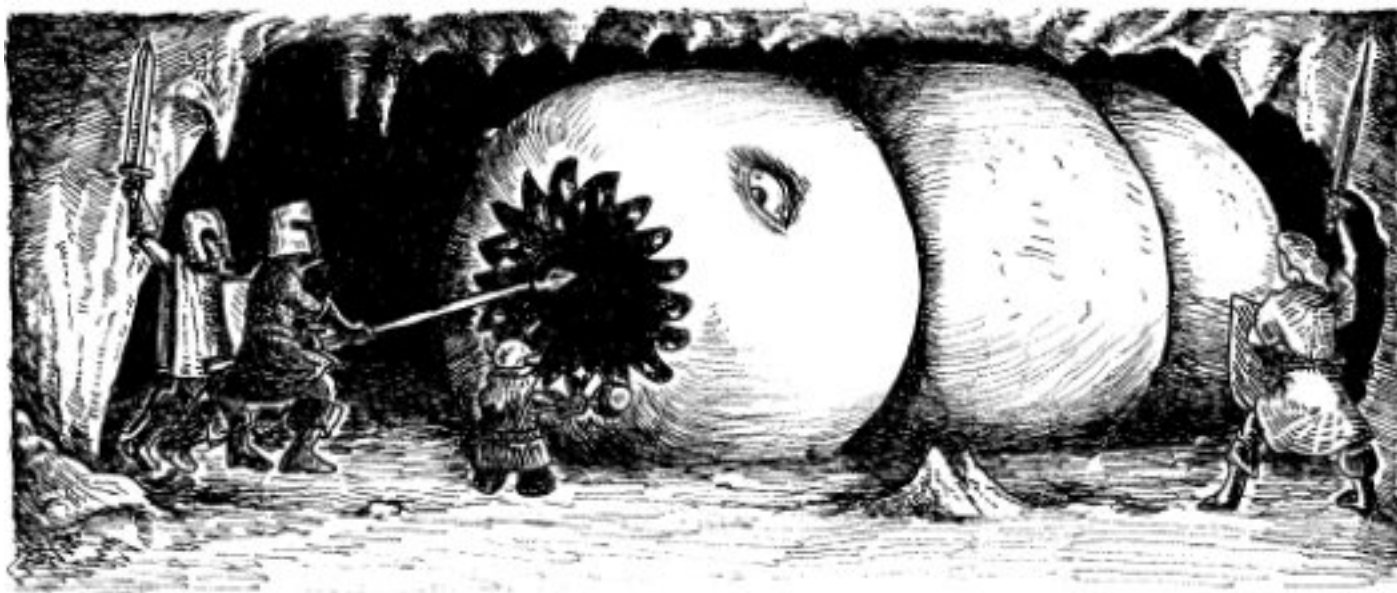
ARMOR TABLE

Armor	Cost	DAC	AAC	Weight
Plate mail	450 gp	3	16	50 lb.
Splint mail	75 gp	4	15	40 lb.
Chain mail	70 gp	5	14	30 lb.
Scale mail	50 gp	6	13	40 lb.
Leather	6 gp	7	12	15 lb.
Padded	4 gp	8	11	10 lb.
Shield	10 gp	-1	1 more	10 lb.
Helmet	10 gp	-	-	5 lb.
Unarmored	0 gp	9	10	nil
Horse barding	150 gp	5	14	60 lb.

*Using a shield increases armor rating by 1.

twice this encumbrance can be carried and will reduce this movement by half.

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



MISSILE WEAPON RANGES

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

Block and Tackle: A set of pulleys with a cable threaded through them and a hook to attach to objects. A block and tackle allows you to hoist up to four times the weight you can normally lift.

Boat, River: A riverboat can carry 3,000 lbs. It's 10' wide, between 20' and 30' long, and has a "draft," or surface depth, of between 2' to 3' 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' longer than a riverboat but is otherwise similar in dimensions and travels by sail. A sailing boat can carry a weight of 2,000 lbs.

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

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

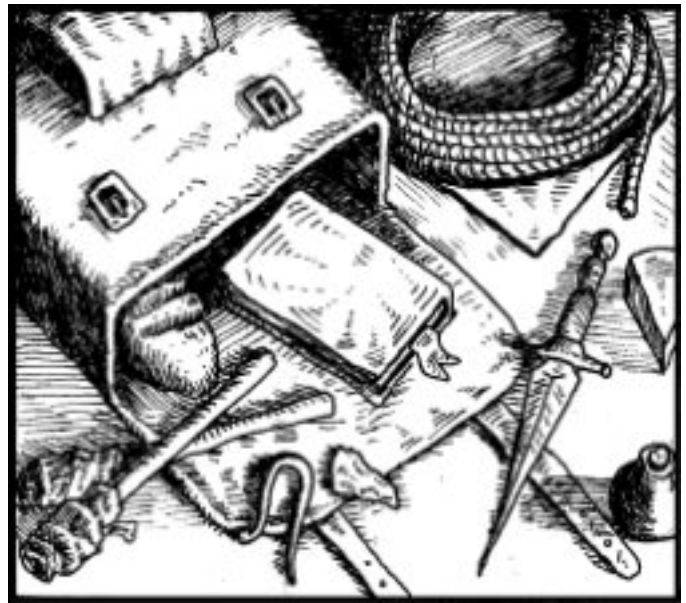
Canoe: A canoe is a small boat that weighs 50 lbs. It can carry weight up to 600 lbs and is about 15' long.

Cart: A cart must travel on a road. It's pulled by one or two large horses, or two to four donkeys or mules, up to 60' per turn. If the cart is pulled by only one horse or two mules, it can carry 400 lbs. If pulled by four mules or two horses, it can carry 600 lbs.

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

Dog, guard: Guard dogs are trained for discipline and combat. They can fight, stand guard, and retrieve items. Note that ordinary dogs haven't been trained for fighting, and can be used to retrieve only.

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 lbs. These ships are 15' to 20' wide, 120' to 150' long, and have a draft of 3'. This ship is manned by 180 rowers. Furthermore, in addition to the captain, there's 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 2,000 lbs. These ships are 10' to 15' wide, 60' to 100' long, and have a draft of 2' to 3'. This ship is manned by 60 rowers. Furthermore, in addition to the captain, there's 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 lbs. These ships are 20' to 30' wide, 120' to 150' long, and have a draft of 4' to 6'. This ship is manned by 300 rowers. Furthermore, in addition to the captain, there's generally a crew of 100. These ships are equipped with three catapults and a ram.

Grappling Hook: These can be used for anchoring a rope and often have three or four 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's 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 lbs 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.

CONTAINER CAPACITY	
Container	Capacity
Backpack	40 lb.
Sack, small	20 lb.
Sack, large	60 lb.
Saddle bag	30 lb.
Flask	1 pint
Waterskin	2 pints
Vial	1 ounce

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each 4 hours, or 24 turns, and have an effective light radius of 30'.

Lifeboat: This ship can hold 1,500 lbs. These ships are 4' to 5' wide, 20' long, and have a draft of 1' or 2'. 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 two or three lifeboats. There are one or two lifeboats on smaller galleys. Lifeboats weigh 500 lbs 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 that can hold 4,000 lbs. These ships are 10' to 15' wide, 60' to 80' long, and



LIGHT SOURCES		
Source	Burn Time	Area
Candle	1 hour	5' radius
Lantern	4 hours	30' radius
Torch	1 hour	30' radius
Oil flask	Thrown, 2 rounds; poured and lit, 1 turn	5' diameter

have a draft of 2' or 3'. This ship requires 60 rowers but is also capable of being sailed. In addition to the captain, there's 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, no larger than 40' x 40'. For every 10' x 10' area of well-built rafts, the raft can hold a weight of 1,000 lbs. If the raft is makeshift, it will only hold a weight of 500 lbs for each 10' x 10' area. A makeshift raft can be built in 1 to 3 days for each 10' x 10' 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 lbs.

Sack, Small: This sack can contain 20 lbs.

Saddle Bag: This bag can contain 30 lbs.

Sailing Ship, Large: This large ship is 100' to 150' long, 25' to 30' wide, has a draft of 10' to 12', and a crew of 70. It can carry 30,000 lbs 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' long, 20' to 30' wide, a draft of 5' to 8', and has a crew of 12. It can carry 10,000 lbs of cargo and has one mast.

Sailing Ship, Transport: This large ship has similar dimensions and characteristics to a large sailing ship. However, it's specially designed to carry troops, mounts, and equipment of war as its cargo.

Spell Book (Blank): A spell book 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 wizard for recording spells.

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 is no more than 1 inch wide and 3 inches high.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Two or four draft horses (or other beasts of burden) draw it. Two horses can pull 1,500 lbs, while four can pull 4,500 lbs. A wagon moves similarly to a cart.

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



Equipment Packs

The following preselected equipment packs are available to speed character generation and choosing equipment. Choosing these packs gives a price break compared to buying items individually.

Dungeoneers' Pack (8 gp) 46 lbs

This is a basic pack appropriate for all characters. You might select this pack, and the add-on pack tailored to your class.

- ▶ Backpack (2)
- ▶ Bedroll
- ▶ Blanket, winter
- ▶ Candles (10)
- ▶ Crowbar
- ▶ Flask (empty)
- ▶ Flint and steel
- ▶ Rations, trail (7 days)
- ▶ Rope, hemp (50 ft.)
- ▶ Sack, large
- ▶ Sack, small (empty)
- ▶ Torches (8)
- ▶ Waterskin/Wineskin

Burglar (47 gp) 44 lbs

- ▶ Burglars' Tools
- ▶ Flasks of Oil (6)
- ▶ Grappling Hook
- ▶ Hammer
- ▶ Spikes, iron (12)

- ▶ Dagger
- ▶ Sword, short
- ▶ Crossbow, light
 - ▷ Light quarrels (10)
- ▶ Leather armor

Cleric (35 gp) 25 lbs

- ▶ Holy Symbol (wooden)
- ▶ Stakes, wooden (3)
- ▶ Holy Water (1 flask)
- ▶ Mace
- ▶ Sling (10 bullets)
- ▶ Leather armor

Wizard (20 gp) 4 lbs

- ▶ Spellbook (blank)
- ▶ Quill Pen
- ▶ Ink (2 vials)
- ▶ Parchment (10 sheets)
- ▶ Dagger

Fighter (30 gp) 25 lbs

- ▶ Dagger
- ▶ Crossbow, light
 - ▷ Light quarrels (10)
- ▶ Long sword
- ▶ Leather armor



Spells and Spell Casting

Spells are cast by brownies, wizards, elves, and clerics. Memorized hand gestures combined with arcane spoken words bring about magical effects. Spell casters can 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.

Brownie, wizard, and elf spells operate differently from cleric spells. Wizard types 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 1 hour to memorize all spells the character is capable of learning.

Wizards 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 wizard 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 can cast. 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.

If a spell book is lost or destroyed, a wizard 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 example, if two 1st-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 must be able to move their hands and speak to make the gestures and vocalize the magical phrases that bring effects into being. As a result, a spellcaster cannot cast spells if they are gagged, hands are tied, or 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. If a caster is successfully attacked prior to casting the spell, or if they fail a saving throw 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 spellcaster 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, as noted in the spell description. When saving throws are allowed, a successful roll will typically reduce or eliminate a spell's effect, depending on the spell description.

Reversible Spells

Some spells are reversible. For wizards and elves, the reverse of a spell is considered a different spell, thus all spell casters must memorize the specific form of the spell ahead of time. A wizard 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 if a reversed spell is against the beliefs of the cleric's god. A cleric may draw dissatisfaction from their god if they cast versions of spells that have effects that go against their alignment.

CLERIC SPELLS BY LEVEL

		Spell 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	Geas	Heal	Restoration
6	Purify Food and Drink	Silence 15' Radius		Locate Object	Protection from Evil, 10' Radius	Insect Plague	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

Hiring Spell Casters (optional)

If the Labyrinth Lord agrees, PCs may hire wizards and other spellcasters for their magic services. If they can find a willing spellcaster, one approach is to charge 200 gp x spell level for spells cast. This makes

a first level spell 200 gp, 3rd level is 600 gp, 5th level is 1,000 gp, etc.

Hiring owners of magic items for their use could follow similar guidelines, costing more for expenditure of charges. That might add x3 to the cost or more.

WIZARD/BROWNIE/ELF SPELLS BY LEVEL

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

Cumulative Spell Effects

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

Beginning Spells

Clerics have access to all spells of appropriate level when they pray for them. Players of wizards and elves may choose three 1st-level spells and two 2nd-level spells, but any other spells can only be added to a spell book through game play.

Spell Details

Each spell has level, duration, range, and area of effect 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 the area the spell is active within a range. 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 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 wizard/elf spells. These spells are listed by level at the end of this section.

Animal Growth

Class: Cleric
Level: 3
Duration: 12 turns
Range: 120'
Area of effect: One normal animal

This spell doubles the size of one non-magical, normal animal. It can be a "giant" version of the animal, but intelligent animals are unaffected. An animal under the effects of this spell has twice its ordinary STR (and can carry double weight) and deals double damage in melee.

Animate Dead

Class: Cleric, Wizard
Level: Cleric 3, Wizard/Elf 5
Duration: Permanent
Range: 60'
Area of Effect: Dead creatures in range

This spell transforms the remains of deceased beings, be they bones or whole bodies, into animated undead skeletons or zombies. These reanimated creatures heed the vocal directives of the caster. The undead entities can either accompany the caster's path or linger within a designated area, ready to assail any intruder, whether it be any creature or a particular type specified. Their animation persists until *dispelled* or destroyed.

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 DAC 7 (AAC 12) and hit dice equal to the creature in life. Zombies have an DAC 8 (AAC 12) and the number of hit dice of the living creature +1. It's important to note that if a PC is animated in this fashion, they will not have hit dice related to their class level but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from their god.

Animate Objects

Class: Cleric
Level: 6
Duration: 1 round per level
Range: 30'
Area of effect: 1 square foot per level

By bestowing mobility and a faint echo of vitality upon lifeless objects, the caster grants them a newfound animation. These enlivened objects will fight entities singled out by the caster. The objects eligible for animation encompass a wide range of mundane materials, lacking any magical essence. However, it's worth noting that this enchantment is incapable of bestowing animation upon objects already being held or worn by a living 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 as the caster's class and level. Attack frequency and damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 every 5 rounds to 1 each 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.

Anti-Magic Shell

Class:	Wizard
Level:	6
Duration:	12 Turns
Range:	0
Area of effect:	Self

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 themselves. They may end this spell at any time before the maximum duration has expired.

Antipathy/Sympathy

Class:	Wizard
Level:	8
Duration:	12 turns per level
Range:	30'
Area of effect:	10' cube per level

The caster can make an object or location emit magical vibrations that either repel or attract certain types of intelligent creatures or those with specific alignments, as defined by the caster. The caster must clearly specify the creature type or alignment for the spell's effects to activate.

Antipathy: This effect compels creatures to feel an overwhelming urge to leave or avoid the affected area or item. Affected individuals actively avoid the area or item and resist returning to it while the spell is active. If a creature makes a successful saving throw against spells, it can enter the area or touch the item, but it will experience increasing discomfort that lowers its DEX score by 1 point per round, up to a total reduction of 4 points.

Sympathy: In contrast, this effect generates feelings of delight and contentment in creatures within the enchanted area or those who wish to touch or own the targeted object. Creatures that pass a saving throw can resist the spell's allure initially, but must make another saving throw after 1d6 turns. Failing this subsequent save forces the creature to try to return to the specific area or object.

Arcane Eye

Class:	Wizard
Level:	4
Duration:	1 round per level
Range:	240'
Area of effect:	Special

The caster creates an invisible magical sensor that sends visual information that has normal vision to 60, or 10' with *deepvision*. The *arcane eye* moves up to 30' each round. It can travel in any direction as long as the spell lasts. While active, the spell enables movement in all directions. Solid barriers impede progress, but it can pass through a hole as small as 1 inch in diameter.

Arcane Lock

Class:	Wizard
Level:	2
Duration:	Permanent
Range:	10'
Area of effect:	Object in range

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



Blade Barrier

Class:	Cleric
Level:	6
Duration:	3 rounds per level
Range:	30'
Area of effect:	Up to 20 square feet

A motionless, upright barrier formed from pure force materializes, taking the shape of swirling blades. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast.

Bless (reversible)

Class: Cleric
Level: 2
Duration: 6 turns
Range: 60'
Area of effect: 20' × 20'

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

Blight is the reverse of this spell. It does not affect allies within the affected area and incurs penalties of -1 instead of bonuses to the rolls indicated before. Targets are allowed a saving throw versus spells to avoid these effects.

Charm Monster

Class: Wizard
Level: 4
Duration: Special
Range: 120'
Area of effect: Beings in range

Charm monster is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoids or creatures of ogre-size or smaller. Only one monster is charmed if it's 4 HD or greater. Monsters 3 HD or fewer may be affected, their number determined by rolling 3d6.

Charm Person

Class: Wizard
Level: 1
Duration: Special
Range: 120'
Area of effect: One being in range

This spell causes a humanoid creature to view the caster with trust, leading to a shift in the target's attitude to a friendly disposition. Undead creatures are unaffected, 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.

The influenced creature refrains from following commands that would lead to self-destruction or clearly detrimental outcomes. However, it can be persuaded that engaging in highly perilous tasks holds value. The spell's effect is disrupted if the caster or their apparent allies engage in actions that jeopardize the subject. To

issue commands, the caster must communicate in the target's language or possess adept pantomiming skills.

Creatures will gain additional saving throws versus spells 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

Class: Wizard
Level: 3
Duration: 12 turns
Range: 60'
Area of effect: One creature in range

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 linking process takes 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 thickness greater than 2'.

Clenched Fist

Class: Wizard
Level: 8
Duration: 1 round per level
Range: 5' per level
Area of effect: Special

This spell creates a large ghostly hand that can strike one opponent per round. The attacks always hit the opponent. The severity of the blow is determined by rolling 1d20 and consulting the following chart. If a target becomes stunned, add 4 to die rolls on the table to determine damage. A *clenched fist* has DAC 9 (AAC 10) and hp equal to those of the caster.

CLENCHED 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

Clone

Class: Wizard
Level: 8
Duration: Permanent
Range: Touch
Area of effect: Special

This spell creates a duplicate of a creature using a piece of its living flesh (excluding hair, nails, or scales). The flesh must be preserved from decay. The duplicate grows in a lab over 2d4 months. Upon maturity, the duplicate and caster are psychically linked for 1 week, each trying to destroy the other. Failure results in a 95% chance of one (25% caster, 5% both) going insane. After a week, the link dissolves and compulsion ends. The spell only duplicates the body and mind, not equipment.

Cloudkill

Class: Wizard
Level: 5
Duration: 6 turns
Range: 0
Area of effect: 30' diameter

This spell creates a 30' diameter bank of yellow-green, poisonous fog that moves 20' per round, rolling along the ground. The fog sinks to low areas but can't penetrate liquids or be cast underwater. Creatures with 4 or fewer HD must make a saving throw versus poison each round or die; success results in 1 hp damage per round. Creatures with 5 or more HD take 1 hp damage per round. Holding breath doesn't help, but poison-immune creatures are unaffected.

Commune

Class: Cleric
Level: 5
Duration: 3 turns
Range: 0
Area of effect: Self

The caster calls upon divine powers 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.

Cone of Cold

Class: Wizard
Level: 5
Duration: Instantaneous
Range: 5' per level
Area of effect: Self

The caster blasts an area with deadly cold, extending from the caster's hand in a cone 5' long per caster level. It absorbs heat, dealing 1d4+1 cold damage per caster level.

Conjure Animals

Class: Cleric
Level: 6
Duration: 2 rounds per level
Range: 30'
Area of effect: Self

The caster can summon normal mammals to their location to attack enemies. The number of animals that appear depends on 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, 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.

Confusion

Class: Wizard
Level: 4
Duration: 12 rounds
Range: 120'
Area of effect: 60' diameter

This enchantment affects 3d6 beings within the area, causing *confusion* and rendering them incapable of autonomously deciding their actions. Targets with fewer than 2+1 HD cannot save. Otherwise, they must save versus spells each round they are in the area of effect to avoid *confusion*. At the start of each subject's turn in every round, consult the provided table to determine the actions they take.

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

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

Conjure Elemental

Class: Wizard
Level: 5
Duration: Indefinite
Range: 240'
Area of effect: Special

The caster may summon one elemental per day (either fire, water, earth, or air). For the duration of the spell, the caster can move at $\frac{1}{2}$ movement but may take no other actions. The spell requires full concentration to command the elemental. The caster can give the elemental orders while concentrating, and it can be dismissed to its home plane at any time. The elemental is also dismissed if targeted with *dispel evil* or *dispel magic*. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster who will be unable to control or dismiss it.

Contact Other Plane

Class: Wizard
Level: 5
Duration: Special
Range: 0
Area of effect: Self

The caster's mind travels to another plane to consult higher powers for advice. Refer to the table for possible outcomes. The powers reply in a language the caster understands, but they're reluctant and give brief answers like "yes," "no," or "maybe." The caster must concentrate to ask and receive one question-answer pair per round.

The caster may choose how many questions to ask. The number of questions relates to the entity's power level and distance. The greater the number of questions asked, the further away and more powerful the being. First roll on the following table to see if the power knows the answer. Then roll to see if the power answers truthfully. There's a probability that the caster will go insane after casting the spell, related to the number of questions asked.

CONTACT OTHER PLANE			
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 Contact:

Don't Know: The entity may or may not know the answer, and may or may not lie to the caster about 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. 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

Class: Wizard/Cleric
Level: 2/3
Duration: Permanent
Range: 120'
Area of effect: Object or creature in range

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 deepvision and *night vision*, cannot penetrate this darkness, nor can lamps, torches, or the spell light.

Control Weather

Class: Cleric
Level: 7
Duration: 4d12 hours
Range: 0
Area of effect: 4d4 mile radius of caster

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 consistent with the climate and season of the area.

The caster commands broad aspects of weather like wind direction and intensity, but not specific occurrences like lightning or tornado paths. Simultaneous contradictory weather isn't possible. *Control weather* can eliminate or create atmospheric phenomena.

CONTROL WEATHER (CLERIC)	
Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot
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)

Control Weather (Wizard)

Class: Wizard
Level: 6
Duration: See below
Range: 0
Area of effect: 240 yard radius

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

CONTROL WEATHER (WIZARD)	
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 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', all movement divided by 2.
Rainy	Missile attacks hit at -2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', all movement divided by 2

Create Food and Water

Class: Cleric
Level: 4
Duration: Permanent
Range: 10'
Area of effect: Special

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.

Crushing Hand

Class: Wizard
Level: 9
Duration: 1 round per level
Range: 5' per level
Area of effect: Special

This spell creates a large, ghostly hand that can grasp and squeeze one opponent selected per round. The attacks always hit. The target suffers 1d10 hit points of damage per round, to a maximum of 4d10.

An opponent can attack a *crushing hand*. It has an DAC 9 (AAC 10) and hp equal to those of the caster.

Cure Critical Wounds (reversible)

Class: Cleric
Level: 5
Duration: Permanent
Range: Touch
Area of effect: One character or creature

When this spell is cast, the cleric touches one character or creature (or themselves) and heals 3d8+3 hit points 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. A saving throw versus spells is allowed.

Cure Disease (reversible)

Class: Cleric
Level: 3
Duration: Permanent
Range: 30'
Area of effect: One being in range

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 by 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.



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.

Death Spell

Class: Wizard
Level: 6
Duration: 1 round
Range: 240'
Area of effect: 60' cube

This formidable spell kills creatures of 8 HD or fewer within the area of effect. A total of 4d8 HD of creatures are killed; 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.

There is a 5% chance that a victim dying from a death spell rises again as an undead monster in 24 hours. Refer to the table below for some possibilities.

UNDEAD TYPE	
Roll 1d6	Undead
1	Ghoul
2	Mummy
3	Spectre
4	Vampire
5	Wight
6	Wraith

Cure Light Wounds (reversible)

Class: Cleric
Level: 1
Duration: Permanent
Range: Touch
Area of effect: One being in range

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

Class: Cleric
Level: 4
Duration: Permanent
Range: Touch
Area of effect: One being in range

When this spell is cast, the cleric touches one character or creature (or themselves) 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*.



Deepvision

Class: Wizard
Level: 3
Duration: 1 day
Range: 0
Area of effect: Self or other

The caster or another creature is able to see 60' in the dark with *deepvision*. No light sources are permitted for this type of vision to work. Sudden light will blind the recipient of this spell for one round, losing any actions that round. This form of vision is useful only when no light, no matter how dim, is present. This includes star light, moonlight, etc.

Delayed Blast Fireball

Class: Wizard
Level: 7
Duration: See below
Range: 100' + 10' per level
Area of effect: 20' radius globe

In most respects, this spell is identical to *fireball*. However, add +1 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

Class: Cleric, Wizard
Level: Cleric 1; Wizard 2
Duration: C 6 turns; Wizard 2 turns
Range: Cleric 120'; Wizard 60'
Area of effect: Self

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 Invisible

Class: Wizard
Level: 2
Duration: 5 rounds per level
Range: 10' per level
Area of effect: 10' wide path

The caster can see invisible, hidden, ethereal, or astral creatures or items.

Detect Lie (reversible)

Class: Cleric
Level: 4
Duration: 1 round per level
Range: 30'
Area of effect: Self or other

The caster can use this spell on themselves 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

Class: Cleric, Wizard
Level: 1
Duration: 2 turns
Range: 60'
Area of effect: Self

All enchanted items, creatures, places, or other things within range glow for the duration of the spell. 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. The caster may move around to bring objects within the range during the duration of the spell.

Dimension Door

Class: Wizard
Level: 4
Duration: 1 round
Range: 10'
Area of effect: Special

The caster instantly transfers themselves or another creature in range 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. Unwilling targets are allowed a saving throw versus spells.

Disintegrate

Class: Wizard
Level: 6
Duration: Permanent
Range: 60'
Area of effect: One being or 10' cube

The caster points and a ray shoots from their finger. No roll to hit is necessary, but targets may save versus death to negate the effects of this spell. Non-magical creatures of any size struck by the ray are instantly disintegrated. The ray disintegrates up to a 10' cube of nonliving material. Consequently, only a portion of large structures or objects is affected. The ray affects objects made of force, like a crushing hand, but not magical effects such as an anti-magic shell.

Dispel Evil

Class: Cleric
Level: 5
Duration: 1 turn
Range: 30'
Area of effect: Self

The caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures coming within 30' of the caster must make a saving throw versus spells or be destroyed. Any creature succeeding this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only; the 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

Class: Cleric, Wizard
Level: 3 (all)
Duration: Permanent
Range: 120'
Area of effect: 20' cube

This spell negates any spells in effect on a being within the area. Best results are if the caster is equal level or higher than who cast the spell to be dispelled. A lower level results in a cumulative 5% chance per level difference that the attempt to dispel will fail. The effects of a spell with instantaneous duration can't be dispelled because the magical effect is already over before *dispel magic* can take effect. Magic items are unaffected.

Duo-Dimension

Class: Wizard
Level: 7
Duration: 3 rounds +1 per level
Range: 0
Area of effect: Self

One dimension of the caster's self (depth) moves to another plane, thus reducing the visible portion of themselves to the two-dimensional aspects of height and width. The caster takes normal actions but can appear invisible if standing such that only their side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. *True seeing* allows a viewer to see the caster. This two-dimensional existence also creates vulnerability. Damage the caster sustains while under the effects of the spell is multiplied by 3; the character can't be struck while standing sideways to an attacker. The caster is affected by area of effect attacks, which are subject to the damage multiplier.

Earthquake

Class: Cleric
Level: 7
Duration: 1 round
Range: 120'
Area of effect: 5' diameter per level

Upon casting *earthquake*, a localized yet intense tremor manifests, rending the ground. This seismic shock has diverse consequences like structural collapses and fissures in the earth. This effect endures for 1 round, during which creatures on the ground are immobilized, unable to cast spells or attack.

The earthquake impacts the entire area, affecting terrain, vegetation, structures, and living beings. The effects of the earthquake spell vary depending on the type of terrain where it's unleashed:

Cave, Cavern, or Tunnel: The spell's force induces the cave's roof to cave in, causing 7d6 damage to creatures beneath the fallen debris. A substantial cavern's roof collapse could even endanger creatures outside the spell's range but beneath the plummeting rubble.

Cliffs: The earthquake causes a cliff to crumble, creating a landslide that extends horizontally as far as it descended vertically. Creatures within the path of the landslide endure 7d6 damage.

Open Ground: Fissures open in the earth, leading to the demise of 1d6 creatures that fall into these crevices.

Structure: Structures on open ground sustain 5d12 structural hit point damage. This is sufficient to bring down a standard wooden or masonry building, although not structures made of stone or reinforced masonry. Creatures caught within a collapsing structure endure 7d6 damage.

River, Lake, or Marsh: Fissures appear beneath bodies of water, draining away the water in that vicinity and transforming the area into muddy terrain. Soggy marshes or swamps transform into quicksand, ensnaring structures. Additionally, 1d6 creatures within the affected region are pulled into the mud and perish.

ESP

Class: Wizard
Level: 2
Duration: 1 round per level
Range: 5' per level, 90' max.
Area of effect: One being

A caster can perceive the thoughts of one creature within range. Another creature may be chosen after 1 turn. The caster understands the meaning of all thoughts even if they do not share the creature's language. Only surface thoughts are perceived. If the creature is not in range of sight, the caster may not know its type. The

ability to hear thoughts is obstructed by 2' of rock or 2 inches of metal. Any thickness of lead (even a sheet) blocks the spell. Undead are unaffected.

Feeblemind

Class: Wizard
Level: 5
Duration: Indefinite
Range: 240'
Area of effect: One wizard or elf

Only wizards and elves are affected. If the target fails a saving throw versus spells (-4 penalty), it becomes catatonic. The target 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.

Find the Path (reversible)

Class: Cleric
Level: 6
Duration: 1 turn per level
Range: Touch
Area of effect: Self or other

The recipient of this spell gains the ability to determine the most direct and efficient physical route to a specific destination, regardless of whether it's entering or leaving an area. This destination can be situated outdoors, underground, or even within the confines of a maze spell. The spell's effect pertains to locations and not objects or creatures within a location.

Find the path empowers the subject to intuitively perceive the optimal direction that leads it to the intended destination. It offers guidance regarding the precise route to follow and the necessary physical steps to take. The spell persists until the destination is reached or the duration ends, whichever occurs first. Additionally, Find the path can be employed to swiftly extricate the subject and its companions from the influence of a maze spell within a single round.

Conversely, *lose the path*, which is the reverse of Find the path, renders a touched individual entirely incapable of finding their way.

Find Traps

Class: Cleric
Level: 2
Duration: 2 turns
Range: 30'
Area of effect: Self

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

Fireball

Class: Wizard
Level: 3
Duration: Instant
Range: 240'
Area of effect: 20' radius

A fireball erupts as a fiery explosion accompanied by a subdued roar. It inflicts 1d6 points of fire damage for each level of the caster on all creatures within its area of impact. By pointing a finger, the caster designates both the range (distance and height) for the fireball's detonation. A small, luminous bead emerges from the pointed digit. This bead streaks forward, becoming the fireball if it reaches the specified range without hitting any physical obstacle. (Impact before reaching the range triggers an early detonation.)

The ignited fireball is capable of igniting combustible materials and causing harm to objects in its vicinity. It possesses the ability to liquefy metals with lower melting points such as lead, gold, copper, silver, and bronze. If the damage inflicted on a barrier obstructing its path results in the barrier shattering or breaking, the fireball can extend past the barrier if the conditions allow. Otherwise, it halts at the barrier in a manner akin to other spell effects. All beings caught within the fiery explosion are granted a saving throw against spells. A successful save mitigates the damage by half.

Flame Strike

Class: Cleric
Level: 5
Duration: Instantaneous
Range: 60'
Area of effect: Column 30' high, 10' dia

A *flame strike* produces a vertical column of divine fire 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 hit points.



Floating Disc

Class: Wizard
Level: 1
Duration: 6 turns
Range: 6'
Area of effect: Special

The caster forms a concave, circular plane of force that orbits them, capable of carrying loads. This disk has a diameter of 3' and is 1 inch deep at its center. It can support up to 500 lbs of weight or contain 2 gallons of liquid if utilized for transport. Positioned roughly 3' above the ground, the disk maintains a level orientation. It hovers horizontally within the spell's range and matches the caster's movement speed.

By default, the disk maintains a consistent 6' gap between itself and the caster, autonomously trailing them. As the spell's duration concludes, the disk dissipates, causing anything it was supporting to fall onto the underlying surface.

Fly

Class: Wizard
Level: 3
Duration: See below
Range: 0
Area of effect: Self

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. They can vary the speed as desired and are capable of hovering.

Geas (reversible)

Class: Cleric; Wizard
Level: Cleric 5; Wizard 6
Duration: See below
Range: 30'
Area of effect: Target in range

The victim of this spell is allowed a saving throw versus spells. Success negates its effects. If the save fails, the caster can compel the character to take on a quest. The quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking the quest, they will be under the effect of a curse. The nature of the curse 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 dispel an active *quest* spell. Like *dispel magic*, the caster of *remove quest* will have a lower probability of successfully countering the spell if they are 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*.

Glass Like Steel

Class: Wizard
Level: 8
Duration: Permanent
Range: Touch
Area of effect: 10 lbs. per caster level

The caster may give glass the strength of steel in a quantity up to 10 lbs 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

Class: Wizard
Level: 7
Duration: 1 round per level
Range: 10' per level
Area of effect: One target

This spell creates a ghostly hand that can act as a barrier between the caster and another being or can grasp a 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 lbs or fewer. The hand can also be used to push a being of 4000 lbs or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 lbs in weight can be pushed so that their movement rate is reduced by half. An opponent can attack a grasping hand. It has an DAC 9 (AAC 10) and hp equal to the caster.

Hallucinatory Terrain

Class: Wizard
Level: 4
Duration: See below
Range: 240'
Area of effect: 10' × 10' per level

The caster makes terrain within range and area of effect look, sound, and smell like some other sort of terrain (woods, hill, bog, fallen rocks, etc.). If the illusion comes into contact with an intelligent being, the spell is negated.

Haste (reversible)

Class: Wizard
Level: 3
Duration: 3 turns
Range: 240'
Area of effect: 60' diameter

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures are affected within the area of effect. 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 2 rounds.

Heal (reversible)

Class: Cleric
Level: 6
Duration: Permanent
Range: Touch
Area of effect: Self or other

Heal allows the caster to infuse a creature with divine energy, dispelling injuries and ailments. It instantly removes adverse conditions such as blindness, disease, fatigue, *feblemind*, and poison. Additionally, it restores 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 Monster

Class: Wizard
Level: 5
Duration: See below
Range: 120'
Area of effect: Creatures in range

The duration of this spell is a number of turns equal to the caster's 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

Class: Cleric, Wizard
Level: Cleric 2; Wizard 3
Duration: Cleric 9 turns; Wizard 1 turn/level
Range: 180'
Area of effect: Humanoids in range

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. Those held are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

Hold Portal

Class: Wizard
Level: 1
Duration: 2d6 turns
Range: 10'
Area of effect: See below

This spell keeps a door, gate, window, or shutter made of wood, metal, or stone firmly closed. The enchantment mimics the effect of securely closing and locking the portal. However, the magic can be undone by a *knock* spell or a successful *dispel magic* spell.

Holy Word (reversible)

Class: Cleric
Level: 7
Duration: See below
Range: 0
Area of effect: 60' radius

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

HOLY WORD	
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

Imprisonment (reversible)

Class: Wizard
Level: 9
Duration: Permanent
Range: Touch
Area of effect: One being

Upon physical contact with a creature, this spell entraps them within a state of suspended animation, akin to the *temporal stasis* spell. This creature becomes confined within a small sphere positioned deep beneath the earth's surface. The subject endures this imprisonment until a *freedom* spell, the inverse of the *imprisonment* spell, is cast at the exact location where the initial imprisonment occurred. Attempts to magically locate the imprisoned creature through means like a *crystal ball*, *locate object* spell, or similar divinatory methods yield no information about the confined entity.

Incendiary Cloud

Class: Wizard
Level: 8
Duration: 4 rounds + 1d6 rounds
Range: 30'
Area of effect: 20' × 20' × 10'

A cloud of roiling smoke appears, shot through with white-hot embers. The smoke obscures all sight, and 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. Heat reaches its peak on the fourth round, dealing damage equal to the caster's level. During the fifth round, damage decreases to half that of the caster's level and deals no more damage afterward. Creatures may save versus spells on the third round and every round thereafter. One successful save halves damage for the rest of the duration.

Insect Plague

Class: Cleric
Level: 5
Duration: 1 day
Range: 480'
Area of effect: 60' diameter

The caster summons a swarm of locusts. It 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. The caster loses control of the swarm if it leaves range, or if they are successfully attacked.

Instant Summons

Class: Wizard
Level: 7
Duration: Instantaneous
Range: Infinite
Area of effect: Special

The caster calls a nonliving item from virtually any location directly to their 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 lbs. A magical, invisible inscription must be made of the item's name on a gem worth at least 5,000 gp.

Subsequently, the caster can summon the item by uttering a specific word (chosen by the caster during the spell's casting) and then crushing the gem. This action causes the item to materialize instantly in the caster's hand. The gem's use is exclusive to the caster. If the item is held by a different creature, the spell is ineffective. While it's feasible to summon the item from another plane, this can only transpire if no other entity has laid claim to ownership of the item.

Invisibility

Class:	Wizard
Level:	2
Duration:	See below
Range:	Touch
Area of effect:	Self or other

Upon touch, the targeted creature or object becomes invisible, even to *deepvision* or *night vision*. If the recipient carries items, those vanish as well. If used on someone other than the caster, neither the caster nor allies can see the subject, unless they have the ability to see invisible entities or use other magical means to do so. Objects dropped by an invisible creature become visible; objects picked up disappear when concealed in the creature's clothing or pouches. Light remains visible, but a source of light can become invisible (resulting in a light with no discernible source). Parts of carried items extending over 10' become visible.

The subject remains capable of producing sound and is not *silenced* magically. Specific conditions, such as stepping in a puddle, can reveal the recipient's presence. The spell terminates if the subject directly attacks any creature, but otherwise its duration is indefinite. For the purposes of this spell, an attack includes (but is not exclusive to) any spell aimed at a foe or with an area effect involving foes. Who is considered a foe depends on the invisible character's perceptions.

Actions directed at unattended objects do not break the spell. Causing indirect harm is not deemed an attack. Consequently, an invisible being can perform various actions, such as opening doors, speaking, eating, climbing stairs, summoning and commanding attacking monsters, severing ropes on a rope bridge with enemies present, remotely triggering traps, releasing attack dogs by lifting a portcullis, and so forth. However, if the subject directly attacks, it and its belongings immediately become visible. Spells like *bleed*, which specifically target allies but not foes, aren't considered attacks for this purpose, even when foes are within their area.

Invisibility, 10' radius

Class:	Wizard
Level:	3
Duration:	See below
Range:	10'
Area of effect:	Self or other

This spell has the same effects as *invisibility*, but it affects all creatures within 10' of the caster or subject. Any creatures moving beyond the 10' radius become visible.

Invisible Stalker

Class:	Wizard
Level:	6
Duration:	See below
Range:	0
Area of effect:	Special

This spell summons an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it's finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

Irresistible Dance

Class:	Wizard
Level:	8
Duration:	1d4+1 rounds
Range:	Touch
Area of effect:	One subject

The recipient is consumed by an irresistible urge to dance, characterized by foot shuffling and tapping. This compels the subject to engage solely in dancing, rendering them incapable of performing any other actions. As a consequence, the subject incurs a DAC penalty of +4 (AAC decreases by -4) and loses the ability to attempt saving throws. Furthermore, any AC adjustment attributed to a shield is negated by the spell's effect.

Knock

Class: Wizard
Level: 2
Duration: 1 round
Range: 60'
Area of effect: Special

The knock spell effectively unfastens doors that are stuck, barred, locked, or magically held shut. It can also unveil secret doors and open locked or cunningly designed boxes and chests. It's important to note that secret doors must be found before the knock spell can be used on them. After being opened by the knock spell, doors do not relock or jam on their own.

Knock, however, is ineffective against raising barred gates, portcullises, or comparable obstacles. It also has no effect on items like ropes, vines, and similar objects.

Know Alignment

Class: Cleric
Level: 2
Duration: 1 round
Range: 10'
Area of effect: Self

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.

Levitate

Class: Wizard
Level: 2
Duration: Caster level +6 turns
Range: 0
Area of effect: Self

The caster can control vertical movement through mental direction, allowing a movement of up to 20' per round. However, horizontal movement is not possible; although they could traverse a cliff's surface or move along a ceiling (typically at half their base land speed).



Light (reversible)

Class: Cleric, Wizard
Level: Cleric and Wizard 1
Duration: 12 turns
Range: 120'
Area of effect: Object in range

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 spells is allowed.



Lightning Bolt

Class: Wizard
Level: 3
Duration: Instantaneous
Range: 180'
Area of effect: 60' long, 5' wide

The caster unleashes a potent surge of electrical energy, forming a 60' long and 5' wide lightning bolt. This bolt inflicts 1d6 points of electrical damage per caster level on every creature within its area. A successful saving throw against spells results in half damage. The lightning bolt ignites flammable materials and causes harm to objects in its trajectory. It can liquefy metals with low melting points, such as lead, gold, copper, silver, or bronze. If the damage dealt to an intervening obstacle shatters or breaches it, the bolt may continue beyond the barrier, provided the spell's range allows for it.

Limited Wish

Class:	Wizard
Level:	7
Duration:	See below
Range:	Unlimited
Area of effect:	See below

Limited wish grants the power to create a wide range of effects. This includes duplicating any spell of 7th level or lower and reversing harmful consequences caused by spells like *geas* or *quest*. The spell can produce other effects similar to the examples mentioned, such as ensuring a single creature automatically hits its next attack or suffers a penalty on an upcoming saving throw or attack roll. The spell can also provide the caster with special knowledge or answers to riddles or questions. The desired effects don't need to exactly match existing spells; they can be unique effects permitted at the discretion of the Labyrinth Lord.

Locate Object

Class:	Cleric, Wizard
Level:	Cleric 3; Wizard/Elf 2
Duration:	6 turns
Range:	120'
Area of effect:	Self

The caster gains the ability to detect the direction of a familiar or vividly imagined object. The spell permits the search for general items of a certain kind, with the closest one being pinpointed. If the intention is to locate a specific item, a precise and accurate mental image is essential; if this image isn't a close match to the actual object, the spell will fail. This spell cannot be used to locate monsters or characters.

Lower Water

Class:	Cleric
Level:	Cleric 4; Wizard 6
Duration:	1 turn per level
Range:	120'
Area of effect:	10' square per level

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 in the area of effect. For example, a 10th-level cleric could lower water by 50% in a 100' square area.

Magic Jar

Class:	Wizard
Level:	5
Duration:	Special
Range:	120'
Area of effect:	See below

This spell enables the caster to transfer their soul into a gem or large crystal called the *magic jar*, situated within a 30' range. This causes their physical body to become inert. Subsequently, an attempt can be made to seize control of a body located within 120' of the *magic jar*, compelling its soul into the receptacle. The caster can then return to the magic jar, restoring the imprisoned soul to its original body, before attempting to take over another body. The spell concludes when the caster sends their soul back to their own body, rendering the receptacle unoccupied.

While within the magic jar, the caster can detect and target any life force. The act of trying to possess a body requires a full-round action. If successful, the caster takes control of the host's body and compels the subject's soul into the *magic jar*, unless the target manages to succeed in a saving throw against spells. If the attempt to possess fails, the caster's life force remains within the magic jar. An additional attempt to possess the same being is precluded if the subject has successfully rolled their saving throw.

If the caster is successful, their life force occupies the host body. The host's life force is imprisoned in the *magic jar*. The caster keeps their 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 with *dispel evil*.

If the host body is slain, the caster returns to the *magic jar*, if within 120'. The life force of the host departs (it's 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 their own body slain, they are 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, their 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

Class: Wizard
Level: 1
Duration: 1 turn
Range: 150'
Area of effect: Special

A missile of magical energy darts from the caster's hand, or can resemble an energy bow and arrow. It strikes unerringly, dealing 1d6+1 points of damage. Only total cover or concealment protects from *magic missile*. Specific parts of a creature can't be singled out. For every 5 caster levels, they gain two additional missiles—three 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 multiple targets.



Magic Sword

Class: Wizard
Level: 7
Duration: 1 round per level
Range: 30'
Area of effect: See below

The caster brings into existence a glowing energy blade that is wielded with the mind. The wielder may direct it to attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The *magic sword* can strike any creature damaged only 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 and can be used for subduel. *Dispel magic* may cause the *magic sword* to disappear.

Mass Charm

Class: Wizard
Level: 8
Duration: Special
Range: 5' per level
Area of effect: 30' square

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 the area of effect. All affected creatures make their saving throw with a penalty of -2.

Mass Invisibility

Class: Wizard
Level: 7
Duration: Special
Range: 10' per caster level
Area of effect: 30'

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

Massmorph

Class: Wizard
Level: 4
Duration: See below
Range: 0
Area of effect: 240' diameter

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

Class: Wizard
Level: 8
Duration: special
Range: 5' per level
Area of effect: One being

A being is caused to be trapped in an extradimensional labyrinth of force. The number of turns or rounds the subject wanders is determined by their INT. There's no saving throw. Minotaurs aren't affected by this spell.

There is a 10% chance that the maze is occupied by 2d4 minotaurs, who stalk the victims of the spell. In this

MAZE WANDERING TIME	
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

MAZE ENCOUNTERS	
Roll 1d8	Encounter
1	Minotaur (1)
2	Ochre jelly (1)
3	Rust Monster (2d4)
4	Spectre (1d4)
5	Troll (1d8)
6	Vampire (1d4)
7	Wyvern (1d2)
8	Trap

case, there is a 1 in 6 chance per turn of an encounter to be ambushed by monsters.

Meteor Swarm

Class:	Wizard
Level:	9
Duration:	Instantaneous
Range:	40' + 10' per level
Area affect:	Special

Upon casting, either four spheres of 2' diameter or eight spheres of 1' diameter manifest, launching from the caster's extended hand and streaking in linear paths towards designated points. The spheres create fiery trails of sparks in their wake. If a creature is directly struck by one of the larger spheres, it sustains 1d4 × 10 points of damage, without the opportunity for a saving throw.

Otherwise, these larger spheres fly through the air 20' apart and strike an equal distance apart, having a 30' diameter area of effect. The blast areas overlap one another. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They'll also have overlapping blast radii, potentially in the shape of an eight-sided star if clustered. A saving throw versus spells reduces damage from smaller spheres by half

Mind Blank

Class:	Wizard
Level:	8
Duration:	7 rounds +1 per level
Range:	30'
Area of effect:	Self or other

This spell offers protection to the subject for a duration of 24 hours. During this time, the subject remains shielded from all devices and spells that aim to detect, influence, or ascertain emotions or thoughts. The spell's safeguard extends to countering all mind-affecting spells and effects, along with thwarting information gathering through divination spells or comparable influences. Even attempts involving *limited wish* and *wish* spells, when utilized in ways that impact the subject's mind or seek to acquire information about it, are negated by mind blank.

If scrying with a device, such as a *crystal ball*, the caster can survey an area the creature occupies, yet the creature remains undetected. However, scrying efforts specifically directed towards the subject do not succeed.



Mirror Image

Class:	Wizard
Level:	2
Duration:	6 turns
Range:	0
Area of effect:	Special

Multiple illusory duplicates of the caster materialize, creating confusion for adversaries trying to discern the true target. These duplicates linger in close proximity to the caster and vanish 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

Class: Wizard
Level: 6
Duration: 6 turns
Range: 240'
Area of effect: 60 cubic feet

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

Neutralize Poison

Class: Cleric
Level: 4
Duration: Permanent
Range: Touch
Area of effect: Self or other

Upon touch, the caster purges any form of venom or poison from the targeted creature or object. A poisoned creature is relieved of any further consequences from the poison, and any transient effects are terminated. The spell, however, doesn't counteract instantaneous effects like hit point damage or other effects that don't naturally dissipate. Should a character succumb to poison and die, neutralize poison can revive them if used within 10 rounds of their demise.

Part Water

Class: Cleric, Wizard
Level: Cleric and Wizard 6
Duration: 1 turn per level
Range: 20' per caster level
Area of effect: 10' wide path

The caster creates a path to a maximum of 120' long. It cuts 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

Class: Wizard
Level: 5
Duration: 3 turns
Range: 30'
Area of effect: 10' deep, 5' diameter tunnel

The caster creates a passage through walls of wood, plaster, or stone. The passage may not pass through metal or other harder materials. This spell may be "stacked" to allow deeper passage.

Phantasmal Force

Class: Wizard
Level: 2
Duration: See below
Range: 240'
Area of effect: 20' cube

So long as the caster maintains concentration, they 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. 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 DAC 9 (AAC 10), and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, they fall unconscious rather than dying. Similarly, other special effects will not be real, and no damage is ever real. The caster is not allowed to take any action while concentrating on the spell.

Phase Door

Class: Wizard
Level: 7
Duration: 1 passage per 2 levels
Range: Touch
Area of effect: 10' deep, 5' diameter tunnel

This spell generates an intangible pathway through wooden, plaster, or stone walls, excluding other materials. The resulting *phase door* remains unseen and beyond reach for all creatures except the caster, who is the sole entity capable of utilizing the passage. The caster vanishes into the phase door, reemerging upon exiting.

The caster may take one other creature (human-sized or smaller) through the door, which counts as two uses. The door can't be seen through and does not allow light, sound, or spell effects to pass. A *phase door* is subject to *dispel magic* but only from a caster of higher level.

Plant Growth

Class: Wizard
Level: 4
Duration: See below
Range: 120'
Area affect: 3,000 square feet

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) 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 countered with *dispel magic*. This spell has no effect on plant creatures.

Polymorph Any Object

Class:	Wizard
Level:	8
Duration:	Variable
Range:	5' per level
Area affect:	Creature or object

This spell operates similarly to other *polymorph* spells, with the distinction that it transforms either an object or a creature into a different form. The target is allowed a saving throw against spells. The duration of the spell varies based on the degree of transformation from its original state to the enchanted state. To determine the specific duration, the following guidelines are employed, though the Labyrinth Lord will make the final determination for each instance of the spell based on the specific 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 may last a few hours. Related items, such as a piece of wolf fur becoming a wolf, are permanent. Changes affecting several categories may result in a shorter duration. *Dispel magic* reverses this spell. All objects or creatures affected will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials.

This spell may also 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 -4 penalty.

Polymorph Others

Class:	Wizard
Level:	4
Duration:	See below
Range:	60'
Area of effect:	One being

One living being may be transformed into another kind of being. The creature may make a saving throw versus spells, but if the creature is willing this roll can be forgone. If the new creature's HD total is 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. Duration is permanent unless dispelled.

Polymorph Self

Class:	Wizard
Level:	4
Duration:	Caster level +6 turns
Range:	0
Area of effect:	Self

The caster transforms themselves into another being. A particular individual may not be mimicked, 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 their intelligence, hit points, saving throws, and ability to attack but does not gain physical abilities of the new form. This includes strength or strength-based attack forms and damage. Magical abilities or other special abilities aren't gained. For example, if the caster transforms into a manticores, they will be able to fly. If the caster takes the form of a medusa, their gaze will not petrify. The caster is unable to cast spells when transformed. *Dispel magic* negates the effects, and if the caster dies while in a different form, they will revert to their natural form in death.

Power Word Kill

Class:	Wizard
Level:	9
Duration:	Permanent
Range:	2.5' per level
Area of effect:	20' diameter

The caster utters a single word of power that instantly kills one or more creatures within the area of effect. Creatures need not hear the word. This spell will kill multiple creatures if they have under 11 hit points each, and 120 hp total among the targets. A single creature that has 60 or fewer hit points may be killed. The caster must choose whether they are attempting to kill one creature or multiple creatures when they cast the spell. There's no saving throw against this spell.

Power Word Stun

Class: Wizard
Level: 7
Duration: See below
Range: 5' per level
Area of effect: One creature

With a single uttered word of power, a chosen creature, regardless of its ability to hear the word, is immediately subjected to a state of stun for a duration of 2d4 rounds. The spell's duration is influenced by the target's current hit points. However, creatures possessing 91 or more hit points remain impervious to the effects of power word stun. There is no opportunity for a saving throw to resist this spell.

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

Prismatic Sphere

Class: Wizard
Level: 9
Duration: 1 turn per level
Range: 0
Area affect: 20' diameter

The spell creates a stationary, opalescent sphere, radiating vibrant and shifting light that envelops the caster. It serves as a safeguard against diverse attacks. The sphere exhibits a dazzling array of colors spanning the visible spectrum. For creatures with less than 8 HD, a temporary *blindness* effect lasting 2d4 turns ensues.

The caster can freely enter and exit the prismatic sphere without risk. Yet, while within the sphere, any attempt to project objects through it, including spells, is obstructed. Other entities endeavoring to assail the caster or pass through the sphere experience the effects of each color sequentially. Ordinarily, only the sphere's upper hemisphere is relevant, given the caster's central position, leaving the lower half submerged within the floor surface.

Project Image

Class: Wizard
Level: 6
Duration: 6 turns
Range: 240'
Area of effect: Special

The caster creates a quasi-real, illusory version of themselves. The projected image looks, sounds, and smells

PRISMATIC SPHERE		
Color	Order	Effect of Color
Red	1st	Stops non-magical ranged weapons. Deals 10 points of fire damage.
Orange	2nd	Stops magical ranged weapons. Deals 20 points damage.
Yellow	3rd	Stops poisons, gases, and petrification. Deals 40 points of damage.
Green	4th	Stops breath weapons. Poison (Kills; save versus poison).
Blue	5th	Stops divination and mental attacks. Turned to stone (saving throw versus petrify negates).
Indigo	6th	Stops all spells. Save vs. spell-like devices or go insane.
Violet	7th	Energy field sends creatures to another plane (saving throw vs. spells negates).

like the caster but is intangible. The 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. All missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil

Class: Cleric, Wizard
Level: Cleric 1; Wizard/Elf 1
Duration: 12 turns
Range: Touch
Area of effect: Self or other

This spell provides a safeguard for either the caster or another individual, offering defense against malevolent creatures (including those not aligned with the caster), mental manipulation, and summoned beings. A magical barrier forms around the subject, maintaining a 1-foot distance. This protective field moves with the subject, leading to two primary effects. Firstly, the subject's DAC is reduced by -1 (with AAC increasing by +1), and they gain a +1 bonus on saving throws. These benefits are effective against attacks or influences exerted by evilly intentioned creatures.

Secondly, the spell thwarts summoned creatures from making physical contact. As a result, their innate weapon attacks are futile, and they recoil if their attacks involve touch. These creatures may still attempt ranged attacks. The shield against contact with summoned creatures is lifted if the warded person launches an attack against the hindered creature or endeavors to push the barrier against them.

Protection from Evil, 10' Radius

Class: Cleric, Wizard
Level: Cleric 4; Wizard/Elf 3
Duration: 12 turns
Range: Touch
Area of effect: 10' radius around subject

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.

Protection from Normal Missiles

Class: Wizard
Level: 3
Duration: 12 turns
Range: Touch
Area of effect: Self or other

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. It does not extend to large hurled boulders, such as those by giants, or enchanted arrows.

Purify Food and Drink (reversible)

Class: Cleric
Level: 1
Duration: Permanent
Range: 10'
Area of effect: Special

This spell renders spoiled, decayed, poisonous, or contaminated food and water clean and safe for consumption. It can purify either 6 quarts of liquid, one trail ration, or enough unprocessed food for twelve human-sized individuals. It's important to note that this spell does not halt future natural deterioration or spoilage. On the contrary, the reverse of this spell, putrefy food and water, induces decay in a similar quantity of food or drink.

Raise Dead (reversible)

Class: Cleric
Level: 5
Duration: Permanent
Range: 120'
Area of effect: One person

This spell restores life to a deceased dwarf, elf, human, or hobfolk. The corpse cannot have been deceased for more than 2 days at 7th level, and 4 days are added per level above 7. For example, a 9th-level cleric 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 example, 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 2 weeks the character has 50% of movement and suffers from chronic weakness. Furthermore, they 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. The *ray of death* shoots from the hand of the caster, and if the target fails a saving throw versus death, they die instantly. The casting of this spell is a chaotic act and will be done by other alignments in rare situations.

Victims killed by *ray of death* have a 5% chance of arising as an undead monster in 24 hours. Consult the table below for possibilities.

UNDEAD TYPE	
Roll 1d6	Undead
1	Ghoul
2	Mummy
3	Spectre
4	Wight
5	Wraith
6	Zombie

Read Languages

Class: Wizard
Level: 1
Duration: 2 turns
Range: 0
Area of effect: Self

For the spell's duration, 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

Class: Wizard
Level: 1
Duration: 1 turn
Range: 0
Area of effect: Self

This spell enables the caster to interpret magical writings found on objects such as books, scrolls, and weapons, which would otherwise remain incomprehensible. This act does not typically activate the magic held within the inscription, although this might occur with a *cursed scroll*. After casting the spell and reading the magical inscription, the caster acquires the ability to read that specific writing without needing to resort to using *read magic* again. It's worth noting that spell books are typically written in a manner that only the spellcaster who owns the book can understand it without employing this spell.

Regenerate (reversible)

Class: Cleric
Level: 7
Duration: Permanent
Range: Touch
Area of effect: Self or other

This spell triggers the regrowth of severed body parts (such as fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), repairs broken bones, and restores damaged organs in the subject. Upon casting, if the severed parts are available and in contact with the creature, the physical regeneration is fully accomplished within 1 round. Otherwise, if the parts are not in contact, the process takes 2d4 turns to complete.

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 randomly determine which body part is affected.

Reincarnate

Class: Wizard
Level: 6
Duration: Permanent
Range: 0
Area of effect: One person

Through this spell, the caster revives a character by fashioning a new body. As the character is reborn in a fresh form, all physical ailments and afflictions are restored. The state of the original remains holds no significance as long as even a tiny fragment of the body remains.

The magic of the spell creates an entirely new young adult body. If the result on the following table 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 indicates 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. 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. If a creature is rolled, roll a d8 for chaotic and 1d6 for neutral and lawful.

REINCARNATE				
Creature Type				
1d10	Incarnation	Chaotic	Neutral	Lawful
1	Brownie	Bugbear	Ape	Blink Dog
2	Cyclops	Gnoll	Baboon	Gnome
3	Cleric	Goblin	Centaur	Neanderthal
4	Dwarf	Hobgoblin	Lizardfolk	Pegasus
5	Elf	Kobold	Pixie	Roc (small)
6	Fighter	Minotaur	Werebear	Unicorn
7	Hobfolk	Ogre		
8	Burglar	Orc		
9	Wizard			
10	Creature			

Remove Curse (reversible)

Class: Cleric, Wizard
Level: Cleric 3; Wizard/Elf 4
Duration: Permanent
Range: Touch
Area of effect: One being

This spell removes a single curse that afflicts a creature. However, it does not eliminate curses placed upon cursed shields, weapons, or armor. Yet, if a

creature bears a cursed item of this kind, *remove curse* empowers them to detach and discard it. Furthermore, the spell counters and dispels the effects of the spell *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 attribute 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 spells.

Remove Fear (reversible)

Class: Cleric
Level: 1
Duration: 2 turns
Range: Touch
Area of effect: One being

This spell instills courage in the subject and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells. 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*) causes a subject who is touched to run away, panicked, at full running movement for the caster's level of rounds.

Resist Cold

Class: Cleric
Level: 1
Duration: 6 turns
Range: 30'
Area of effect: One being

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

Class: Cleric
Level: 2
Duration: 6 turns
Range: 30'
Area of effect: One being

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat and grants a bonus of +2 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

Class: Cleric
Level: 7
Duration: Permanent
Range: Touch
Area of effect: Self or other

Restoration returns a single experience level to a creature that has suffered *level drain*. However, the drained level can only be restored if the period since the creature lost the level does not exceed 1 day for each level of the caster.

A level restored has exactly the minimum number of experience points necessary for that 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)

Class: Cleric
Level: 7
Duration: Permanent
Range: Touch
Area of effect: One being

This spell functions like *raise dead*, except that upon completion of the spell the target is restored to full hit points, vigor, and health. There's no loss of prepared spells. The state of the remains is irrelevant, as long as a minute portion of the creature's body endures. The caster is capable of resurrecting individuals whose demise occurred within a time-frame of up to 10 years per caster level. The caster is weakened for 1 day per level of the being raised (or destroyed) and must rest in bed. For this duration, they cannot fight or cast spells.

Destruction (reverse of *resurrection*) has the same consequences mentioned above. A victim dies immediately and becomes dust.

Reverse Gravity

Class: Wizard
Level: 7
Duration: 1 round
Range: 5' per level
Area of effect: 30 square feet

By reversing gravity in the designated area, unattached objects and creatures are propelled "upward" by 20'. If they encounter solid obstructions like ceilings during this ascent, they collide as if falling downward. If they reach the maximum height without encountering obstacles, they remain suspended there until the spell's end. As the spell concludes, the influenced objects and creatures fall back to the ground.

Shape Change

Class: Wizard
Level: 9
Duration: 1 turn per level
Range: 0
Area of effect: Self

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 their own. The caster can change form once each round for the duration of the spell.

Shield

Class: Wizard
Level: 1
Duration: 2 turns
Range: 0
Area of effect: Self

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster a DAC 2 (AAC 17). The caster has an effective DAC of 4 (AAC 15) for all other attacks.

Silence, 15' Radius

Class: Cleric
Level: 2
Duration: 12 turns
Range: 180'
Area of effect: 30' diameter

Complete silence prevails in a target area within range of the caster. Conversation and spell casting are impossible. No noise issues from the area, but noise originating from outside the silenced area can be heard by those within it. Castable on a fixed point in space or a mobile object, the spell's effect remains stationary, unless cast on a moving object. Alternatively, it can be centered on a creature, causing the effect to radiate from that creature and shift with its movement.

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.

Simulacrum

Class: Wizard
Level: 7
Duration: Permanent
Range: Touch
Area of effect: Special

Simulacrum generates a partially mindless pseudo-replica of any creature. The spell envelops a rudimentary form crafted from snow or ice, with a fragment of the creature to be duplicated (like hair or a nail) inserted within. The simulacrum appears outwardly identical to the original, yet it possesses only 50% + 1d10% of the authentic creature's hit points and 10% + 1d4×10% of its levels, if relevant. The caster retains complete control over the simulacrum, although no innate telepathic link exists. A simulacrum is incapable of elevating its level or capabilities.

If *reincarnation* is cast upon a simulacrum, it develops its own distinct personality and life essence. By using a limited wish, the creature can acquire 35% + 1d6×5% of the original's memories. Upon being reduced to 0 hit points or facing destruction, a simulacrum reverts to snow and rapidly melts away into nothingness. A *detect magic* spell detects the magical aura of a simulacrum, while *true seeing* exposes its true nature.

Sleep

Class: Wizard
Level: 1
Duration: 4d4 turns
Range: 240'
Area of effect: 30' diameter

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 HD or fewer, in a 30' diameter area within spell range. The caster may only affect one creature if it has at least 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 aren't sufficient to affect a creature are wasted. Sleeping creatures are helpless and can be killed instantly with a bladed weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

Snake Charm

Class: Cleric
Level: 2
Duration: 1d4 rounds or 1d4 turns
Range: 60'
Area of effect: Any in range

The caster can affect snakes to be indifferent to themselves and others. A cleric is able to affect snakes of a number of hit die 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.

If cast on snakes engaged in melee combat, the spell effect lasts 1d4+1 rounds. If not in combat, the spell lasts 1d4+1 turns.

Speak with Animals

Class: Cleric
Level: 2
Duration: 6 turns
Range: 30'
Area of effect: Animals in range

The caster can comprehend and communicate with ordinary animals or giant varieties. The caster can ask questions 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

Class: Cleric
Level: 4
Duration: 3 turns
Range: 30'
Area of effect: Plants in range

The caster can communicate with plants, including normal plants and plant creatures. They can ask questions and receive answers from plants. Plants can be asked to move and clear a path that is impassable or covered in difficult growth. The spell does not change a plant's disposition (if applicable). If a plant creature is friendly toward the caster, it may perform a favor or service.

Statue

Class: Wizard
Level: 7
Duration: 6 turns per level
Range: Touch
Area of effect: Self or other

A *statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. While under the influence of this spell, the subject retains their ability to see, hear, and smell as usual. However, there is no need to eat or breathe. The sense of touch is limited to perceptions that can impact the unyielding substance of the subject's stone-like body. Superficial damage is akin to a minor scratch, while the fracture of a limb amounts to significant harm. The target of a *statue* spell can shift back to its regular form, take action, and promptly revert to the statue state, all within the spell's duration if desired.

Sticks to Snakes

Class: Cleric
Level: 4
Duration: 6 turns
Range: 120'
Area of effect: Sticks in range

The caster transforms 2d8 sticks into snakes. There's a 50% probability that the snakes are poisonous. The caster may issue them orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for the snakes are as follows: AL N, MV 90', DAC 6 (AAC 13), HD 1, #AT 1, DM 1d4, SV F1, ML 7.

Stone to Flesh (reversible)

Class: Wizard
Level: 6
Duration: Permanent
Range: 120'
Area of effect: One being

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 held. A saving throw versus petrify is permitted to resist the transformation.

As an optional rule, the Labyrinth Lord can apply modifications to the saving throw to avoid petrification, depending on the source of the effect. See the table below.

PETRIFY SAVE ADJUSTMENTS	
Petrifying Source	Save Adjustment
<i>Flesh to stone</i> spell	0
Cockatrice	-1
Gorgon	-3
Medusa	-1
Medra	-2
<i>Eyes of petrification</i>	No save permitted

Stonetell

Class: Cleric
Level: 6
Duration: 1 turn
Range: Touch
Area of effect: 1 cubic yard

This spell grants the caster the power to communicate with stone. The stone can reveal information about who or what has come into contact with it, as well as uncover what lies beneath or behind it. When queried, the stone can provide comprehensive descriptions. However, the stone's viewpoint, awareness, and knowledge might limit its ability to provide the precise details sought. The caster can engage in conversation with both natural and shaped stone.

Striking

Class: Cleric
Level: 3
Duration: 1 turn
Range: 30'
Area of effect: Weapon in range

The caster enchants a weapon to deal an extra 1d6 hit points of damage. This makes an otherwise non-

magical weapon able to attack monsters affected only by magical weapons.

Symbol

Class: Cleric
Level: 7
Duration: 1 turn per level, special
Range: Touch
Area of effect: Self

A powerful rune is placed upon a surface or in the air. The glowing symbol lasts 1 turn per caster level. There are three different symbols available to clerics, described as follows. The particular symbol desired must be chosen when the spell is cast. A being may receive a save versus spells to negate the effects of a symbol.

Symbol of Pain

Creatures that see a symbol of pain suffer wracking agony 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.

Symbol

Class: Wizard
Level: 8
Duration: See below
Range: Touch
Area of effect: Special

A powerful rune is placed upon a surface or in the air. 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

This symbol kills all creatures, but only up to 80 combined hit points.

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

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*.

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. It's impossible to wake victims.

Symbol of Stunning

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

Class: Wizard
Level: 5
Duration: 6 rounds
Range: 120'
Area of effect: One object or creature

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 lbs 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

Class: Wizard
Level: 5
Duration: Instantaneous
Range: 10'
Area of effect: Self or other

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's entitled to resist with a saving throw versus spells.

A clear understanding of the destination's layout and location is necessary. The success of teleportation is influenced by the clarity of this mental image. Intentional teleportation off target or into solid objects is impossible. To determine the outcome of teleportation, roll a percentile die (d00) and refer to the table below. Definitions of the terms used in the table are provided for reference.

Familiarity: "Very familiar" denotes a location the caster has frequented often. "Studied carefully" pertains to a place known well, either due to the caster's current visibility, multiple visits, or at least 1 hour of studying through methods like scrying. "Seen casually" refers to a place the caster has observed on more than one occasion, yet it lacks significant familiarity.

"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 1d10×10' above the destination. If the location is already occupied by solid matter, the caster or creature is instantly killed.

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

TELEPORT			
Familiarity	On Target	High	Low
Very familiar	01-95	96-99	0
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

Temporal Stasis

Class: Wizard
Level: 9
Duration: Permanent
Range: 10'
Area of effect: One being

The caster must succeed on an attack roll. If successful, the subject is placed into a state of suspended animation in which 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

Class: Wizard
Level: 9
Duration: 2 rounds
Range: 0
Area of effect: 30' diameter sphere

A magical sphere surrounds the caster, making time at an apparent standstill for all in the area but the caster. The caster may act for 2 rounds within the 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)

Class: Wizard
Level: 5
Duration: 3d6 days
Range: 120'
Area of effect: 3,000 square feet, 10' deep

This spell turns rock 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

Class: Wizard
Level: 8
Duration: Permanent
Range: 10'
Area of effect: One being

Trap the soul compels a creature's life essence and its physical form into a gem, where it remains indefinitely or until the gem shatters and the life force is released. To

initiate the spell, the caster must obtain a gem worth at least 1,000 gp for every hit die the targeted entity possesses. The spell can be activated through two methods:

Spell Completion: By uttering the final word of the spell as a standard action, similar to casting a regular spell on the subject. The victim can attempt a saving throw versus spells to avoid the effect. A successful save results in the gem breaking.

Trigger Object: The second method is more deceptive. It involves luring the subject into accepting (touching) a trigger object engraved with the final spell word. This leads to the creature's soul automatically entering the gem. For this approach, both the creature's name and trigger word must be inscribed on the object during gem enchantment. *Sympathy* can also be applied to the trigger object. Once the subject interacts with or accepts the trigger object, their life essence shifts into the gem without a saving throw.

True Seeing (reversible)

Class: Cleric
Level: 5
Duration: 1 round per level
Range: Touch
Area of effect: Self or other

The subject can see the true environment. Normal and magical darkness, secret doors, invisible creatures or objects, all are seen normally. The recipient can perceive through illusions and discern the actual appearance of altered, transformed, or transmuted entities.

Additionally, the recipient can concentrate their sight to observe the Ethereal Plane, although they cannot peer into other extradimensional realms.

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.

Ventriloquism

Class: Wizard
Level: 1
Duration: 2 turns
Range: 60'
Area affect: Self

For the duration of this spell, the caster may make their voice appear to come from any location or source within the spell range.

Wall of Fire

Class: Wizard
Level: 4
Duration: See below
Range: 60'
Area of effect: 1,200 square feet

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence. It persists while the caster takes no other action and focuses concentration on the spell. The wall may be shaped in any manner and to any dimensions the desired (straight wall or curved into a protective circle). The flames are impenetrable to monsters with fewer than 4 HD. Monsters with 4 HD+ suffer 1d6 hp of damage when they pass through the wall. It deals double damage to undead, or those who use cold or are accustomed to cold. The wall can't occupy the same space as other objects, and must be on a solid surface.

Wall of Ice

Class: Wizard
Level: 4
Duration: 12 turns
Range: 120'
Area of effect: 1,200 square feet

An immobile and translucent ice wall is conjured. The wall 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 is impenetrable to monsters with fewer than 4 HD. Monsters with 4 HD or more 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 in the same space as other objects, and it must lay on a solid surface.

Wall of Stone

Class: Wizard
Level: 5
Duration: See below
Range: 60'
Area of effect: 100' cubic area

The caster brings a stone wall into being that can be any form the caster desires. It's permanent unless otherwise destroyed or *dispel magic* is cast upon it. The wall may not be evoked so that it appears where objects occupy, and it must lay on a solid surface.



Water Breathing

Class: Wizard
Level: 3
Duration: 1 day
Range: 30'
Area of effect: Self or other

The recipient can breathe water freely, obtaining functional gills. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell aren't granted any additional proficiency at swimming.



Web

Class: Wizard
Level: 2
Duration: 48 turns
Range: 5' per caster level
Area of effect: 10' cubic area

Web creates a many-layered mass of strong, sticky strands covering a 10' cubic area. 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 within 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 for 2 rounds. Surviving creatures are free of the webs.

Wind Walk

Class: Cleric
Level: 7
Duration: 6 turns per level
Range: Touch
Area of effect: Self

The caster alters the substance of their body to a cloudlike vapor. They can move through the air, possibly at great speed. The caster can affect a few other creatures nearby, 1 per 8 levels of experience (max. 24), each of which acts independently. The caster can fly at 60' per level, per turn (600' max.). The caster appears ghostly, but not invisible. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

Wish

Class: Wizard
Level: 9
Duration: See below
Range: Unlimited
Area of effect: Special

Wish is the mightiest spell. 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 attribute 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 intended victim is unaffected. For example, 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.

Word of Recall

Class: Cleric
Level: 6
Duration: Instantaneous
Range: 0
Area of effect: Self and 25 lbs. per level

Word of recall enables instant teleportation of the caster to their sanctuary when the designated word is spoken. The sanctuary must be selected in advance during spell preparation and must be a place the caster is very familiar with. This spell allows flawless travel over any distance without the possibility of error.

Spell Casting Rule Summary

Beginner Spells: For brownies, elves, and wizards, 3x 1st-level spells, 2x 2nd-level spells

Clerics: Access to all spells of castable levels

Rest: 8 hours before studying or praying

Time: 1 hour to learn or pray for spells

Scrolls to Spell Books: Scroll spells vanish when copied to spell books

Spell Book Transfers: No spell loss when transferring between spell books

Constraints: Vocalization and free hands needed

Actions: No other actions allowed while casting

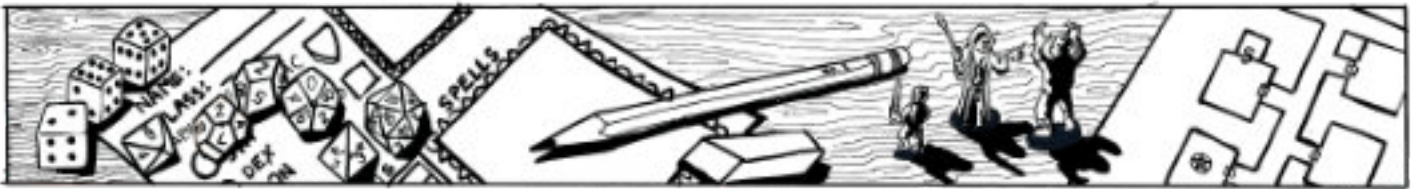
Disruption: Spell canceled if struck or save fails before casting, and counts as a use of the spell

Pregenerated Scrolls

The treasure chapter has guidelines for the referee to create spell scrolls. The following tables are provided as a reference for the Labyrinth Lord to quickly produce a scroll of spells during play, without having to take time to randomly roll individual spells. Numbers in parentheses refer to spell level.

WIZARD SPELL SCROLLS	
Roll d20	Scroll Contents
1	Detect Magic (1), Locate Object (2), Clairvoyance (3), Charm Monster (4), Polymorph Others (4), Polymorph Self (4)
2	Arcane Eye (4)
3	Detect Magic (1), Levitate (2), Clairvoyance (3), Fireball (3), Polymorph Others (4), Telekinesis (5)
4	Detect Evil (2), Phantasmal Force (2), Polymorph Self (4)
5	Mirror Image (2) x2, Massmorph (4)
6	Mirror Image (2), Plant Growth (4), Hold Monster (5)
7	Charm Person (1), Arcane Lock (2), Continual Light (2), Detect Evil (2), Locate Object (2), Fly (3)
8	Mirror Image (2)
9	Detect Magic (1), Light (1), Locate Object (2), Dispel Magic (3), Fireball (3), Fireball (3), Wall of Ice (4)
10	Sleep (1), Detect Evil (2), Mirror Image (2), Deepvision (3), Dispel Magic (3), Dimension Door (4), Wall of Stone (5)
11	Charm Person (1), Sleep (1), Invisibility (2), Invisibility (2), Lightning Bolt (3), Confusion (4), Wall of Stone (5)
12	Charm Person (1) x2, Detect Evil (2), Web (2), Lightning Bolt (3), Hold Person (3), Feeblemind (5)
13	Detect Magic (1), Arcane Lock (2), ESP (2), Clairvoyance (3), Dimension Door (4), Contact Other Plane (5)
14	Protection from Evil (1), Detect Invisible (2), Clairvoyance (3), Dispel Magic (3), Arcane Eye (4), Conjure Elemental (5)
15	Detect Magic (1) x2, Invisibility (2), Mirror Image (2), Fireball (3), Haste (3), Polymorph Self (4)
16	Charm Person (1), Detect Evil (2), Levitate (2), Lightning Bolt (3), Dimension Door (4), Cloudkill (5)
17	Detect Magic (1), Light (1) x2, Ventriloquism (1), Invisibility (2), Deepvision (3), Confusion (4), Hallucinatory Terrain (4)
18	Detect Magic (1), Shield (1), Knock (2), Levitate (2), Lightning Bolt (3), Fly (3), Cloudkill (5)
19	Light (1), Arcane Lock (2), Mirror Image (2), Lightning Bolt (3), Confusion (4), Wall of Fire (4)
20	Detect Magic (1), Light (1), ESP (2), Detect Invisible (2), Fireball (3), Dimension Door (4), Conjure Elemental (5)

CLERIC SPELL SCROLLS	
Roll d20	Scroll Contents
1	Cure Light Wounds (1), Remove Fear (1), Silence 15' Radius (2), True Seeing (5)
2	Detect Magic (1), Protection from Evil (1), Protection from Evil (1), Detect Lie (4), Neutralize Poison (4)
3	Snake Charm (2), Cure Critical Wounds (5), Animate Objects (6)
4	Cure Light Wounds (1), Snake Charm (2), Striking (3), Dispel Evil (5)
5	Protection from Evil (1), Remove Fear (1), Striking (3)
6	Find Traps (2), Animal Growth (3), Geas (5)
7	Purify Food and Drink (1), Resist Fire (2), Silence 15' Radius (2), Speak with Animal (2), Cure Disease (3), Wind Walk (7)
8	Hold Person (2), Snake Charm (2), Continual Light (3), Locate Object (3), Remove Curse (3), Cure Serious Wounds (4), Detect Lie (4)
9	Detect Magic (1), Light (1), Hold Person (2), Continual Light (3), Locate Object (3), Geas (5)
10	Cure Light Wounds (1), Remove Fear (1), Animate Dead (3), Remove Curse (3), Detect Lie (4), Detect Lie (4), Geas (5)
11	Cure Light Wounds (1) x2, Detect Evil (1), Detect Magic (1), Detect Magic (1), Light (1)
12	Resist Fire (2), Animal Growth (3), Create Food and Water (4), Lower Water (4), Flame Strike (5)
13	Find Traps (2), Hold Person (2), Dispel Magic (3), Cure Serious Wounds (4), Protection from Evil 10' Radius (4)
14	Detect Magic (1)
15	Detect Magic (1), Sticks to Snakes (4)
16	Light (1), Remove Fear (1), Hold Person (2), Know Alignment (2), Animate Dead (3), Dispel Evil (5), Flame Strike (5), Earthquake (7)
17	Resist Cold (1), Hold Person (2), Snake Charm (2), Insect Plague (5)
18	Detect Evil (1) x2, Hold Person (2), Locate Object (3), Geas (5)
19	Resist Fire (2), Flame Strike (5), Bless (2), Lower Water (4), Animal Growth (3), Cure Critical Wounds (5)
20	Cure Disease (3), Protection from Evil (1), Resist Cold (1), Flame Strike (5), Insect Plague (5), Neutralize Poison (4)



Rules for Adventuring

Labyrinths & Monsters

Many adventures will take place in labyrinths (dungeons) or other indoor places. These vary considerably in type and location but have some commonalities. 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's a specific task that must be fulfilled or the characters are simply seeking excitement, fame, and wealth. Wilderness adventuring is similar but takes place in wide open spaces. Time and movement are handled differently.

Adventuring Groups

For the sake of survival, characters team up to undertake adventures, 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 can contribute different talents for any given situation. A burglar can check for traps, for example, and fighters are good for muscle. Clerics have spells, including spells for healing, and wizards or elves are capable of powerful offensive and defensive magic.

Retainers

Occasionally there aren't enough group members to take on the challenges of the adventure. The group may hire NPCs (retainers) for extra hands. Rarely, the Labyrinth Lord will allow players to play more than one character. 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. There's no such

restriction to outdoor travel unless moving through a cramped area. 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 burglars follow second, and elves and wizards 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 is written down so that it's always clear where everyone is located. If a large map is used, the players might use dice, paper miniatures, or even fancy, painted metal figures to represent their characters and where they are in marching order.

Mapping

One player is designated the mapper. They draw the area as the characters explore, so that the group doesn't get lost, and to keep track of which areas have been explored. Indoor adventuring areas are typically mapped on graph paper with 1/4" square grids and a scale of 10' per square. Wilderness maps are 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.

The mapper, more than any other player, must be alert to all descriptions of areas. An error could result in hardship or injury to the group. If the mapper dies, the player must hand over mapping duties to a player with a living character. This character takes the map from the dead character (maybe everything else also; bodies are usually looted!) and continues their dead friend's work.

Maps and Scale

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. On large play maps where figures are used to track movement and position, one square is equal to 5'. This scale is 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.

Time

Time is measured in rounds, turns, and days. One round equals 10 seconds. One turn equals 10 minutes (60 rounds). One day equals 24 hours, or 144 turns. Time is measured in rounds when engaged in encounters. An encounter is a situation where events happen quickly. Combat, negotiation, falling victim to a trap, these sorts of events use rounds. Time is tracked in turns as characters explore, investigate for traps, and other actions that require a greater amount of time. For example, looking for secret doors or traps in a 10' × 10' room takes 1 turn. Time is measured in days while traveling in the wilderness or open areas where greater distances are involved. If characters stop traveling to engage in other activities, rounds or turns may be used depending on circumstances.

MEASURE	TIME	EVENT EXAMPLES
Round	10 seconds	Encounters
Turn	10 minutes/60 rounds	Explore
Hour	6 turns	Durations (spells etc.)
Day	24 hours (144 turns)	Wilderness travel

Movement

Movement is determined in different ways depending on the context.

Exploring Movement

Characters move their full movement rate during a turn (120' unless heavily encumbered) while moving about indoors. As characters make their way through indoor areas, their movement rates account for the fact that they are exploring, watching their footing, mapping, and taking care to avoid obstacles. Characters in indoor settings 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. Furthermore, resting is useful for elves, wizards, and clerics to recover spells.

Combat or Encounter Movement

This form of movement occurs in encounters and uses time units in rounds. When characters meet foes or more immediate challenges, they move at 1/3 their movement per round, usually 40', unless heavily encumbered. There are two other forms of movement possible in encounters.

A fighting retreat allows a character to move backward at 1/2 normal encounter movement. There must be a clear path.

A full retreat occurs when a character moves backward faster than 1/2 of encounter movement. The

MOVEMENT SUMMARY		
Movement Type	Distance	Time
Exploring	120'	1 turn
Encounter	40'	1 round
Running	120'	1 round
Swimming	60'	1 round
<i>in encounter</i>	20'	1 round
Overland	120 yards	1 turn
Overland	24 miles	1 day
Flying	48 miles	1 day
Overland Movement Conditions		Modifier
Rough, hilly, woods		-1/3
Swamp, thick woods/jungle, mountains		-1/2
Roads, clear terrain		+1/2
Forced march*		+1/2
*Must rest for 1 day after each day of a forced march.		

character making the movement forfeits their attack this round; their opponent attacks with +2 to hit. If the retreating character carries a shield, it does not apply to the character's armor class during retreat.

Running

This is full character speed (120'), traveled in 1 round. Characters 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 they don't rest or their rest is interrupted by combat, they suffer -2 to damage and hit rolls until they rest for 3 uninterrupted turns.

Climbing

When characters are climbing in a difficult or tense situation, the Labyrinth Lord can require an attribute check versus DEX. Note that only burglars can climb extremely steep and high surfaces due to their special training and knowledge of the use of climbing equipment.

Wilderness Movement

In outdoor settings, characters move their rate in yards instead of feet (base 120 yards) per turn. This equates to 24 miles travel per day on foot. This can easily be calculated by dividing movement by 5. If using mounts, you would use the mount's movement rate. Characters must rest 1 day after every 6 days of travel. Base movement is modified by travel conditions. 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. Certain kinds of terrain can slow travel at the Labyrinth Lord's discretion, such

canyons, rivers, or other formations. Weapon and spell ranges are also measured in yards in the wilderness, but areas of effect remain the same for spells and other effects. See the following table.

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

Forced March

A forced march is a day of hard, tiring travel, but it increases travel speed by +1/2. The characters must rest for 24 hours immediately after a forced march. If they don't rest, the Labyrinth Lord should impose stiff penalties. For example, they may suffer -3 to attacks and damage, and movement halved, until they rest.

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's easy to lose direction. At the start of each day of travel, the Labyrinth Lord will roll 1d6, consulting the following table to determine if the group loses direction.

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

TERRAIN	LOSING DIRECTION (1D10)
Plains	1
Mountains or Hills	1-3
Forest	1-3
Sea	1-3
Desert	1-4
Jungle or Swamp	1-4

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 can be done without hindering travel, by gathering fruit and nuts, or hunting 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 apply penalties to attack rolls, require more frequent rest, impose a reduction in movement, or even deduct hit points in extreme cases.

Swimming Movement

It's 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, such as those 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 attribute check versus STR or CON before deciding if the players roll to check for drowning.

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's 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 encumbered, their movement is hampered. Encumbrance is measured in lbs. It's calculated by adding the weights of all significant items carried, including weapons and armor. The maximum any character can carry is 160 lbs. Refer to the Movement and Encumbrance table.

Encumbrance*	MOVEMENT AND 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.

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 movement of 120 can travel 48 miles per day. This time might be lengthened if there are adverse conditions, such as

- mountains, storms, or thick fog. There are magical items and spells that grant characters the ability to fly.

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 hobfolk or a human child. A creature with 6 HD could carry an adult human or elf, or two hobfolk. 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 large animal, or four horses, or 8 humans.

Vision, Light, and Darkness

Since labyrinth adventures occur underground, there may not be a light source. Characters will need to bring torches or lanterns. These produce 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 *deepvision* or *night vision*. Characters who have *deepvision* can see in total darkness (such as underground). *Night vision* is the ability to see in darkness just as well as daylight, but there must be some light present, such as starlight or moonlight. Both of these forms of vision only function in darkness. *Deepvision* is useless if there is any visible light, whether normal or magical, including starlight. Any characters who cannot see due to darkness, blindness, etc., suffer -4 to hit when attacking. This penalty applies when attacking invisible opponents.

LIGHT SOURCES		
Source	Duration	Illumination
Torch	6 turns	30' radius
Lantern	1 flask of oil per 24 turns	30' radius

Doors

Labyrinths often have many doors, some secret and others obvious. Many are locked, and a burglar will need to attempt to pick locks. Characters can also 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, they receive a +1 to open doors. They 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

DUNGEON ACTIVITIES BY NON-BURGLARS	
Activity	Chances (1d6)
Force door	1-2
Find secret doors	1 (brownies and elves 1-2)
Find non-magical traps	1 (dwarves and cyclops 1-2)
Listen at doors (listen)	1 (all demi-humans 1-2)

player rolls a 1 on 1d6, they succeed 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 their 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.

When characters to listen at a door to hear noises beyond, the Labyrinth Lord rolls 1d6. A roll of 1 means success. A roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A burglar has specially trained for this task and has a different chance of success (refer to the burglar 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

Burglars have a special skill to detect traps, but characters of all classes can search for non-magical traps. All characters except dwarves 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 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 in a 10' x 10' room. The Labyrinth Lord secretly rolls the dice for these checks because players won't know if they failed or if there isn't a trap present.

REACTION TO HIRING OFFER	
Roll	Offer Result and Reaction
2	Declines offer**
3-5	Declines offer
6-8	Reroll
9-11	Agrees to offer
12	Agrees to 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.

Traps have specific triggers, whether it's 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. A trap often 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.

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 aren't mindless slaves, and although they'll share the risks of the PCs, they'll 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 can solicit 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 mounts. After the offers are made, the Labyrinth Lord will roll 2d6 on the following table to decide the potential retainer's reactions:

In *Labyrinth Lord*, the most common people are humans and hobfolk. More rarely, cyclops, brownies, dwarves and elves will be available for hire. Retainers can be of any class or level, except that the hiring PC must be equal or higher level than the retainers he hires.

Retainer Morale

A character's CHA score influences the morale of their retainers. Retainers don't require morale checks during encounters unless they face an especially dangerous situation. If the check fails, they will flee. Morale checks are usually done at the end of an adventure; if the retainer fails this check, they decide not to continue adventuring with the character. The Labyrinth Lord can adjust morale by +1 or -1 based on how well the retainer is treated. If the retainer has accompanied the character and received fair treatment for three or four adventures, the Labyrinth Lord may permanently increase the retainer's morale score by 1.

Encounter Probability Adjustments

The Labyrinth Lord may rule that a random encounter is more likely than 1 in 6, depending on the context. If the characters are loud, bring animals into the dungeon, or any other activities that could attract monsters, the odds might go to 1-2 in 6, or more in some circumstances.

Encounters

The characters will explore labyrinths filled with wondrous treasures, ancient secrets, and other amazing situations. It's also inevitable that they'll 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. They "play" 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

ENCOUNTER PROBABILITY & DISTANCE			
Location	Interval	Odds	Distance from Group
Indoor	2 turns	1 on 1d6	2d6x10'
Outdoor	4 hrs*	1 on 1d6	4d6x10 yards

*Approximately 3-4 times per day.

types, and their strengths. They 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.

More about encounters is discussed in the *Labyrinth Lord Lore* chapter.

Monster Reactions

When an encounter occurs, the Labyrinth Lord may check to determine the monster's overall disposition and attitude at meeting the PCs. Many monsters will always attack, but the situation may warrant a different response.

MONSTER REACTIONS	
Roll 2d6	Result
2	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12	Friendly, helpful

Indoor Play Sequence

Turn Progression

- ▶ Turns advance as characters move, look for traps, listen, or search.
- ▶ The Labyrinth Lord occasionally rolls for a random encounter.

Encounter Time

- ▶ Distance to the monster is determined by rolling $2d6 \times 10$ feet.
- ▶ For preplanned encounters, the distance may be predetermined.
- ▶ Surprise Check:
- ▶ Labyrinth Lord rolls 1d6 to check if characters or monster is surprised.

Initiative

- ▶ Characters select a player (usually the mapper) to roll 1d6 for initiative.
- ▶ Labyrinth Lord rolls 1d6 for the monster's initiative.

Monster Reaction

- ▶ Labyrinth Lord rolls 2d6 to determine the monster's reaction.
- ▶ Characters decide whether to fight, flee, or talk.
- ▶ Labyrinth Lord decides the monster's action.

Combat Rounds

- ▶ Time progresses in rounds with the side winning initiative acting first.
- ▶ Initiative is rolled again at the start of each round.
- ▶ Encounters usually end when one side dies or flees.

Monsters Encountered

Monster descriptions include hit dice and Number Encountered. A monster's hit dice correspond to the labyrinth level where the monster is typically found. For example, a zombie with 2 HD is likely to be found on labyrinth level 2. The Number Encountered listing provides two ranges for the number of monsters

encountered at once. The first range applies to encounters in the labyrinth. Increase this number if the monster is found in a higher labyrinth level than its HD, and decrease it if found in a lower level. The second range is larger and applies to encounters in the monster's lair or in the wilderness.

Monsters and Surprise

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

Whenever a surprise check is warranted, the Labyrinth Lord rolls 1d6 for the monsters and/or the characters as a group. A roll of 1-2 on 1d6 means the side is surprised and cannot act for 1 round. When both sides are surprised, they do not act on the first round, but the second round initiative is rolled for each side normally. Likewise, if both sides aren't 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.

- ▶ Surprise occurs with a roll of 1-2 on 1d6

Chases and Encounters

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 range of vision. If the monsters enjoy treasure, they have a 50% probability that they'll stop pursuit of characters to collect any treasure the characters drop (roll 1-3 on 1d6). Other hungry or less intelligent monsters may do the same.

Wilderness Play Sequence

The sequence of play in the wilderness is much like the sequence in the labyrinth. In wilderness play, the Labyrinth Lord will roll 1d6 at the start of each day of travel to determine if the group becomes lost. Aside from this detail, the sequence is similar to an indoor environment. (refer to "Losing Direction" previously.) One difference is when monsters are encountered, the Labyrinth Lord rolls $4d6 \times 10$ to determine how many yards away the characters are from the monster.

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 larger the chasing group 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 5% probability of escaping.

EXAMPLE: If a party of four is fleeing one 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. Pursuers have a 50% chance of catching up 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.

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%

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, they 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.

Attribute Checks

Sometimes the Labyrinth Lord might allow tests against attributes instead of saving throws to 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 attribute, the roll fails. If the roll is less than or equal to the attribute, the roll succeeds. Bonuses or penalties to the roll can be applied with a bonus of -4 being a relatively easy attribute 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.

Awarding Experience

All characters who survive an adventure receive experience points (XP). XP comes from two sources: treasure and monsters. Characters gain XP from non-magical treasure at a rate of 1 XP per 1 gold piece (gp) value. 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 combined into 750 XP and divided evenly among the characters. Optionally, the referee can grant XP for magic items kept. Suggested values are in the treasure table in the Treasure chapter.

All defeated monsters (whether outsmarted or killed) grant XP based on their characteristics and abilities. Monsters start with a base XP determined by their hit dice (HD) and receive bonuses for each special ability (e.g., fire breath, spell-like abilities). Refer to the nearby table for details.

Calculating Experience

The first step for 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 (3×55 = 165). For a

STRONGHOLD ENCOUNTER TABLE					
Reaction					
Ruler	Class	Level	Patrol Type	Ignore	Chase Hospitable
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
Wizard	10+1d4		Heavy infantry, 2d6	1-4	5 6

MONSTER EXPERIENCE POINTS		
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+	2250	1000
21+*	3000	2000

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

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.

XP Bonuses

The Labyrinth Lord may grant XP bonuses to players who perform exceptionally well and may penalize those who do not contribute equally. Characters also receive XP adjustments based on their class prime requisites (see character generation). All bonuses or penalties are applied to the total XP a character receives at the end of an adventure. For instance, if Pardue the Holy earns 1,200 XP and has a prime requisite bonus of +10%, his total XP will be 1,320 ($1,200 \times 0.10 + 1,200 = 1,320$).

Characters should not gain enough experience to advance more than one level per adventure. For example, if Alexandra the Elf is at 1st level with 0 XP, she should receive no more than 8,000 XP (the threshold for 3rd level) in one adventure.

Retainers and Experience

Although retainers are “played” by the Labyrinth Lord, they acquire experience in the same way as PCs, can advance in level, and are affected by all of the same class rules. Because retainers only follow instructions when on an adventure, 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 join characters on adventures. Mercenaries are hired soldiers who guard, patrol, and serve in wilderness settings, but only as part of a larger force, not an adventuring group. Specialists are hired for their specific trade or special knowledge and are usually employed for a particular task. It’s important to note that mercenaries and specialists do not count toward a character’s maximum number of retainers, as they are a different type 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.



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

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.

Armors are needed to make and repair troop armor and weapons. The rates suggested for hiring troops apply only when the troops aren't 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 ancestry and class.

Kinds of Specialists

The following 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.

MERCENARY TYPE	BASE MORALE
Commoner Militia	6
Barbarians or humanoids	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

Alchemist

Rate: 800 gp + 1d4×100 gp, per month

Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. When reproducing a potion from a sample, deduct the cost and time involved by half of what it would take a wizard. However, it takes them twice as long and twice the cost to research and create new potions.

Animal Trainer

Rate: 400 gp + 1d2×100 gp, per month

All animal trainers are specialized in a particular kind of animal and can have up to six animals under their care at a time. Trainers aren't 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. It will take a minimum of 1 month to tame a wild animal or 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 taming an animal is interrupted, it will rebel and cannot ever be tamed.

Blacksmith

Rate: 80 gp + 1d4×10 gp, per month

Per month, a blacksmith can make five weapons, one complete suit of armor, or up to three shields. Blacksmiths are also hired at the frequency of 1 per 50 troops 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 apprentices.

Engineer

Rate: 700 gp + 2d4×10 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 one 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 one engineer, and if it's 200,000 gp, it will require two engineers. Human engineers usually handle large aboveground structures, while dwarves will be hired for underground construction.

Sage

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

Sages are rare and may be consulted for information. They usually specialize in a subject area, such as dragons. 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 in the nearby table, with typical wages.

Rowers: Unskilled normal humans who operate oars.

Sailors: Skilled normal humans who can handle a ship.

Navigator: Understands charts, instruments, and star navigation. Required for any ship venturing beyond sight of the coast.

Captain: Required for any large ship. Skilled like a sailor with intimate knowledge of particular coasts.

Spy

Rate: 400 gp + 1d2×100 gp, per month

Spies are usually of the burglar class but can be any class. A spy is hired by a character to gather information, either about a specific person, persons, or an area. It's 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!).

Adventures at Sea

Whether to find a lost island full of riches or simply to get from one coast to another, characters will need to travel by sea or river.

Water Vessels

Some vessels are small and can be steered by one person. Others require a great number of people to operate. The *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 similarly to hit points for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship's weapons will 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 aren't 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 lbs per 20 shot.

WATERCRAFT TABLE								
Vessel Type	Required Crew	Sailing		Rowing		Cargo (lbs.)	DAC/AAC	Structural Hit Points
		Feet per Round	Miles per Day	Feet per Round	Miles per Day			
Boat, river	10	-	60	-	36	3000	8/11	20 to 45
Boat, sailing	1	120	-	72	-	2000	8/11	20 to 45
Canoe	1	-	60	-	18	600	9/10	5 to 10
Galley, large	250	120	90	72	18	4000	7/12	95 to 120
Galley, small	100	150	90	90	18	2000	8/11	75 to 100
Galley, war	400	120	60	72	12	6000	7/12	125 to 150
Lifeboat	1	-	30	-	18	1500	9/10	12 to 18
Longship	75	150	90	90	18	4000	8/11	65 to 80
Raft	1	-	30	-	12	5 per sq. foot	9/10	5 per sq. foot
Sailing Ship, large	70	120	-	72	-	30000	7/12	125 to 180
Sailing Ship, small	12	150	-	90	-	10000	8/11	65 to 90
Sailing Ship, transport	12	120	-	72	-	30000	7/12	125 to 180

Water Conditions

When traveling on rivers, the distances vessels can travel daily may be adjusted based on current strength or if moving upstream. Modify the average daily travel distance by either increasing or decreasing it by 1d8+4 miles. The Labyrinth Lord may also apply additional penalties for challenges such as shallow waters, waterfalls, twisting currents, rapids, or sandbars that could affect travel times.

For sea travel far from shore, smaller boats, including galleys, are unsuitable for open sea conditions and are limited to rivers, lakes, and coastal areas. Sea conditions can vary greatly, impacting travel times. Each day, the Labyrinth Lord rolls 2d6 to determine water conditions:

WIND CONDITIONS		
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.

a 12 signals strong winds and storms, while a 2 indicates a lack of wind, halting ships that cannot row. Vessels with sails might navigate with the wind, potentially deviating from their intended course, traveling at three times the average speed. If a ship reaches land during such conditions, there's a 25% chance it finds a safe haven; otherwise, it risks destruction by crashing into shallow waters or rocks.

In stormy conditions, a galley has an 80% chance of sinking unless near shore, where it can find safe harbor in clear areas 100% of the time, or else has a one-third chance based on a 1d6 roll. On windless days, rowing vessels maintain normal speed, but sailing ships make little progress.

Encounters at Sea

Monsters can surprise a ship, but since water-dwelling monsters are generally not visible, a ship cannot surprise a monster. When the Labyrinth Lord rolls for a random encounter, the distance to the monster is determined like other wilderness encounters (4d6 × 10 yards).

Under normal weather conditions, other ships are visible from 300 yards away, and land can be seen from up to 24 miles away. In harsh weather or dense fog, visibility can be reduced by 90%, or other penalties may apply depending on conditions.

Waterborne Chases

When vessels, ships, or monsters encounter each other, one party may choose to flee. The initial distance is determined as in a normal outdoor encounter. Success fleeing depends on luck and the speed difference

between the two groups. If the fleeing party succeeds, the pursuer cannot attempt to catch up for 24 hours unless a random encounter roll results in another encounter. If the fleeing party fails, the pursuer gains on them according to the table above.

Combat Rules

Combat Sequence

The combat sequence is followed every round there's combat in an encounter.

1. Declare Movement or Actions
2. Roll Initiative
3. Movements Made
4. Missile Attacks
5. Spells Cast, Saving Throws
6. Melee Combat
7. Opponents Act
8. Monster Reactions
9. Sequence Repeats

CONDITION	CHANCE OF ESCAPE	PURSUER GAIN RATE
Fleeing party faster	80.00%	N/A
Both parties same speed	50.00%	N/A
Fleeing party 30' slower	40.00%	10 yards per round
Fleeing party more than 30' slower	Decreases by 10% per 30' slower	Equal to pursuer's speed per round

1. Declare Movement or Actions

All participants announce their intention to move (and where) or other activities, like attacking, during the sequence prior to the initiative roll. The Labyrinth Lord decides monster intent but keeps it secret.

2. Roll Initiative

At the start of a 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.

3. Movements Made

The side winning initiative moves first, then other parties—including monsters—move in order of initiative.

4. Missile Attacks

Missile attacks are made, accounting for DEX adjustments, cover, and range. Missile weapons are any weapons used at a distance. Examples include bows, crossbows, thrown spears, slings, etc.

5. Spells Cast, Saving Throws

Generally, spells are disrupted if a spellcaster is struck before her turn in combat. Spells have area of effects and

Individual Initiative (Optional)

Initiative can be resolved individually rather than per group. Each character and monster rolls separately, with characters adjusting their roll by their DEX modifier. Monsters may receive a bonus to their roll if they have a high movement rate.

will affect all characters or monsters that are within the area when the spell is cast. Many spells allow a saving throw that can negate or partially negate effects of spells. See the discussion on saving throws later in this chapter.

6. Melee Combat

Attack and damage rolls are made, accounting for STR and magic adjustments.

7. Opponents Act

Other combatants now carry out steps 4-6 in order of initiative.

8. Monster Morale

If the leader of an opposing group dies, or half or more of the opposing group dies, the referee rolls to check morale

9. Sequence Repeats

When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

Attacking

Characters can attack only once per round, but some monsters can attack multiple times. For both missile attacks (bows, crossbows) and melee attacks (swords, flails), roll 1d20 to determine the outcome.

The next step varies based on whether you use DAC (descending armor class) or AAC (ascending armor class). For DAC, lower values are better. Refer to the to-hit table that includes THACO (To Hit Armor Class 0) to cross-reference the character's level with the opponent's DAC. For AAC, use the bonuses to-hit based on character level or monster HD, as shown in the table at the end of the chapter. Many prefer AAC for its straightforwardness.

In either system, a roll of 20 always hits, and a roll of 1 always misses. Roll for damage based on weapon type or monster attack, considering any bonuses or penalties.

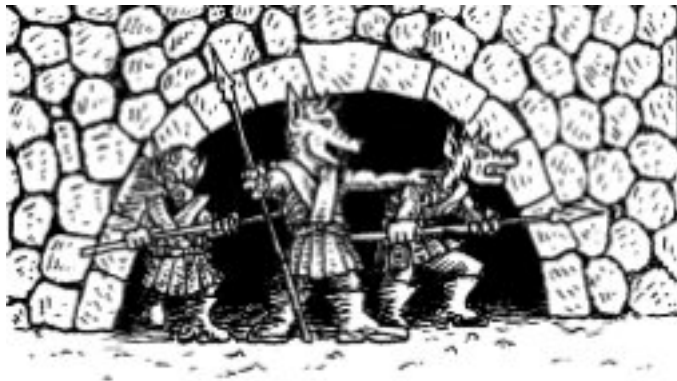
Melee attacks are possible when opponents are within 5' of each other, with attack and damage rolls potentially affected by STR. Missile attacks occur when opponents are more than 5' apart, with DEX influencing the chance to hit.

Vision and light conditions can affect combat. Characters have a -4 penalty to hit if blind or in darkness. Some monsters can only be harmed by magical or silver weapons, though the Labyrinth Lord may allow these monsters to harm each other. Monsters with 5 HD or more can affect these creatures.

What is THACO, anyway?

THACO stands for "to hit armor class 0." This attack system is used with descending armor class (DAC). It is named as such because DAC 0 is the starting reference point on the attack table, and knowing that allows one to calculate how to hit other armor classes. Or, you can just refer to the table so you don't have to calculate everything.

If this sounds confusing, you're not alone. AAC (ascending armor class) means the higher the AC the better, and determining whether an attack is successful is a bit more straight-forward and intuitive. For example, if attacking AAC 14, you simply need to roll 14 or higher on 1d20 to successfully hit. Any class or attribute



bonuses also apply, so if you have a +3 bonus to hit, for example, you'd hit with a roll of 11 or better.

Melee Combat

Hand-to-hand (or melee combat) occurs when opponents are within 5' of one another. 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.

Close Quarters

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'-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.

Missile Attacks

To attack with a missile weapon, opponents must be more than 5 feet apart. Missile attacks can be made with bows, slings, crossbows, or thrown items like bottles of holy water or oil flasks. Dexterity (DEX) affects the ability to hit: high DEX provides a bonus, while low DEX imposes a penalty. Magical weapons can also give bonuses, such as +1 to hit or damage.

Missile weapons have specific ranges. Attacks within short range get a +1 to hit. Medium range has no bonus or penalty, but long-range attacks incur a -1 penalty. If an opponent is beyond long range, they cannot be hit. Characters can move and attack with a missile weapon or engage in melee within the same round.

Missile attacks follow normal combat rules for initiative and surprise. Cover affects missile attacks; an opponent fully behind a barrier cannot be hit. The Labyrinth Lord may apply a penalty of -1 to -4 if the target is partially covered, depending on the degree of cover. For example, shooting through a small window might incur a -4 penalty, while small furniture might impose a -1 penalty. *Firing into Melee*

There is a -2 attack penalty for firing into melee. When a PC or NPC fires into melee and misses, they

must roll 1d20. On a roll of 1-2 the Labyrinth Lord determines randomly who is struck within 10' of the original target.

Holy Water

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

Oil Flasks

These weapons are effective, dealing 1d8 hit points of damage. Oil flasks must be lit and thrown or poured on the ground and then lit. They damage any character or monster hit by the bottles or moving through the burning oil. Thrown oil causes damage for 2 rounds before burning out. Oil poured on the ground covers a 5-foot diameter and burns for a full turn. Fire from oil does not harm monsters with natural flame attacks, but it does full damage to most undead creatures, except wights, which take half damage.

Unarmed Combat

Unarmed combat is the same as melee combat, but all damage is 1 to 2 + STR modifiers. This might be modified if natural weapons are involved.

Critical Hits & Misses (Optional)

A natural roll of 20 means damage rolled is doubled. Adjustments from STR or magical bonuses aren't doubled. For example, a short sword +1 would deal 8 damage if 4 is rolled, the bonus is added only once, for 9 damage total.

A natural roll of 1 is a critical miss. Hand weapons are dropped, and they must be retrieved, losing the next

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

*Note that crossbows attack once every other round.



combat action to do so. Bows and crossbows suffer broken strings, which must be restrung and takes 2 rounds. Thrown weapons and sling bullets fly wildly, hitting a random target in range if the player rolls 1 on a d6.

- The referee should feel comfortable assigning they're own interpretation of critical hits and misses at their discretion.

Aerial Combat

Characters on an unstable air mount, like a griffon, cannot cast spells due to the inability to perform intricate hand gestures. Spells can be cast on more stable flying means, such as a magic broom, carpet, or with the *fly* spell. Similarly, missile weapons used on an unstable mount suffer a -4 penalty to hit. However, magic items can be used without issue on an unstable mount.

Flying monsters can make a swooping attack on surprised opponents at a lower altitude, dealing double damage. Additionally, a flying monster at least 300 feet in the air can drop heavy objects on targets below. These attacks require a base roll of 16 to hit armor class 0, with damage varying based on the size of the creature. For example, dropping a large payload (adult human-sized) deals 2d6 damage within a 10-foot square area.

These are examples of possible situations, and the Labyrinth Lord may adjust or add rules as needed.

Damage and Healing

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, healing doesn't occur 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.

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 that 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 fails 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. 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.

Item Saving Throws

At the referee’s option, items carried may also have saving throws and can potentially be destroyed.

Method 1

Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell *fireball*, 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 example, 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 example, 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 that 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 will be more than 2.

Morale Checks

Players always have the choice to fight, surrender, or run away in an encounter. The Labyrinth Lord determines whether monsters or NPCs surrender or flee. Here are the key points regarding morale and encounter decisions:

Monster Morale: Rated from 2-12. A score of 2 means the monster never fights unless cornered, while a score of 12 means the monster fights until killed without a morale roll.

Morale Checks: Made when one side loses a member due to death or when half of one side’s group is killed or incapacitated. Roll 2d6; if higher than the monster’s morale, the monster will attempt to retreat. If equal to or lower, the monster continues to fight. Passing two morale checks in one encounter means the monster will fight until killed.

Morale Adjustments: The Labyrinth Lord may apply bonuses or penalties from -2 to +2 based on circumstances. Adjustments are not applied to monsters with a morale of 2 or 12. A side that is losing may get a -1 penalty, while a winning side may get a +1 bonus to morale.

Surrender

When a character tries to surrender to an NPC or monster, it’s up to the Labyrinth Lord to decide whether the opponent listens and under what terms the NPC or monster will accept surrender. The Labyrinth Lord should consider the nature and motivations of the NPC or monster, their current circumstances, and any previous interactions with the characters. For example, a monster might demand treasure, information, or a promise of safe passage in exchange for accepting surrender.

Characters must decide how to react if their opponent tries to surrender. They might choose to accept, negotiate terms, or refuse and continue the fight. Their decisions could impact future encounters with similar creatures or NPCs. For instance, showing mercy might earn them a reputation for fairness, while ruthlessness could instill fear or resentment.

Usually, NPCs or monsters will only try to surrender if they have no way to escape the encounter. However, some might surrender strategically, hoping to gain an advantage or bide their time for a future opportunity to

BROWNIIE SAVING THROWS					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	13	13	14	15
5-8	14	11	11	12	12

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	11	6	9	7	9
13-16	8	3	7	5	7
17	6	2	5	3	5

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	12
7-9	10	8	9	9	10
10	8	6	8	7	8

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

strike. The Labyrinth Lord can use these scenarios to add depth and complexity to the game, encouraging players to think beyond simple combat and consider the broader implications of their actions.

Combat Example

In this example, we have the following four characters: Alexandra (1st-level elf); Pardue the Holy (2nd-level cleric); Niles (1st-level hobfolk); and Wigbryht (1st-level fighter).

The steadfast 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 (1-2 would have meant they are surprised). Alexandra announces that she will be casting the spell magic missile at an orc this round. The others announce

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

CYCLOPS, DWARF, HOBFOLK 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 cyclops and hobfolk

FIGHTER SAVING THROWS					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0*	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

*Level 0 includes most ordinary, non-adventuring humans

that they'll 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 DAC 7, (or AAC 12), he stabs Alexandra with the short sword. The Labyrinth Lord rolls 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' DAC 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 DAC 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 (characters die at 0 hp).

Pardue the Holy is attacked by an orc. It rolls a 6. It needed to roll 12 or higher to hit Pardue's DAC 7 (AAC 12), so it misses.

Since the orcs have acted, it's 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 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 DAC 6 (AAC 13), 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 1; the players roll 4. The players act first this round.

Alexandra attacks an orc with her long sword. She rolls 14 to hit, which is one better than she needed to hit the orc's DAC 6 (AAC13). 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 5, and since the orc had 4 hp, it's 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 DAC 6 (AAC 13), 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' DAC 6 (AAC 13). 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 2 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'll stay and fight to the death.

The players state that their characters will attack the remaining orcs this round, and each side rolls initiative. The Labyrinth Lord rolls 1, and the players roll 6. The players attack first. Alexandra attacks an orc and rolls 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 RESOLUTION USING DAC

– Classes –			Attack Values: Roll 1d20 and hit the Armor Class with the listed value or higher															
Brownie, Cleric, and Burglar	Cyclops, Dwarf, Elf, Fighter, and Hobfolk	Wizard	Attack Value for DAC															
			– Level Ranges –	-6	-5	-4	-3	-2	-1	0*	1	2	3	4	5	6	7	8
		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

*The attack value corresponding to DAC 0 is known as THACO (To Hit Armor Class 0). Note this table is NOT used if using AAC.



MONSTER ATTACKS USING DAC

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

*This is the attack modifier for monsters only if using AAC. †These values are used only if DAC is employed.



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’s assumed all monsters, except NPC humans, have *deepvision* 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 parentheses 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. Both descending armor class (DAC) and ascending (AAC) are represented in the monster tables.

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. The number needed to hit different armor classes will be used for an encounter. The amount of experience awarded from defeating a monster depends on number of hit dice and any special abilities. Refer to the monster experience points table in the previous chapter.

Hit dice are used to determine which labyrinth level a monster is active. A 2 HD monster will most typically be found on the second labyrinth level. As previously noted, 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 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 later.

Acid

When acid successfully hits it does damage from contacting flesh. Acid continues to deal damage in subsequent rounds with no new attack required (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 because it isn't 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

To charge, monsters 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 can charm characters in a similar way as the spell charm person. The character receives a saving throw versus spells. When a monster charms a character, they are confused and unable to use spells or magic items that require commands or concentration. Like the effects of the spell, characters charmed by monsters will obey instructions so long as they aren't 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.

Continuing Damage

Some monsters have attacks that 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. Acid has been discussed previously.

Dive

Some monsters capable of flight can attack by swooping for a dive attack. Opponents must be in open terrain for it 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 them away.

Energy Drain

Some monsters, especially undead, have an energy drain attack. No saving throw is permitted. This attack leaches XP levels from characters (or HD if used against monsters). This effect is reversed by the 7th-level cleric spell *restoration*. If a character is drained of a level, all abilities, including hp, saving throws, etc., are affected as appropriate for the character of the new class level.

Paralysis

Most monsters' paralysis attack lasts 2d4 turns and can be negated with a saving throw against paralysis. Paralyzed characters cannot move, speak, or cast spells, but remain conscious. The cleric's *cure light wounds* spell can end paralysis, but without healing hp. Paralyzed characters are defenseless, needing no roll to be hit.

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 if a “20” is rolled to hit. Swallowed characters suffer damage every round until they die or until the monster is killed. If a swallowed character has a sharp weapon, they may attack the monster from inside its belly with a -4 penalty. Should a swallowed character die and remain in a monster’s belly for 6 turns, they have been irrecoverably digested.

Trample

When a monster tramples, it stomps or throws its weight against an opponent to deal damage with 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); the remaining times, it will employ any other forms of attack available. 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. Their saving throws are equivalent of a particular class and level. Usually this is the Fighter class, but it can be any class. Unintelligent monsters often save as a Fighter level one-half of the monster’s hit dice number, rounded up. The following abbreviations are used in the monster listings. They’re followed by a number indicating the level for saves: Cleric, C; Fighter, F; Magic-User, MU; Burglar, T; Dwarf, D; Elf, E; Hobfolk, H.

Morale

This is the number that the Labyrinth Lord refers to when testing for morale. The Labyrinth Lord rolls 2d6 according to the morale check optional rule. Any monster failing the check attempts to flee or surrender.

Hoard Class

This listing refers to the treasure hoard class of the monster and will consist of a roman numeral. The numeral is cross-referenced on the treasure hoard class table to determine the treasure found its lair. If the treasure quantity is small, a monster may have it on its person, but usually treasure is kept in a secure location.

XP

This abbreviation stands for experience points. It’s the precalculated total for the monster, taking into account its HD and any special abilities. 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, monster characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; DAC (AAC), Descending Armor Class and ascending; HD; hit dice; #AT, number of attacks; DG, damage; SV, save; ML; morale.

For example:

AL N, MV 90’, DAC 6 (AAC 13), 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

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 tend to have small amounts of treasure, from past opponents, but in some rare cases they inexplicably mine precious metals. This occurs in about 30% of nests. There will be as much as 1d10×1,000 gold pieces worth of raw gold nuggets.

Ape, Albino

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

These larger, more intelligent baboons are omnivores that have a higher tendency to hunt for meat. They bite but also use sticks as clubs. The higher baboon lives in packs like its smaller, less intelligent cousin and are led

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Ant, Giant	2d4 (4d6)	N	180' (60')	3	16	4	1	2d6	F2	7	VI	135
Ape, Albino	1d6 (2d4)	N	120' (40')	6	13	4	2	claws 1d4/1d4	F2	7	None	80
Baboon, Higher	2d6 (5d6)	N	120' (40')	6	13	2	2	bite 1d3/club 1d6	F2	8	VI	20
Banther	1d4 (2d4)	N	180' (60')	5	14	3	3	2 claws 1d3/bite 1d6, special	F3	8	X	95
Basilisk	1d6 (1d6)	N	60' (20')	4	15	6+1	2	bite 1d10/petrify	F6	9	XVII	630
Bat, Normal	1d00 (1d00)	N	9' (3'); F 120' (40')	6	13	1 hp	1	confuse	F0	6	None	6
Bat, Giant	1d10	N	30' (10'); F 180' (60')	6	13	2	1	paralytic bite	F1	8	None	20

by the biggest, strongest male. Higher baboons are aggressive and easily stimulated to fight.

Banther

With the body of a black panther and the head of a bat, banthers are fearsome (if strange) predators. They hunt at night using echolocation (100'), as their eyesight is poor. They also stalk underground labyrinths and caves, with a keen sense of smell. Banthers are only surprised on a roll of 1-2 on 1d6. If both claws and bite hit the same round, they latch on, sucking 1d6 hp from blood loss per round starting on next round.



Basilisk

A basilisk is a creature of the reptilian ilk, possessing the unnerving ability to petrify living beings with a simple gaze if they fail a saving throw vs. petrify. Typically, they exhibit rather dull brown exteriors coupled with yellowish underbellies, although certain specimens may feature a short, curved horn perched atop their snouts. In terms of size, an adult basilisk generally spans about 10' in length. These creatures are often denizens of thick forests or intricate labyrinthine settings.

The sole means by which a victim can evade the perilous gaze of a basilisk is by averting their eyes or observing the creature through a reflective surface, such as a mirror. Turning one's gaze away imposes a penalty

of -4 on attack rolls, while attacking the basilisk while gazing through a mirror carries a -1 penalty.

A basilisk is not immune to the effect of its own gaze. If, by chance (with a 35% probability or less on a d00 roll), it happens to catch a glimpse of itself in a mirror, it must succeed in a saving throw against petrification; otherwise, it will unwittingly petrify itself, becoming a lifeless statue.



Bat

Bats are nocturnal mammals with leathery wings. Typical eyesight is nearly useless to them, but they can navigate with 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: Small bats, while not causing much damage, can swarm in groups of 10 or more to disorient opponents. This confusion results in a -2 penalty on all attack rolls and saving throws, and prevents spell casting. These bats generally avoid combat and may need a morale check each round, except when controlled by others.

Bats, Giant: Larger than normal bats and fierce carnivores, about 5% of giant bats are also vampiric and have a paralyzing bite. A save versus paralyze negates it. 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, they must succeed in a saving throw versus spells or rise again as a vampire 1 day after death.

Bear

Bears are dangerous predators that can live in many different climates. They attack with both claws and a bite. If both claws successfully strike in 1 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.

Black Bear: These bears average 6' tall, have black fur, and eat a variety of fruits and other foliage more frequently than meat. Though they'll give their lives in defense of their cubs, black bears do not usually engage in combat unless forced.

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

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

Polar Bear: These bears live in 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

These bees grow to a length of about 1' but otherwise behave similarly to their smaller cousins. Giant killer bees attack any creature encountered, especially if near their hive. A hive is an underground labyrinth of tunnels. They attack with a poisonous sting requiring a successful saving throw versus poison. Failure indicates death. A stinger always breaks off inside the victim; if the victim survives the poison, they suffer 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. The queen is larger than other bees with 2 HD. She may sting multiple times; her stinger does not break off with a successful attack.

Beetle, Giant

Fire Beetle: These subterranean, nocturnal beetles are about 2½' 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; one is on the abdomen. If removed from the corpse of the beetle, they'll 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 they can squirt at an opponent within 5'. The toxic fluid is extremely painful and causes chemical burns and blisters. This effect causes 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

This black gooey mass slithers about in labyrinth corridors, eating anything in its path. It's typically 10' to 30' in diameter. It's capable of moving on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through metal and wood. A black pudding is only damaged by fire and takes 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.

Blink Dog

The blink dog is a clever canine possessing the innate ability to *blink*. These creatures communicate using their unique language, a blend of barks, yaps, whines, and growls that allows them to convey intricate information.

Blink dogs hunt in packs, "blinking" out of one location and close to prey for their attack. They blink again immediately after their attack and will appear 1d4×10' from the opponent. In this way, should a blink dog win initiative, it will not be possible for an opponent to attack it with a melee 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

Ordinary: These cantankerous omnivores are 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 its 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.

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Bear, Black	1d4 (1d4)	Neutral	120' (40')	6	13	4	3 (2 claws, bite)	1d3/1d3/1d6	F2	7	VI	135
Bear, Grizzly	1 (1d4)	Neutral	120' (40')	6	13	5	3 (2 claws, bite)	1d3/1d3/1d6	F2	8	VI	350
Bear, Polar	1 (1d2)	Neutral	120' (40')	6	13	6	3 (2 claws, bite)	1d3/1d3/1d6	F3	8	VI	570
Bear, Cave	1d2 (1d2)	Neutral	120' (40')	5	14	7	3 (2 claws, bite)	1d3/1d3/1d6	F3	9	VII	790
Bee, Killer	1d6 (5d6)	Neutral	150' (50')	7	12	1d4 hp	1 (sting)	1d3, see below	F1	9	None	7
Beetle, Fire	1d8 (2d6)	Neutral	120' (40')	4	15	1 + 2	1 (bite)	2d4	F1	7	None	15
Beetle, Spitting	1d8 (2d6)	Neutral	120' (40')	4	15	2	1 (bite)	1d6, see below	F1	8	None	29
Beetle, Carnivorous	1d6 (2d4)	Neutral	150' (50')	3	16	3 + 1	1 (bite)	2d6	F1	9	VI	65
Black Pudding	1 (0)	Neutral	60' (20')	6	13	10	1	3d8	F5	12	None	3100
Blink Dog	1d6 (1d6)	Lawful	120' (40')	5	14	4	1 (bite)	1d6	F4	6	XX	135
Boar	1d6 (1d6)	Neutral	150' (50')	7	12	3	1 (tusk)	2d4	F2	9	None	65
Boar, Giant	1d4 (1d4+1)	Neutral	120' (40')	6	13	5	1 (tusk)	3d4	F5	9	None	350
Booglin	2d4 (3d6)	Chaotic	120' (40')	5	14	2	1	Weapon 1d6, stench	F3	8	XII	65
Brownie	1d4 (2d4)	Neutral	120' (40')	5	14	1	1	Weapon	B1	7	VI	13
Bugbear	2d4 (5d4)	Chaotic	90' (30')	5	14	3 + 1	1 (weapon)	2d4 or weapon + 1	F3	9	XXI	100
Camel	0 (2d4)	Neutral	150' (50')	7	12	2	2 (bite, hoof)	1/1d4	F1	7	None	20

Booglin

Booglins are 4' tall goblinoids, with big ears, and noses resembling 6 inch long elephant trunks. They are pinkish creatures, with voluminous folds of skin. Booglins usual live in dark forests, taking refuge in burrows. They are cruel and spiteful, a bane to nature and enemies of all fey creatures. Booglins have a repulsive body stench that is debilitating if within 30'. Opponents must succeed a save vs. poison or suffer watery eyes and nausea for 1d4 rounds, causing the victim -4 to hit.

Brownie

This monster listing is for the typical NPC brownie. Elves average 5' tall and are slight of build. These fey beings closely resemble wood elves, but are a full foot shorter at 4' to 4 1/2' in size. They tend to live among human or hobfolk societies. Brownies are pranksters, but not maliciously so, and become serious when need be. They enjoy domestic tasks like cooking, cleaning, and tending to animals. They also have a strong streak of wander lust, and may be found living the adventurer life.

When encountered in a group of 20 or more, one 1d4+1 level leader will be present. The leader may possess items of magic. The probability is equal to 5% per level of the leader per type of magic item. In the presence of a leader, brownies have morale 10 rather than 8.

Bugbear

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



Camel

Camels can survive without food or water for long periods. They may travel for a period of 2 weeks without water if they are well hydrated to start. They are efficient at traveling in the desert and will not suffer movement penalties in this terrain. Camels are temperamental; they are known to kick or bite their handlers. Camels can carry 300 lbs and move at their regular movement rate, and can carry up to 600 lbs. at half movement. A mounted camel rider may not use a lance for a charge attack.

Carcass Creeper

The dreaded carcass creeper is 4' tall and 9' long, resembling a giant fat grub with multifaceted eyes, small legs, and a head bearing 2' long insect-like feelers. Feelers are tipped with a poisonous stinger. When the stingers strike an opponent, they must succeed in a saving throw versus paralysis or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass creeper 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. This creature is rumored to be a magical abomination created from a giant maggot.



Cat, Large

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 prefer it to 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 social cats and live in groups. They prefer hot climates, typically living on savanna.

Tiger: These large hunters are stealthy; in a wooded environment, they surprise opponents with a roll 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, making them particularly dangerous killers.

Centaur

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

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

Centipede, Giant

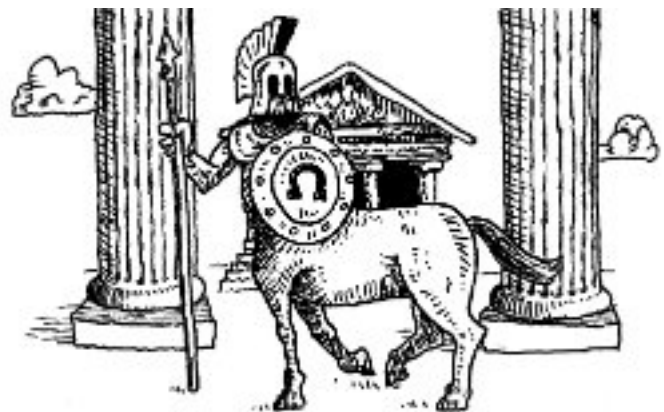
These 1' long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted, but anyone bitten must succeed a saving throw versus poison. Failure indicates the victim is horribly sick for 10 days and can only move at 50% of normal movement. No other physical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

Chimera

The chimera is a magical hybrid of lion, goat, and red dragon. It has a head of each of these creature types. It has the wings of a dragon, the front body portion of a lion, and the rear body portion of a goat. The lion head attacks via bite, the goat head gores with horns, and the dragon bites or emits a fire breath attack as a cone 50' long and 10' wide at its terminal end. The fire breath attack deals 3d6 hit points of damage; 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. It will use either a bite or breath attack 50% of the time, until the breath attack runs out. The chimera may live in the wilderness, particularly hilly terrain, but it also takes up residence in labyrinths.

Cockatrice

The cockatrice is a magical creature that has the body of a rooster and the tail of a reptile. It's a small creature, about the size of a natural rooster, but it 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, they must succeed in a saving throw versus petrify or turn to stone. Cockatrices are ill-tempered creatures. Though they primarily eat small insects or rodents, they'll engage larger animals, and characters, in combat with little provocation. They live in any climate, including labyrinths.



TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Carcass Creeper	1d3 (1d3)	Neutral	120' (40')	7	12	3 + 1	8 (stingers)	Paralysis	F2	9	XXI	135
Cat, Mtn. Lion	1d4 (1d4)	Neutral	150' (50')	6	13	3 + 2	3 (2 claws, 1 bite)	1d3/1d3/1d6	F2	8	VI	65
Cat, Panther	1d2 (1d6)	Neutral	210' (70')	4	15	4	3 (2 claws, 1 bite)	1d4/1d4/1d8	F2	8	VI	80
Cart, Lion	1d4 (1d8)	Neutral	150' (50')	6	13	5	3 (2 claws, 1 bite)	1d4+1/ 1d4+1/1d10	F3	9	VI	200
Cat, Tiger	1 (1d3)	Neutral	150' (50')	6	13	6	3 (2 claws, 1 bite)	1d6/1d6/2d6	F3	9	VI	570
Cat, Sabre-tooth	1d4 (1d4)	Neutral	150' (50')	6	13	8	3 (2 claws, 1 bite)	1d8/1d8/2d8	F4	10	VII	560
Centaur	0 (2d10)	Neutral	180' (60')	5	14	4	3 (2 hooves, weapon)	1d6/1d6, weapon	F4	8	XXII	80
Centipede	2d4 (1d8)	Neutral	60' (20')	9	10	1d4 hp	1 (bite)	Poison	F0	7	None	6
Chimera	1d2 (1d4)	Chaotic	120' (40'); F 180' (60')	4	15	9	5 (2 claws, 3 heads, see below)	1d3/1d3/2d4/2d4 /3d4, see below	F9	9	XVII	2400
Cockatrice	1d4 (1d8)	Neutral	90' (30'); F 180' (60')	6	13	5	2 (beak, petrify)	1d6, petrify	F5	7	XIX	350
Crab, Giant	1d2 (1d6)	Neutral	60' (20')	2	17	3	2 (pinchers)	2d6/2d6	F2	7	None	50
Crocodile	0 (1d8)	Neutral	90' (30'); S 90' (30')	5	14	2	1	1d8	F1	7	None	20
Crocodile, Large	0 (1d4)	Neutral	90' (30'); S 90' (30')	3	17	6	1	2d8	F3	7	None	320
Crocodile, Giant	0 (1d3)	Neutral	90' (30'); S 90' (30')	1	18	15	1	3d8	F8	9	None	1500
Cyclopean	1 (1d4)	Chaotic	90' (30')	5	14	13	1	3d10	F13	9	XVIII + 5,000 gp	2400
Cyclops	1d6 (3d4)	Lawful	120' (40')	5	14	1	1	Weapon	C1	9	XIV	10

Crab, Giant

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

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'.

Cyclopean

Cyclopeans 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 cyclopeans have the ability to issue a curse 1 time per week (reverse of *remove curse*). Cyclopeans are loners and only on occasion will live together in small numbers. They typically keep flocks of sheep and often cultivate grapes. They live in caves.

Cyclops

This listing is for the typical cyclops NPC. Cyclops are rather stoic, boring brutes on the surface. They generally prefer modest clothing, but have hidden ceremonies with symbolic garb related to techniques of construction and its philosophical place in building the universe. Few humans or the like have ever witnessed such events. Their skin and hair ranges the human gamut, but tends toward earthier tones. Cyclops average around 7' tall.



Demon Boar

The demon boar is a more powerful and 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 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 will attempt to catch opponents by surprise.

Djinni

Though they resemble tall, majestic humans, djinni are intelligent air elementals. Djinni can only be affected by magic and magical weapons. They have several spell-like abilities, each usable three times a day. Their four creation abilities include:

- ▶ Create food and water: As a 7th-level cleric.
- ▶ Create temporary metal objects: Softer metals last longer (e.g., gold lasts 24 hours, iron lasts 1 round, up to 100 lbs).
- ▶ Create permanent goods: Items of wood, rope, and other soft materials, up to 100 lbs.
- ▶ Create illusion: Like phantasmal force, but permanent until touched or dispelled.
- ▶ Djinni can also become gaseous or invisible.

After 5 rounds of preparation, they can become a whirlwind with a 10' diameter base, 70' height, and 20' diameter top. In this form, they move 120' (40') and deal 2d6 damage to all beings they contact. Beings with 2 or fewer HD must save vs. death or be thrown 10' away. Djinni can also attack with powerful punches that deal 2d8 damage.

Doppelganger

Doppelgangers are enigmatic entities capable of assuming the guise of other humanoids. They can replicate humanoid forms of up to 7' in height. In their inherent state, these creatures stand at a modest 5½ feet in height, displaying a predominantly humanoid appearance marked by their slim and fragile build, long, gangly limbs, and features that are only partially defined. Their skin appears pale and devoid of any hair, while their large, bulging eyes possess yellow irises with pupils that are slit-like in nature. Intriguingly, even in their genuine form, doppelgangers maintain a deceptive visage.

Despite their frail outward appearance, doppelgangers possess remarkable toughness and a natural agility that contradicts their delicate facade. They adeptly harness their innate talent for mimicry to orchestrate ambushes, set enticing traps, and infiltrate humanoid societies. Typically, they seek to eliminate the individuals they impersonate, allowing them to catch entire groups by surprise. When doppelgangers meet their demise, they revert to their natural state. Furthermore, they are immune to the effects of *charm* and *sleep* spells.



Dragon

Ancient, highly intelligent, treasure loving, and fearsome are all characteristics of dragons. They have ancient origins and are highly intelligent reptiles. They reproduce by laying eggs and are completely carnivorous. Each ancestry of dragon employs a particular kind of breath weapon attack. The varieties of dragons are identified by their predominant hide color, preferred climate, and alignment. Dragons are long-lived beings; they can live for more than 100,000 years.

Dragons seldom take notice of lesser insignificant beings. Dragons are geniuses and value their own lives, bargaining or surrendering to characters to save their lives or otherwise richly benefit. Dragons have immense

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Demon Boar	1d4 (1d4)	Chaotic	120' (40'); B 180' (60')	3 (9)	16 (10)	9	1 (gore or weapon)	2d6, weapon	F9	10	XX	2400
Djinni	1 (1)	Neutral	90' (30'); F 240' (80')	5	14	7 + 1	1 (fist), see below	2d8/2d6	F14	12	None	2900
Doppelganger	1d6 (1d6)	Chaotic	90' (30')	5	14	4	1	1d12	F10	10	XVIII	190
Dragon, Black	1d4 (1d4)	Chaotic	90' (30'); 240' (80')	2	17	7	1 (bite or spit)	1d4+1/1d4+1/2d10	F7	8	XV	1140
Dragon, Blue	1d4 (1d4)	Neutral	same	0	19	9	same	1d6+1/1d6+1/3d10	F9	9	XV	3800
Dragon, Gold	1d4 (1d4)	Lawful	same	-2	21	11	same	2d4/2d4/6d6	F11	10	XV	6000
Dragon, Green	1d4 (1d4)	Chaotic	same	1	18	8	same	1d6/1d6/3d8	F8	9	XV	1560
Dragon, Red	1d4 (1d4)	Chaotic	same	-1	20	10	same	1d8/1d8/4d8	F10	10	XV	3800
Dragon, White	1d4 (1d4)	Neutral	same	3	16	6	same	1d4/1d4/2d8	F6	8	XV	820
Dragon, Sea	0 (1d4)	Neutral	180' (60') (S and F)	1	18	8	same	3d8 or poison	F8	9	XV	1560

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 50' long, 40' wide, cloud, chlorine gas	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	-

egos, and even the vilest dragon may stop to listen to the pleas or praise of a soon-to-be lunch.

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's something to be gained by exercising restraint.

Dragon Breath Weapons

Dragons are perhaps most feared for their devastating breath attacks. The following points describe how they work and associated details.

- ▶ Damage equals the dragon's current hp (not necessarily max hp).
- ▶ Usable 3 times per day.
- ▶ Typically used as the initial attack in combat, 50% of the time each round after.
- ▶ If not used, dragons attack with two claws and a bite.

Breath Attack Shapes

- ▶ Cloud-Shaped: Area 20' high, 50' long, 40' wide.
- ▶ Cone-Shaped: Starts at 2' wide, ends 30' wide, variable length.
- ▶ Linear: 5' wide, 100' long.

Saving Throws

- ▶ Victims can attempt a saving throw vs. breath attack for half damage.
- ▶ Immunities
- ▶ Dragons are immune to their own breath attack.
- ▶ Immune to the same kind of breath attack from other dragons.
- ▶ Immune to ordinary instances similar to their breath attack (e.g., gold dragons are immune to ordinary fire).
- ▶ Sustain half damage from magical attacks similar to their breath attack (e.g., blue dragons take half damage from the spell *lightning bolt* but not from natural lightning).

Let Sleeping Dragons Lie

When a dragon is encountered in its lair or otherwise in a location on the ground, there's a chance that the dragon will be asleep. Dragons are ancient, long-lived creatures, and as such they operate on a different schedule than humanoids. Dragons may sleep in a safe location for days or even weeks if left undisturbed. The percentage chance that a dragon is asleep when found is provided on the additional dragon information table. For 1 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 most powerful and old dragons can speak. Dragons that can speak know common, dragon, and their alignment language. They may also cast wizard/elf spells. Refer to the additional dragon information table for the probability of speech and the spells available to dragons.

Dragon Surrender

- ▶ Characters must announce intent to subdue, not kill.
- ▶ Use blunt weapons or the flat of blades.



- ▶ Combat and damage are calculated normally, tracking "subdual" damage separately
- ▶ At 0 hp from subdual damage, the dragon is knocked unconscious.
- ▶ Dragons will always seek freedom and will try to escape if not restrained or under dire threat.

Post-Subdual Actions

- ▶ Characters can attempt to gain a service from the subdued dragon.
- ▶ Dragons can be sold for up to 1,000 gold pieces per maximum hit point.

Age, Hit Dice, and Treasure

- ▶ Statistics assume a mature adult
- ▶ Add or subtract up to 3 HD for younger or older
- ▶ Young dragons may have half treasure, older dragons double

Gold Dragons

Gold dragons are the most powerful of the dragon types and require special note. They can 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 can *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. 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 for a duration of 6 rounds. They live in underwater caverns, where they hoard treasure from sunken vessels. They are never asleep above water.

Dragon Turtle

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 lighter green, flecked with golden highlights. Their lairs are always below water in submerged caverns. They hoard wealth from sunken ships, like sea dragons. Dragon turtles have powerful claw and bite attacks. They also have a hot blistering

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Dragon Turtle	0 (1)	Chaotic	30' (10'); S 90' (30')	-2	21	30	3 (2 claws, bite)	1d8/1d8/1d6x10	F15	10	XV	13,750
Dryad	0 (1d6)	Neutral	120' (40')	5	14	2	Charm	0	F4	6	XIX	29
Dwarf	1d6 (5d8)	Lawful	60' (20')	4	15	1	1 (weapon)	1d8 or weapon	D1	8	XVI	10
Efreeti	1 (1)	Chaotic	90' (30'); F 240' (80')	3	16	10	1	2d8	F15	12	None	5200

steam cloud breath weapon that is usable 3 times per day. It's 90' long and 30' wide. Damage inflicted is equal to the dragon turtle's current hit points, and a victim may save versus breath attack for half damage.



Dryad

Reserved, intelligent, and steadfast, dryads are as elusive as they are captivating. These ethereal beings bear delicate features akin to those of female elves, yet their flesh mirrors the texture of tree bark, and their hair mimics the ever-changing hues of a leafy canopy. Though they generally prefer solitude, rare occasions have seen gatherings of up to six dryads in a single location.

A dryad is united by spirit to a particular tree. If the tree is ever killed, the dryad will be killed as well. Dryads may physically join with their trees, effectively disappearing. They may not venture more than 240' from the tree or they die after 1 turn. Dryads have the innate ability to charm person. They 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 they go to the dryad's tree and disappears within. Victims are lost forever. Dryads acquire treasure from past victims or infatuations and store it at the base of their trees, underground below the roots.

Dwarf

This listing is for the typical NPC dwarf. Dwarves have a penchant for attire in earthy hues, favoring straightforward and practical clothing. Their skin exhibits a range of tones, typically leaning towards various shades of tan or brown. Hair color among dwarves commonly spans black, gray, or brown. These sturdy individuals stand at an average height of 4' and possess weight comparable to 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. The probability is equal to 5% per level of the leader, per type of magic item, except for rods, wands, staves, or scrolls. In the presence of a leader, dwarves have morale 10 rather than 8. Goblins are the most reviled creatures to dwarves.



Efreeti

Although they look like giant, demonic beings, efreeti are an intelligent kind of fire elemental. They may only be affected by magic and magical weapons. Efreeti have several spell-like abilities. Each is usable 3 times per 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). Efreeti 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 for 3 rounds.

Efreeti resent being summoned. They must serve for 101 days when properly compelled but will attempt to twist the meaning of their orders and obey them to the letter. Efreeti are enemies of Djinni.

Elemental

Elementals are living beings made up of one of the four primary elements. They may be summoned in three different ways (see below). A summoner spends complete concentration directing the elemental. Elementals leave when dispelled, destroyed, or ordered by the summoner. A summoner loses concentration if struck or they engage in other activities. Then the elemental attacks them and anyone between them. Only magic and magical weapons can harm elementals.

There are three different power levels of elementals. The type is determined by the means used to summon them. Elementals summoned with a staff are the weakest of the three, having DAC 2 (AAC 17), HD 8, and DG 1d8. Any elemental summoned with other miscellaneous magic items has DAC 0 (AAC 19), HD 12, and DG 2d8. Elementals summoned with a spell have DAC -2 (AAC 21), HD 16, and DG 3d8.

Air Elementals: For every hit die possessed by an air elemental, it will be 2' high and have a diameter of ½'. For example, an air elemental summoned by a spell would be 32' high and have a diameter of 8'. Their appearance is a twirling air mass. If a being of fewer than 2 HD is caught in the twirling mass, it's 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 example, an earth elemental summoned by a spell would be 16' high. Their appearance is 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 its height.

Fire Elementals: For every hit die possessed by a fire elemental, it will have a diameter of 1' and be 1' high. For example, a fire elemental summoned by a spell would be 16' high and have a 16' diameter. Their appearance is a giant flame pillar. Any victim using cold-based attacks suffers an extra 1d8 hit points of damage from fire elementals. Fire elementals are unable to move through water with a width greater than the 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 example, a water elemental summoned by a spell would be 8' high with a 32' diameter. Their appearance is a mass of watery waves. Any victim standing in or submerged in water suffers an extra 1d8 hit points of damage. Water elementals can't be further than 60' from a source of water.

Elephant

Elephants are intelligent herbivores, used in some places as animals of labor. If elephants have enough distance between them and a foe, they'll commit to charge and score double damage with their tusks. When in close combat, they may attempt to attack with tusks or to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have +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. Each tusk is worth 1d6×100 gp.

Elf

This monster listing is for the typical NPC elf. Elves average 5' tall and are slight of build. They adorn themselves of vibrant attire, often a cloak that seamlessly blends with the forest's natural colors. When encountered in a group of 20 or more, one 1d6+1 level leader will be present. The leader may possess items of magic. The probability is equal to 5% per level of the leader per type of magic item. In the presence of a leader, elves have morale 10 rather than 8.

Ettin

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



TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Elemental, Air	1 (1)	Neutral	F 360' (120')	2/0/-2	17/19/ 21	8;12;16	See below	1d8 or 2d8 or 3d8	F8; F12; F16	10	None	1,570/ 2,800/ 3,300
Elemental, Earth	1 (1)	Neutral	60' (20'); F 360' (120')	2/0/-2	17/19/ 21	8;12;16	See below	1d8 or 2d8 or 3d8	F8; F12; F16	10	None	1,570/ 2,800/ 3,300
Elemental, Fire	1 (1)	Neutral	120' (40')	2/0/-2	17/19/ 21	8;12;16	See below	1d8 or 2d8 or 3d8	F8; F12; F16	10	None	1,570/ 2,800/ 3,300
Elemental, Water	1 (1)	Neutral	60' (20'); S 180' (60')	2/0/-2	17/19/ 21	8;12;16	See below	1d8 or 2d8 or 3d8	F8; F12; F16	10	None	1,570/ 2,800/ 3,300
Elephant	0 (1d20)	Neutral	120' (40')	5	14	9	2 tusks or trample	2d4/2d4 or 4d8	F5	8	None	2400
Elf	1d4 (2d12)	Neutral	120' (40')	5	14	1 + 1	1 (weapon)	1d8 or weapon	E1	8	XVIII	21
Ettin	1d2 (1d4)	Chaotic	120' (40')	3	16	10	2 (clubs)	2d8/3d6	F10	9	XIX	2,400
Ferret, Giant	1d8 (1d12)	Neutral	150' (50')	5	14	1 + 1	1 (bite)	1d8	F1	8	None	15
Fish, Catfish	0 (1d2)	Neutral	90' (30')	4	15	8 + 3	5 (bite, 4 feelers)	2d8/1d4 per feeler	F4	8	None	620
Fish, Pirahna	0 (2d4)	Neutral	150' (50')	6	13	3 + 3	1 (bite)	1d8	F2	7	None	65
Fish, Rockfish	0 (2d4)	Neutral	180' (60')	7	12	5 + 5	4 (spines)	1d4x4 (each spine), poison	F3	8	None	460
Fish, Sturgeon	0 (1)	Neutral	180' (60')	0	19	10 + 2	1 (bite)	2d10	F5	9	None	1,700



Ferret, Giant

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

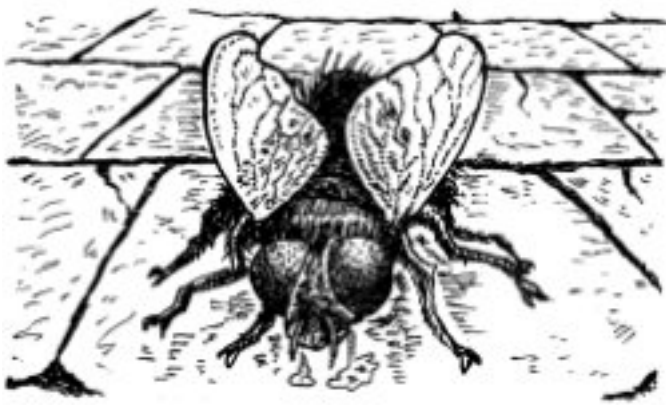
Fish, Giant

Giant Catfish: These scaleless, ash-colored fish are both predators and scavengers. They can attack with their whisker-like feelers and 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 attack nearly anything that moves. If blood is scented, they'll feed at a feverish pace, never having to check for morale. As many as 8 giant piranhas may attack a single victim at a time.

Giant Rockfish: Giant rockfish are passive but deadly. They closely resemble the rocky sea surface they call home, blending well. There's a 70% chance that an observer won't recognize the fish. The giant rockfish will attack if threatened. Its deadly spines are poisonous, requiring a saving throw versus poison, or the victim dies. Should a being accidentally touch a rockfish, it's struck by all four spines with no attack roll required.

Giant Sturgeon: These gray scaly fish can reach a length of 30'. With an attack roll equal to or greater than 18, a victim is swallowed. A swallowed victim takes 2d6 hit points of damage per round inside the giant sturgeon's belly. In addition, a victim is paralyzed if they fail a save versus paralyze. Otherwise, they may attack the sturgeon from inside with a -4 to the attack roll versus an effective DAC 7 (AAC 12).



Fly, Giant Carnivorous

The dreaded giant carnivorous fly is 3' long. They have markings making them appear similar to giant killer bees. The giant carnivorous fly preys on these bees and is immune to their poisonous sting. They also prey on animals and humanoids. Giant flies skulk in shadows, waiting for victims, and surprise on 1-4 on 1d6. They can jump 30' to attack, biting victims with formidable mandibles.



Gargoyle

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 aren't greatly intelligent, they make up for this with the sly nature of efficient predators.



Gelatinous Cube

A semi-transparent gelatinous cube makes its sluggish journey through labyrinthine corridors and cave floors, gradually assimilating carrion, living creatures, and discarded refuse. Inorganic materials become ensnared within the cube's jelly-like body, remaining visible. The

typical gelatinous cube measures 10' on each side, although notably larger specimens are not unheard of.

Their translucent appearance causes surprise on a roll of 1-4 on 1d6. A gelatinous cube engulfs victims by slamming its body into them. This attack deals 2d4 hit points of damage. An opponent must succeed in a saving throw versus paralyze or become paralyzed for 2d4 turns. The spell *cure light wounds* lets a character 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

Ghouls are flesh-eating undead mockeries of their former existence. They 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. Paralysis may be cured with *cure light wounds*. Elves are immune to the paralysis of ghouls, and it cannot take effect on humanoids larger than ogres. Ghouls 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 as ghouls in 24 hours, unless *bles* is cast upon their bodies. Ghouls are turned as 3 HD undead, but the number turned is calculated normally for 2 HD undead.

Giant

Hill Giant: Hill giants resemble larger ogres, including eyes rimmed with red and often wielding some bludgeoning weapon or a spear. They have rust-brown or tan skin 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 dark-stone colored, sometimes with hints of blue.

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Fly, Giant	1d6 (2d6)	Neutral	90' (30'); F 180' (60')	6	13	2	1 (bite)	1d8	F1	8	VI	29
Gargoyle	1d6 (2d4)	Chaotic	90' (30'); F 150' (50')	5	14	4	4 (2 claws, bite, horn)	1d3/1d3/1d6 /1d4	F8	11	XX	190
Gelatinous Cube	1 (0)	Neutral	60' (20')	8	11	4	1	2d4 + see below	F2	12	VII	245
Ghoul	1d6 (2d8)	Chaotic	90' (30')	6	13	2 (turn as 3 HD)	3 (2 claws, bite)	1d3/1d3/1d3 + see below	F2	9	XXI	47
Giant, Hill	1d4 (2d4)	Chaotic	120' (40')	4	15	8	1	2d8	F8	8	XVIII + 5,000 gp	560
Giant, Stone	1d2 (1d6)	Neutral	120' (40')	4	15	9	1	3d6	F9	9		1700
Giant, Frost	1d2 (1d4)	Chaotic	120' (40')	4	15	10 + 1	1	4d6	F10	9		2400
Giant, Fire	1d2 (1d3)	Chaotic	120' (40')	4	15	11 + 2	1	5d6	F11	9	XVIII + 5,000 gp	3600
Giant, Cloud	1d2 (1d3)	Neutral	120' (40')	4	15	12 + 3	1	6d6	F12	10		3600
Giant, Storm	1 (1d3)	Lawful	150' (50')	2	17	15	1 + see below	8d6	F15	10		4200

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 cold. They often live in frosty caverns but have the propensity to take up residence in castles, as do some of their giant kin.

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 wear armor on their broad shoulders, 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. They also wield immense 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 dress in flowing clothing and fancy jewelry. They have bronze to white hair with blue skin tones ranging from nearly white to cold, light blue. They are 20' tall. Cloud giants usually live in giant

castles at high elevations. Their castles may also 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 living underwater have 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 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. Storm giants who have their castle abodes underwater 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 *lightning bolt* 1 time per 5 rounds. The hit point damage inflicted is equal to the storm giant's current hit point total. A successful saving throw versus spells reduces damage by 50%. Storm giants are immune to all forms of lightning, even the lightning breath attack of blue dragons.

Glaistig

These female creatures have goat legs, much like satyrs. But they are far from joyous and care-free, often plotting evil mischief. They resemble beautiful women with long hair, dressed in robes that disguise their inhuman nature. They live only in wilderness settings, but often not far from human communities, which they torment for pleasure. Glaistigs venture into underground labyrinths seeking wealth and evil minions. They cast spells as a wizard of a level equal to their HD. They also have the innate ability of *true seeing*, always active.

Gnoll

Gnolls are goblinoid beings with hyena-like heads, known for their chaotic nature and nomadic tribal lifestyle. The majority of gnolls boast disheveled yellow or reddish-brown fur. These creatures are nocturnal carnivores, taking great pleasure in the screams of the suffering. It's worth noting, however, that gnolls themselves do not possess particularly high levels of intelligence. Gnolls use a variety of weapons, receiving +1 damage due to their incredible strength. In any group of 20 gnolls, there's a leader who has 16 hit points and is considered to have 3 HD for attack purposes.



Gnome

Gnomes typically have a height range of 3'-3 1/2' and possess a slender build compared to dwarves. Their skin tones span from a dark tan to a woody brown, complemented by fair hair, prominent noses, and eyes that come in a variety of blue shades. Gnome males often favor long beards as part of their attire. When it comes to clothing, gnomes generally opt for leather or earth-toned garments, which they embellish with intricate stitching or elegant jewelry.

These cousins to dwarves share many of their likes, often living in vast mines looking for precious metals and

gems. Their tendency to underground life has granted them extended *deepvision* to 90'. They have a fondness for contraptions. They employ crossbows and fight hand-to-hand with war hammers. Gnomes have a particular hatred for kobolds and morlocks but are none too fond of goblins. Dwarves are treated as welcome relatives.

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

Goadt

These goblinoids have goat-like faces with small horns, and are often compared to orcs in demeanor and size. But goadts are better organized and more intelligent. They are dreaded pirates, with a seafaring way of life. They have shore-side settlements, and are somewhat nomadic. Goadts raid ships and raze villages, stealing and destroying indiscriminately.

Goat of Calamity

When bleating-barks echo through the hills it's said a great suffering is near, for they belong to the goats of calamity. Goats of calamity resemble ordinary goats, but are tall, with long legs and leaner bodies like deer. Instead of hooves, each foot bears formidable black claws. These creatures are said to be demonic in nature, but what is certain is that they flock to areas where evil has taken residence. Though uncommon beasts, they roam these dark places seeking to cause the suffering of others. They attack with front claws for 1d6 damage each. If both strike in same round the goat can make a raking attack with its hind legs for 2d4 damage. Goats of calamity have the natural spell-like abilities of *ESP*, always active, and *duo-dimension*, 3 times per day.

Goblin

Goblins are between 3' to 3 1/2' tall. Their eyes have a lackluster, almost lifeless, appearance, varying in hue from red to yellow. Their skin is a spectrum of colors, ranging from yellow through various shades of orange to deep red. Goblins prefer dark leather attire, with subdued, earthy colors

They spend most of their days underground. As such, they suffer -1 penalty to all attack rolls when in full sunlight. They have a longer range of *deepvision*, to 90'. Goblins are archenemies of dwarves, who they hate

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Glaistig	1 (1d4)	Chaotic	120' (40')	6	13	3	1	Weapon or spell	W3	8	XX	80
Gnoll	1d6 (3d6)	Chaotic	90' (30')	5	14	2	1 (weapon)	2d4 or weapon +1	F2	8	XIX	47
Gnome	1d8 (5d8)	Lawful, Neutral	60' (20')	5	14	1	1 (weapon)	1d6 or weapon	D1	8	XX	10
Goat	2d6 (2d4x10)	Chaotic	120' (40')	7	12	1	1 (weapon)	1d6 or weapon	F1	9	XIX	10
Goat of Calamity	1 (1d4)	Chaotic	180' (60')	5	14	3	2 claws, rake	1d6, 2d6	F3	9	XVIII	95
Goblin	2d4 (6d10)	Chaotic	60' (20')	6	13	1 - 1	1 (weapon)	1d6 or weapon	F0	7	III (XX)	5
Golem, Amber	1 (1)	Neutral	180' (60')	6	13	10	3 (2 claws, bite)	2d6/2d6/2d10	F5	12	None	3800
Golem, Bone	1 (1)	Neutral	120' (40')	2	17	8	4 (weapons)	weapon type	F4	12	None	2560
Golem, Bronze	1 (1)	Neutral	240' (80')	0	19	20	1 (fist)	3d10, see below	F10	12	None	6250
Golem, Wood	1 (1)	Neutral	120' (40')	7	12	2 + 2	1 (fist)	1d8	F1	12	None	59

above all other humanoids, followed closely by their distaste for gnomes.

Goblins sometimes use dire wolves as mounts. There's a 20% chance that 1/4 of their number are mounted. A goblin king is an exceptional goblin, who attacks as a 3 HD monster. Kings benefit from +1 damage. A goblin king is always accompanied by loyal bodyguards, totaling 2d6 individuals. Bodyguards each have 2d6 hit points and attack as 2 HD monsters. All goblins in the presence of the goblin king have morale 9. A goblin lair has more treasure (hoard class XX) than goblins encountered in the wilderness.

Goblinoid

Goblinoids are humanoid monsters of shared origins. Most sages group the following creatures: goblins, kobolds, gnolls, hobgoblins, and more, into the wider goblinoid family. Goblinoids are ancient monsters, plaguing the lands of goodly people and waging perpetual war. Their evil and ferocity is matched by their adaptability and resilience. They are prolific, and when they suffer massive losses they repopulate quickly. Goblinoids are not morally redeemable and are monsters wearing humanoid form.

Golem

Golems are not living beings, but are powerful magically-created automatons made for various tasks. As such, they are created by exceptionally powerful clerics and wizards. 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 aren't truly alive, they are unaffected by poison or gases.

Amber Golem: These golems are made of petrified tree sap. This golden stone is commonly formed into the

shape of dire wolves or large cats. They can detect invisibility to 60' and can track any being.

Bone Golem: Though they may be mistaken for undead, these human-sized constructs of bones are animated golems. They are usually given four arms; each may wield a weapon to attack every round. They may direct attacks at up to two opponents each round. In addition to immunities enjoyed by all 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. Their touch 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 gushes forth. A saving throw versus death can be made to avoid this damage entirely.

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



Gorgon

These beasts resemble a large bull with red scales. They boast an impressive stature, standing at over 6' feet tall at the shoulder and 8' feet from snout to tail, with a weight of approximately 4,000 pounds. Gorgons are exceptionally hostile and aggressive. They immediately launch attacks against any perceived adversaries, making determined attempts to gore or petrify their opponents. If a gorgon gets a running start to charge, it may gore with its horns for double damage. Gorgons have a *gas cloud* breath attack that is 10' wide and 60' long. Any creature caught in the area must succeed in a saving throw versus petrify or *turn to stone*. A gorgon is unaffected by its own breath attack. They live on hills and prairies.

Gray Ooze

This viscous ooze is only 6 inches thick, with a 10' diameter "body." It closely resembles damp stone and is easily mistaken for it. A gray ooze strikes like a snake, slamming opponents with its body. A successful strike to an unarmored being deals 2d8 hit points of damage from the acidic slime covering it. If an opponent is armored, the armor is destroyed 1 turn after a successful hit from the ooze, as the acid viciously eats through it. Magical or non-magical armor are affected equally. The ooze clings to an opponent, and once armor is no longer a barrier, the potent 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

These 30' long gray worms attack with wide tooth-rimmed mouths. Gray worms can swallow prey whole (swallow attack) on an attack roll of 19 or 20. Any opponent swallowed whole suffers 1d8 hit points of damage every round, which 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; the attacker suffers a -4 penalty.

Green Slime

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. It will cling to an opponent who steps on it. Once covering a victim, green slime digests all clothing and armor in 6 rounds. The slime feeds so quickly that once contacting bare skin, the victim is

digested in 1d4 rounds. More slime is created in its place. No magical revival is possible for a victim as no material 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's 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

Griffons are magnificent and sturdy creatures, seamlessly combining the traits of both lions and eagles. A full-grown griffon can reach a length of up to 8'. Neither males nor females sport a mane, setting them apart from their lion counterparts.

While their rear body is a lion, their front legs, head, and wings are from a giant eagle. It has a brown or gold wings with a 25' wingspan. A griffon weighs about 500 lbs. They 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.

H



Harpy

From the waist up, these monsters resemble unsightly women, but they have the legs and wings of giant eagles. Harpies use their captivating song to lure victims. If a character hears the song, a saving throw versus spells may be attempted. 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 won't make any attacks. Harpies may use charmed victims as servants for

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Gorgon	1d2 (1d4)	Chaotic	120' (40')	2	17	8	1 (gore or breath)	2d6 or petrify	F8	8	XVIII	1560
Gray Ooze	1 (1)	Neutral	10' (3')	8	11	3	1	2d8	F2	12	None	80
Gray Worm	1d3 (1d3)	Neutral	60' (20')	6	13	6	1 (bite)	1d8	F3	9	XXI	570
Green Slime	1 (0)	Neutral	3' (1')	NA	NA	2	1	See below	F1	12	None	38
Griffon	0 (2d8)	Neutral	120' (40'); F 360' (120')	5	14	7	3 (2 claws, bite)	1d4/1d4/2d8	F4	8	XVIII	440
Harpy	1d6 (2d4)	Chaotic	60' (20'); 150' (50')	7	12	3	3 (2 claws, weapon, see below)	1d4/1d4/1d6	F3	7	XX	80
Hawk, Normal	0 (1d6)	Neutral	480' (160')	8	11	1d4 hp	1	1d2	F0	7	None	5
Hawk, Giant	0 (1d3)	Neutral	450' (150')	6	13	3 + 3	1	1d6	F2	8	None	65
Hawkbear	1d4 (1d4)	Neutral	120' (40')	4	15	6	3 (2claws, bite)	1d8/1d8/2d6	F6	9	XX	350
Hellhound	2d4	Chaotic	120' (40')	4	15	3-7	1 (bite or breath)	1d6	F3-7	9	XX	80+

a time, but ultimately such thralls enter the soup pot. Harpies have innate magic resistance, with a +2 saving throw bonus versus magic.

Hawk

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

Ordinary Hawks: They have a wingspan up to 6', and are 1' to 2' tall.

Giant Hawks: Giant hawks may be 3' to 5' long with a 18' wingspan. They can attack larger prey of roughly human-sized or smaller. Any being as small as hobfolk can be grabbed and taken away.



Hawkbear

Hawkbears are the dubious magical hybrids of a hawk and bear, perhaps as part of the same research that produced the dreaded owlbear. They have the head and legs of a hawk, but the upper body and arms of a bear. Hawk bears are cruel, taking more pleasure in the kill than nature instructed. Hawkbears are known to live in wooded areas and are equally likely to take residence in caves or labyrinths. They can be as tall as 9'. They hug an opponent for 2d8 points of damage, if they hit with both paws in the same round. The hug continues

subsequent rounds until the beast is killed or otherwise encourages to let go.

Hell Hound

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 bite 70% of the time for 1d6 hit points damage or breathe fire 30% of the time. Fire breath deals 1d6 hit points of damage per hell hound hit die. A successful saving throw versus breath attack reduces damage by half. Hell hounds save as fighters equal in level to their hit die. They have an imperfect ability to detect invisibility to 60' with 75% probability of detection.

Herd Animals

Herd animals are any of several kinds of grazing animals living in herds. Region and climate determine which kind of 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 males have horns or antlers, and can attack by butting an opponent. In any large group of herd animals, there are 4 females or young for every 1 male. Adult males typically have 1d4 hit points more than normal, and all young have half the standard adult hit points. In most cases, herd animals flee from predators. Males occasionally fight to protect the females and young.

Hippogriff

Hippogriffs are an amalgamation of horses and giant eagles. They're formidable flying creatures with the forebody and heads of giant eagles, and the hindquarters of horses. Though hippogriffs are omnivores, they attack prey relentlessly. They favor pegasi meat, but even the tender flesh of adventurers agrees with them. A typical hippogriff is 9' long, has a wingspan of 20', and weighs 1,000 lbs. Hippogriffs typically nest high in the mountains. If captured when young, they can be trained as mounts.

Hobfolk

This monster listing is for the typical NPC hobfolk. Hobfolk are small, around 3' tall. Their appearance is varied like humans, but are unable to grow significant facial hair (except sideburns). Hobfolk don't usually live extravagantly, but value good food and drink. Typical hobfolk villages have a population as small as 30 and up to 300 (3×1d10×10).

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

Hobgoblin

Hobgoblins are close kin to goblins, but are bigger, stronger, smarter, and better organized. Their hair ranges darker colors, from deep moss green or reddish to gray or black. Their terrible breath passes between yellow teeth. Hobgoblins have yellow or red eyes, with skin tone of similar colors, including ochre and dark orange. Hobgoblins typically don garish attire, such as brightly colored leather and cloth. These are the few trade goods hobgoblins might seek.

Hobgoblins take pride in their weaponry, is meticulously maintaining them. They tend to reside

below ground but often live or venture to the surface, and they suffer no penalties to daylight like their smaller cousins. A hobgoblin king is an exceptional hobgoblin with 22 hp and attacking as a 5 HD monster. Damage dealt has a +2 bonus. A hobgoblin king is always accompanied by loyal bodyguards, totaling 1d4. They each have 3d6 hit points and attack as 4 HD monsters. All hobgoblins in the presence of the hobgoblin king have morale 10.

Horse

Riding Horse: Riding horses are smaller than other horses, 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 are bred to be strong and sturdy in combat. They won't bolt from fright as easily. They're bred for strength, not endurance, and perform best with shorter travel distances. The rider 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; they can carry a maximum of 800 lbs and have movement halved.

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

Human

The humans here are considered 1st-level fighters. Individuals of greater level are typically leaders. The hoard classes provided indicate treasure found in camps or lairs, except for merchants.

Zero-level human: These humans are commoners or other non-adventuring types. They don't usually wear armor and have 1d4 hp. They may form a militia to take arms against a foe. In this case, a 1st-level fighter leads them per 50 people, and a 3rd-level fighter per 100 people. When they bear arms, it's typically with makeshift weapons like pitchforks, sickles, shovels, etc.

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

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Herd Animals	0 (3d10)	Neutral	240' (80')	7	12	1 to 4	1 (butt)	1d4, 1d6, or 1d8	F1-2	5	None	10/20/50/80
Hippogriff	0 (2d8)	Neutral	180' (60'); F 360' (120')	5	14	3 + 1	3 (2 claws, bite)	1d6/1d6/1d10	F2	8	None	65
Hobfolk	3d6 (5d8)	Lawful	90' (30')	7	12	1 - 1	1 (weapon)	1d6	H1	7	VII (XXI)	5
Hobgoblin	1d6 (4d6)	Chaotic	90' (30')	6	13	1 + 1	1 (weapon)	1d8 or weapon	F1	8	XIX	15
Horse, Riding	0 (1d10x10)	Neutral	240' (80')	7	12	2	2 (2 hooves)	1d4/1d4	F1	7	None	20
Horse, War	0	Neutral	120' (40')	7	12	3	2 (2 hooves)	1d6/1d6	F2	9	None	50
Horse, Draft	0	Neutral	90' (30')	7	12	3	None	None	F2	6	None	50
Human, Berserker	1d6 (3d10)	Neutral	120' (40')	7	12	1+1	1	1d6 or weapon	F1	NA	I (XXI)	21
Human, Brigand	0 (1d4x10)	Chaotic	120' (40')	As type		1	1	1d6 or weapon	F1	8	XXII	10
Human, Pirate	0 (see below)	N or C	120' (40')	As type		1	1	1d6 or weapon	F1	6	XXII	10
Human, Merchant	0 (1d20)	Neutral	90' (30')	5	12	1	1	1d6 or weapon	F1	Varies	XXII	10
Human, Nomad	0 (1d4x10)	Neutral	120' (40')	As type		1	1	1d6 or weapon	F1	8	XXII	10

Brigand: These people are criminals that banded together with common interests of stealing and pillaging. Half of all brigands are armed with a short sword and short bow, wearing leather armor, and carrying a shield. The other half has riding horses and are equipped with long swords, chain mail, and shields.

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

Bandit camps have 5d6×10 inhabitants. Camps have a leader who is a 9th-level fighter. There's a 5th-level fighter per 50 men. An 8th-level cleric may be present (1-3 on 1d10). There's an 8+1d2 level wizard present with a roll of 1-5 on 1d10.

Pirate: A pirate fleet can 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, and fleets of small galleys number 1d4. 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 after the equipment section.

There's one 4th-level fighter per 30 pirates, and one 5th-level fighter per 50 pirates. Per 300 pirates, one 8th-level fighter is present. Any horde of 300 or greater is led by a Pirate King (11th-level fighter). In a group this large, the Pirate King may employ a wizard of 8+1d2 level (roll 1-15 on 1d20).

Pirates have leather armor and are armed with any sword. 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; a leader may have a

map to such a location. Any group of pirates may have 1d4 hostages who they have ransomed.

Merchant: These people trade goods, sometimes over great distances. They are mounted and will have additional pack animals (1d12). Animal types will be appropriate to the terrain. Every merchant caravan has a 5th-level fighter as a guard. For every 5 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 who live off the land and by animal husbandry. They follow game and seasonal foods by living in temporary camps of tents or other simple structures. Per 25 nomads, a 2nd-level fighter is present as a leader; per 40 nomads, a 4th-level fighter is present. Nomads can have any kind of armor or hand weapon. All are mounted, and half of their number have bows, the other half lances.

The typical tribal camp has 5d6×10 inhabitants. They have a 8th-level fighter leading them, and a 5th-level fighter per 100 men. A 9th-level cleric may be present in a camp (1-5 on 1d10). An 8th-level wizard may present (roll 1 on 1d4). Nomads often trade with people they encounter. Their lifestyle brings them into contact and clashes with other humanoids.



Hydra

Hydras are reptilian beasts with 1d8+4 heads. Their bodies are various shades of brown and gray, with lighter underbellies. Hydras measure around 20' long weight approximately 4,000 pounds.

They have hit die equal to their number of heads with maximum hit points for each hit die. Each head may bite an opponent in a round, so the number of attacks each round equals the number of heads. One hydra head becomes useless per 8 hp damage the beast suffers. When all heads are destroyed, the hydra dies. Hydras save as fighters of equal level to their HD number.

Aquatic Hydra: This variation of the standard hydra has all of the same characteristics and abilities but has fins rather than legs and lives underwater.

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

An insect swarm consists 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' × 30' cloud of insects. A swarm does not need to roll to hit and inflicts 2 hp of damage to any character engulfed. They deal double damage to characters wearing no armor.

Although swarms do not sustain damage from weapons, waving a weapon around can encourage them to back off. If a character removes themselves from a swarm, insects cling to them dealing damage for 3 rounds. Character may flee into a body of water in which

case any clinging insects will die after inflicting damage for 1 round. A swarm is aggravated if it takes damage and will chase a fleeing victim. If one leaves its line of sight, the swarm will not pursue.

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

Invisible Stalker

These magical beings are native to another plane. Invisible stalkers are employed by wizards for various jobs, with the spell *invisible stalker*. A summoned stalker undertakes the task commanded, completely obeying the summoner, regardless of distance needed to travel or other difficulties. The creature follows a command until the job is completed and obeys only the summoner. But wizards shouldn't mistake compliance for subservience, for they attempt to interpret orders in such a way as to be destructive or unhelpful. Invisible stalkers can be dispelled, returning to their home plane. Creatures unable to *detect invisibility* are surprised on a roll of 1-5 on 1d6.



Kobold

Kobolds are dog-like humanoids with scaly skin; their vileness is inversely proportional to their small stature of 2 to 2½' tall. They are dark rusty brown to rusty black, with glowing red eyes. They wear rags, favoring red and orange. Kobolds live exclusively underground and have extended *deepvision* to 90'. A kobold chief is an exceptional kobold, who attacks like a 2 HD monster with 9 hit points. A chief is always accompanied by loyal bodyguards, consisting of 1d6 kobolds. Each bodyguard has 6 hit points and attack as monsters with 1+1 HD. All kobolds in the presence of the kobold chief have morale 8. A kobold lair always has more treasure (hoard class XIII), and there's equally more treasure when encountering kobolds in the wilderness.

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Hydra	1 (1)	Neutral	120' (40')	5	14	5 to 12	As head number	1d10 per head	F5 to F12	9	XXI	350 to 2,800
Insect Swarm	1 swarm (3 swarms)	Neutral	30' (10'); F 60' (20')	7	12	2 to 4	1	2 hit points	F0	11	None	29/65 /135
Invisible Stalker	1 (1)	Neutral	120' (40')	3	16	8	1	4d4	F8	12	None	215
Kobold	4d4 (6d10)	Chaotic	60' (20')	7	12	1d4 hp	1 (weapon)	1d4 or weapon -1	F0	6	I (XIII)	5
Leech, Giant	0 (1d4)	Neutral	120' (40')	7	12	6	1 (drain blood)	1d6	F3	10	None	570
Leonid	2d4 (4d6)	Neutral	150' (50')	6	13	2	1	Claws, 1d6	F2	10	VI	47
Lizard, Draco	1d4 (1d8)	Neutral	120' (40')	5	14	4 + 2	1 (bite)	1d10	F3	7	VI	140
Lizard, Gecko	1d6 (1d10)	Neutral	120' (40'); F 210' (70')	5	14	3 + 1	1 (bite)	1d8	F2	7	VI	65
Lizard, Horned Chameleon	1d3 (1d6)	Neutral	120' (40')	2	17	5	2 (bite, horn)	2d4/1d6	F3	7	VI	350
Lizard, Tuatara	1d2 (1d4)	Neutral	90' (30')	4	15	6	3 (2 claws, bite)	1d4/1d4/2d6	F4	6	VII	320
Lizardfolk	2d4 (6d6)	Neutral	60' (20'); S 120' (40')	5	14	2 + 1	1 (weapon)	1d6 + 1 or weapon + 1	F2	12	XIX	35



Leech, Giant

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, they'll only release if itself or the victim is killed.

Leonoid

These humanoid lion people live on open grassland or the fringes of forests and jungles. They use temporary structures, as they follow game throughout the year. Males can be 7' tall and have grand manes, ranging from orange to red. Females reach 6', and sometimes have small manes. They can leap a distance of 30' and are surprised only with 1-3 on 1d6.

Lizard, Giant

Giant Draco Lizard: The giant draco is 6' long and glides in the air with skin flaps below its limbs. Although they live primarily above ground, they occasionally venture underground to seek shelter or look for a meal.

Giant Gecko: The nocturnal giant gecko is 5' long. Like their smaller cousins, they are adept at walking sheer cliffs, even upside down. They can 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 is surprised with a roll of 1-5 on 1d6. The giant horned chameleon has three special attacks. First is its sticky tongue, which can lash out to 5'. The victim is yanked to the chameleon's mouth and bitten without the need for another attack roll, dealing 2d4 hp damage. It also attacks with large horns, dealing 1d6 hp damage. Lastly, it can knock an opponent down with a tail lash. A victim may not attack the same round this occurs.

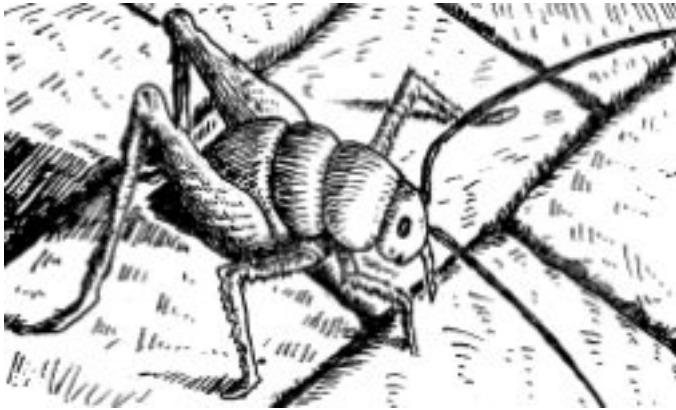
Giant Tuatara Lizard: This giant, leathery skinned, 8' carnivorous lizard has formidable spikes that run the length of its dorsal side. The iguana-like giant tuatara has *deepvision* 90' when it lowers a special membrane-like eyelid over each eye.

Lizardfolk

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

Locust, Subterranean

Subterranean locusts are the color of stone and resemble 2' or 3' long grasshoppers. They 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, typically jumping up to 60' away if they sense a disturbance. This haphazard sudden flight, however, can be in any direction. They accidentally flee in the direction of the group half the time, and on a successful attack roll, slam into someone to inflict 1d4 hp damage. A locust does not stay to fight.



If a locust is attacked, it creates a high-pitched whine that can gain the attention of other monsters in a labyrinth (20%). If forced into combat, the locusts produce brown, sticky, smelly spit they propel to 10'. This attack must succeed against an DAC of 9 (AAC 10), 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 become incapacitated from its horrible smell. This lasts 1 turn before the opponent becomes immune to the odor. The spittle must be rinsed off or any creature that comes within 5' of a spit-soaked creature is subject to a saving throw versus poison; failure indicates the creature is wracked with vomiting.

Lycanthrope

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

Lycanthrope Forms

When a lycanthrope is in human form, it may have subtle secondary characteristics in common with its animal type. 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. It can't speak any humanoid language. When in its 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 a victim suffers loss of hit points equal to or more than 50% of their maximum number. The victim becomes a lycanthrope of the respective type in 2d6 days. 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 earlier. Only humans may become lycanthropes. Demi-humans and other non-humans do contract the disease but die after 2d6 days.

Lycanthropy may also be inherited. If one parent is a lycanthrope, there's 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 aren't 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 11th level or greater.

Werebear: Highly intelligent and thoughtful lycanthropes, werebears aren't inherently evil and may be friendly if approached carefully. They tend to be quite solitary, though they occasionally live with normal 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. They fight +2 to attack rolls and continue fighting until there are no more enemies or until they are killed.



TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Locust, Subterranean	2d10 (1d10)	Neutral	60' (20'); F 180' (60')	4	15	2	1 (bite, slam, spit)	1d2/1d4/see below	F2	5	None	38
Lycanthrope, Werebear	1d4 (1d4)	Neutral	120' (40')	2 (8)	17 (11)	6	3 (2 claws, bite)	2d4/2d4/2d8	F6	10	XX	1,070
Lycanthrope, Wereboar	1d4 (2d4)	Neutral	150' (50')	4 (9)	15 (10)	4 ⁺ 1	1 (tusk bite)	2d6	F4	9	XX	365
Lycanthrope; Wererat	1d8 (2d6)	Chaotic	120' (40')	7 (9)	12 (10)	3	1 (bite or weapon)	1d4 or weapon	F3	8	XX	95
Lycanthrope, Weretiger	1d4 (1d4)	Neutral	150' (50')	3 (9)	16 (10)	5	3 (2 claws, bite)	1d6/1d6/2d6	F5	9	XX	650
Lycanthrope, Werewolf	1d6 (2d6)	Chaotic	180' (60')	5 (9)	14 (10)	4	1 (bite)	2d4	F4	8	XX	190
Manticore	1d2 (1d4)	Chaotic	120' (40'); F 180' (60')	4	15	6 ⁺ 1	3 (2 claws, bite) or 1 (spikes)	1d4/1d4/2d4 or see below	F6	9	XIX	680
Mastodon	0 (2d8)	Neutral	120' (40')	3	16	15	2 (tusks) or 1 (trample)	2d6/2d6/ or 4d8	F8	8	None	3,300
Maze Controller	1+1d4	Chaotic	120' (40')	4	15	4	1	Innate ability or weapon 1d6	W4	8	XVII	300/950

Lycanthrope values in parentheses are when they occupy human form.

Wererat: These highly intelligent, sly lycanthropes are capable of humanoid speech when in animal form. They are stealthy and surprise opponents on a roll of 1-4 on 1d6. Wererats can use weapons, even in animal form. Weapon damage does not count toward the damage that may cause lycanthropy.

Weretiger: Weretigers have natural cat-like grace. They are curious and not particularly malicious. Their stealth allows them to surprise opponents on a roll of 1-4 on 1d6.

Werewolf: Werewolves aren't very intelligent in animal form, but they make up for this with cunning. They roam in packs. If the pack consists of at least 5 werewolves, there's a leader that fights as a 5 HD monster and has 30 hit points. The leader has greater strength and +2 damage.



Manticore

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

Mastodon

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'll charge to score double damage with their tusks. In close combat, they attack with tusks or trample, choosing to trample with a roll of 1-3 on 1d4. Mastodons have +4 to their attack roll when attempting to trample an opponent smaller or approximately equal in the size of a human. Although mastodons do not keep treasure, their ivory tusks are valuable. Each tusk is worth 2d4×100 gp.

Maze Controller

These mad and malicious creatures prowl dungeons, seeking chaos and mayhem. They are small, thin humanoids about 4' tall. Maze controllers appear harmless and benevolent, resembling humanoid fawns covered in tawny brown and white-spotted fur, with short two-pronged antlers. They can walk on two legs or all fours equally well.

Maze controllers live in small groups, led by a black-furred leader without spots, who has a teleport ability and +1 HD. They inhabit dungeons or ruins, delighting in causing chaos by setting traps, staging ambushes, and manipulating the environment in creative but malicious ways. They speak all languages and use ventriloquism to distract and confuse.

The leader can place an invisible teleportation portal in a passageway. Anyone passing through the portal transitions seamlessly to another dungeon area, though a save vs. spells can reveal the change. Portals last 1 turn and are one-way, usually leading victims to ambushes. The destination must have solid footing and cannot be in the air or within solid matter.

Maze controllers have the following innate abilities: *confusion*, once per day; *ventriloquism*, 3 per day; *teleport portal*, 2 per day, 1 turn duration (only the leader).

Medra

These terrifying monsters are related to medusae (detailed next) but have snake-like bodies from the waist down, and two heads, each with long necks. Medrae's heads are like those of medusae, with poisonous snake hair and a petrifying gaze. Refer to the medusa listing for more information about these attacks and associated saving throws.

Medrae have the maximum number of hp per HD. They may attack with both heads at the same time. When medrae suffer damage equal to or greater than 50% of their maximum hp, one head becomes useless. Medra prefer missile weapons, but typically use two short swords in melee combat, each attacking in the same round. Medrae use their heads to observe behind them, and are only surprised with 1 on 1d6. Medrae can regenerate from death, but only if at least one head is still attached. They regenerate 2 hp per round, and can eventually regrow a head.

Medusa

Medusae resemble human women, but are hideously ugly and have poisonous snakes for hair. They may attempt to hide their visage with a hooded robe, only to suddenly reveal their true nature. Any character looking at a medusa must succeed in a saving throw versus petrify or they *turn to stone*. One may gaze at a medusa through a mirror to avoid this effect. A medusa that sees her own reflection needs to succeed in a saving throw versus petrify or become stone herself. Medusae may also attack with their snake hair, which inflicts 1d6 hit points of damage. A saving throw versus poison is required or a victim dies from poison after 1 turn. Any character shielding their eyes while in combat with a medusa attacks with a -4 penalty, and the medusa receives +2 to hit. All medusa have +2 to saving throws versus spells.

Merfolk

These legendary beings have fish-like bodies from the waist down with human torsos, arms, and heads. They use weapons 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 they generally keep to themselves. Merfolk villages have a population of 1d3×100 individuals. A 2 HD leader is present in any group of 10 merfolk. An exceptional 4 HD leader is present in any group of 50 merfolk. These leaders save as a fighter level equal to their HD. The Labyrinth Lord may choose some sea creatures that act as guards for merfolk communities.

Minotaur

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 prefer the flesh of humanoids, especially hobfolk. In combat, minotaurs may use any weapon. Their great strength grants +2 to weapon damage rolls. Minotaurs either attack with a weapon or bite and gore with horns. Minotaurs are relentless and chase fleeing prey.



Morlock

Morlocks are evil degenerate 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 suffer -2 to attack. Their subterranean existence has given them 90' *deepvision*. These foul 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's 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 may tame albino apes.

Mule

Mules are hybrids of donkeys and horses. Mules are notoriously ornery and may attack if particularly provoked. They can carry 200 lbs comfortably, up to a maximum of 400 lbs. In the latter case, movement rate is reduced to 60' per turn. At the Labyrinth Lord's

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Medra	1 (1d2)	Chaotic	120' (40')	6	13	6	2	Snake bite, gaze or weapon	F6	9	XVII, VIII	1320
Medusa	1d3 (1d4)	Chaotic	90' (30')	8	11	4	1 (snakebite or special)	1d6, poison, gaze	F4	8	XVII	245
Merfolk	0 (1d20)	Neutral	S 120' (40')	6	13	1 to 4	1	1d6 or weapon	F1	8	XXII	10/20/80
Minotaur	1d6 (1d8)	Chaotic	120' (40')	6	13	6	2 or 1 (gore, bite, or weapon)	1d6/1d6 or weapon	F6	12	XX	570
Morlock	1d12 (5d10)	Chaotic	120' (40')	8	11	1	1 (weapon)	As weapon	F1	9	XX	5
Mule	1d8 (2d6)	Neutral	120' (40')	7	12	2	1 (kick or bite)	1d4 or 1d3	F0	8	None	20
Mummy	1d4 (1d12)	Chaotic	60' (20')	3	16	5 + 1	1	1d12, disease	F5	12	XIX	1060
Neanderthal	1d10 (4d10)	Lawful	120' (40')	8	11	2	1 (weapon)	2d4 or weapon	F2	7	XX	20/320
Nixie	0 (2d20)	Neutral	S 120' (40')	7	12	1	1	1d4	E1	6	XXI	16
Ochre Jelly	1 (0)	Neutral	30' (10')	8	11	5	1	2d6	F3	12	None	500

discretion, a mule may be taken into the depths of a labyrinth to aid in transporting equipment or treasure, so long as conditions allow. Taking animals into these areas may induce more frequent random encounter checks.

Mummy

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 effect passes if the mummy leaves the victim's range of vision or if the mummy engages in combat. When a mummy successfully attacks, the opponent suffers 1d12 hit points of damage and contracts mummy rot.

Mummy rot is a powerful curse, not a natural disease. When under the effects, characters are unable to magically heal. 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. Furthermore, mummies may only be harmed by magical weapons, spells, and fire-based attacks.



Neanderthal

These demi-humans are cousins to humans. They are assumed to be brutish and unintelligent due to their large brow ridges, receding chins, and slightly shorter, denser bodies. Though they live a primitive lifestyle, they are as intelligent as humans. Neanderthals typically attack with spears and weapons with stone blades, with +1 to hit and damage due to their high strength. A Neanderthal band consists of 1d4×10 individuals. Neanderthals are led by

only the strongest of their kind; the typical leader has 6 HD. Their lair often has albino apes as trained pets and guardians. Neanderthals revere cave bears and hunt them for rites of passage and religious purposes. They despise kobolds, goblins, and morlocks but enjoy the company of gnomes and dwarves.

Nixie

Nixies are related to dryads but are 3' tall water beings. They 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. The victim is allowed a saving throw versus spells; if this fails, the victim is taken to serve in the watery domain of the nixies for 12 months. Nixies can *cast water breathing* on others. The effect lasts 24 hours. Nixies attack with very small weapons. They can summon a giant fish (bass) for protection. It has the following characteristics: AL N, MV 120' (40'), DAC 7 (AAC 12), HD 2, #AT 1, DG 1d6, SV F1, ML 8.



Ochre Jelly

The ochre jelly is named for its color and because it's a slimy, giant amoeba. The acidic slime that oozes from the creature eats through cloth, wood, and leather after 1 round. It cannot affect stone or metal. It inflicts 2d6 hit points of damage to bare flesh and is able to squeeze under doors and into other small spaces. When attacked with lightning or weapons, an ochre jelly divides into 1d4+1 smaller amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

Octopus, Giant

These creatures are aggressive and territorial hunters, living in temperate or tropical ocean waters. Their tentacles reach 10' long or more and have studs, barbs, and sharp-edged suckers. Giant octopi constrict victims, dealing 1d3 hp damage each per successive rounds. For each constricting tentacle, the victim suffers a cumulative attack penalty of -1. For example, if four tentacles are constricting a character, they suffer -4 to hit. A tentacle is cut off if it's dealt 6 or more hp damage in one blow. A giant octopus may swim away if losing combat, spraying a 40' radius cloud of black ink to obscure its escape. The giant octopus is able to move at its normal movement $\times 3$ when fleeing.



Ogre

Ogres, the epitome of uncultivated might, loom at towering heights of 9' to 10'. Their complexion varies from a lackluster yellowish hue to a subdued brown. Swathed in crudely treated furs and hides, their attire does little to mask their inherently repugnant aroma. Ogres despise Neanderthals and attempt to destroy on sight. Ogres live under rock shelters or in caves but venture into labyrinths. When ogres are found away from their lairs, they have sacks containing 1d6 \times 100 gp.

Orc

Orcs have pitch-black hair, swine-like facial features, and fiery red eyes. They prefer vivid and unconventional clothing, often garish, and their gear is typically disorderly and untidy. Male orcs are just over 6' tall, with females being slightly smaller. Orcs primarily live in subterranean realms but also venture onto the surface at night. In daylight, they suffer a -1 penalty to their combat accuracy. Known for their extreme cruelty, orcs enjoy tormenting others.

An orc party usually has a strong leader with 8 hp, who receives a +1 bonus to weapon damage. If the leader is killed, the remaining orcs have morale 6. Orcs are greedy and love to kill, making them attractive to chaotic rulers who hire them as mercenary soldiers. They use any kind of hand or missile weapon.

Orcs are organized into warring tribes with names like the "Vile Eye" or "Bloody Skull." Tribes seldom work together unless united under strong leadership. Each tribe has roughly equal numbers of males and females, with as many children as adults. The orc tribal chief fights as a 4 HD monster with 15 hit points and +2 weapon damage. Groups of 20 or more orcs have a 60% chance of including an ogre and a 10% chance of including a troll.



Owlbear

Owlbears, creatures with the head of a giant owl and the body of a bear, are said to be mystical hybrids created for a mysterious purpose. They exhibit a range of coat colors, spanning from brown-black to yellowish brown, and sport dull ivory-colored beaks. When fully grown, male owl bears can reach up to 8' in height and weigh around 1,500 pounds. Adventurers who have managed to survive encounters with these creatures often recount glimpses of a savage madness in their eyes. These creatures are ill-tempered carnivores.

Similar to bears, owl bears have the capability to inflict 2d8 hit points of damage by hugging an opponent, if they successfully land hits with both of their paws in the same round. Owlbears are typically found inhabiting wooded regions and are equally likely to make their homes in caves or dungeons.

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Octopus, Giant	0 (1d2)	Neutral	S 90' (30')	7	13	8	8 (tentacles) or 1 (bite)	1d3 (per tentacle)/1d6	F4	7	None	2,060
Ogre	1d6 (2d6)	Chaotic	90' (30')	5	14	4 + 1	1 (club)	1d10	F4	10	XX + 1,000 gp	215
Orc	2d4 (1d6x10)	Chaotic	120' (40')	6	13	1	1 (weapon)	1d6 or weapon	F1	8	XIX	10
Owlbear	1d4 (1d4)	Neutral	120' (40')	5	14	5	3 (2claws, bite)	1d8/1d8/1d8	F5	9	XX	350
Pegasus	0 (1d12)	Lawful	240' (80'), F 480' (160')	6	13	2 + 2	2 (hooves)	1d6/1d6	F2	8	None	35
Phase Tiger	1d4 (1d4)	Neutral	150' (50')	4	15	6	2 (tentacles)	2d4/2d4	F6	8	XIX	570
Pixie	2d4 (1d4x10)	Neutral	90' (30'); F 180' (60')	3	16	1	1 (dagger)	1d4	E1	7	III + IV	13
Pteranodon	0 (1d4)	Neutral	F 240' (120')	6	13	5	1 (bite)	1d12	F3	8	VII	200
Pterodactyl	0 (2d4)	Neutral	F 180' (60')	7	12	1	1 (bite)	1d3	F1	7	None	10

bonus on all saving throws. Blink dogs are hated enemies of phase tigers; a phase tiger seeks to kill any blink dogs encountered.



Pegasus

The pegasus, a majestic winged horse, occasionally aligns itself with noble causes. Revered for its prowess as an aerial mount, pegasi remain untamed and elusive, their wild and shy nature making them a challenge to befriend. If young pegasi are tamed, they can be used as mounts, but pegasi only cooperate with lawful characters. Pegasi avoid hippogriffs, which are their predators.

Phase Tiger

The phase tiger is not truly a cat but resembles a fairly intelligent, six-legged tiger with a long, scaly reptilian spiked whip on each shoulder. The whips have sharp barbs that inflict 2d4 hit points of damage each. They have the magical ability to appear 3' from their true location, thus all opponents of a phase tiger receive -2 to hit. In addition, phase tigers have a +2 saving throw

Pixie

These 1' or 2' tall cousins to elves have wings like an insect's. The 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 has surprise on its opponent. An opponent cannot attack a pixie during the first round of combat. The opponent can attack the second round once they are aware of its presence. There's a -4 penalty to attack an invisible pixie.

Pterodactyl

These prehistoric winged reptiles are usually found in warm or tropical environments.

Pterodactyl: These reptiles have wings spanning 7' to 10'. They glide through the air, watching for prey on the ground. Pterodactyls typically attack small animals or beings up to the size of hobfolk. They have been known to attack larger beings if particularly famished.

Pteranodon: This winged reptile is a giant version of the pterodactyl with wings spanning up to 50'. They attack larger animals, including human-sized.



Purple Worm

These subterranean behemoths are 10' 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 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 swallowed victim takes 3d6 hp damage per round inside the purple worm's belly. The damage proceeds until either the character or worm dies. A purple worm is often encountered in its tunnel, which is as wide as the worm and prevents it from attacking with both attacks in the same round.



Rat

Rats are omnivorous rodents that thrive in human trash on the fringes of dwellings. They are disease carriers, and if bitten there's a 5% chance of contracting a disease. A saving throw versus poison is permitted; failure means the victim dies of the disease 1d6 days later. A successful saving throw indicates the character becomes ill and is bedridden for 30 days, at the end of which there's 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" to 2' long. They can be black, brown, or gray. They live in packs 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, they must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. They may stand up the following round but will need to make a new saving throw if still swarmed. The opponent can make no attacks until they get back on their 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 litter that often accumulates in a labyrinth.

Rawhead

Their grotesque appearance is only out-shined by their cruel temperament. Rawheads are skinless humanoids, revealing their raw, bloody flesh. They have razor-sharp teeth, long claws, and a powerful build. Their

eyes burn like purple coals; their heads are elongated. Rawheads frequent dungeons and other underground places, or anywhere they can wreak chaos and cause terror.

They have a roar that causes *fear*, once per day, *infravision* 90', and a paralytic bite that requires a save vs. poison or the victim is *paralyzed* 2d4 rounds. Elves are immune to the poison, much like ghoul paralysis. Rawheads attack with two claws and a bite.

Rhagodessa, Giant

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 the rest of their bodies. These 6' long monsters have shorter legs than spiders but can 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 their mandibles that deal 2d8 hit points of damage on the second round with no extra attack roll needed.

Rhinoceros

Rhinos are big lumbering beasts, dealing double damage when charging. A herd stampedes if threatened, in any direction to be determined randomly.

Woolly Rhinoceros: The woolly variety is a larger prehistoric rhino covered in dense, coarse hair.

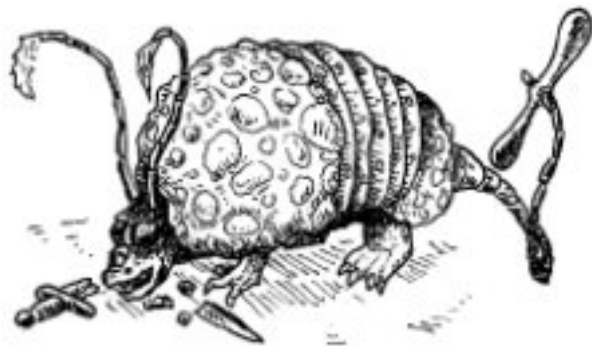
Roc

Rocs are powerful creatures living at high elevations and warm environments. They somewhat resemble huge eagles. Their immense appetites accompany their great size, as rocs frequently consume large mammals, including horses and cattle. Rocs hunt much like eagles, swooping down on their meal and striking it with claws. When a roc nest is encountered, there's 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. Due to the lawful nature of rocs, they tend to be hostile to chaotic beings (-2 reaction adjustment) and neutral beings (-1 reaction adjustment).

Rot Grub

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume living tissue. Upon contact with a living being, rot grubs vigorously burrow deep into the body. Fire must be applied to the site of contact at once to prevent the rot grubs from burrowing further. This inflicts 1d6 hit points of damage to the victim per application. If not stopped immediately,

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Purple Worm	1d2 (1d4)	Neutral	60' (20')	6	13	15	2 (bite, sting)	2d8/1d8, poison	F8	10	XIX	3,300
Rat, Normal	5d10 (2d10)	Neutral	60' (20'); S 30' (10')	9	10	1 hp	1 (bite, per group)	1d6, disease	F0	5	XI	6
Rat, Giant	3d6 (3d10)	Neutral	120' (40'); S 60' (20')	7	12	1d4 hp	1 (bite)	1d3, disease	F1	8	XX	6
Rawhead	1 (1d4)	Chaotic	120' (40)	4	15	5	3 (claws, bite)	1d8/1d8/2d4	F5	9	XX	800
Rhagodessa, Giant	1d4 (1d6)	Neutral	150' (50')	5	14	4 + 2	1 (leg or bite)	0 or 2d8	F2	9	VI	215
Rhinoceros	0 (1d12)	Neutral	120' (40')	5	14	6	1 (butt or trample)	2d4 or 2d8	F3	6	None	570
Rhinoceros, Woolly	0 (1d8)	Neutral	120' (40')	4	15	8	1 (butt or trample)	2d6 or 2d12	F4	6	None	1,060
Roc, Small	0 (1d12)	Lawful	60' (20'); S 480' (160')	4	15	6	3 (2 claws, bite)	1d4+1d4+2d6	F3	8	XIV	320
Roc, Large	0 (1d8)	Lawful	60' (20'); S 480' (160')	2	17	12	3 (2 claws, bite)	1d8/1d8/2d10	F6	9	XIV	1,200
Roc, Giant	0 (1)	Lawful	60' (20'); S 480' (160')	0	19	36	3 (2 claws, bite)	3d6/3d6/8d6	F9	10	XIV	6,750
Rot Grub	0 (5d4)	Neutral	10' (2')	9	10	1 hp	See below	See below	F0	NA	None	5
Rust Monster	1d4 (1d4)	Neutral	120' (40')	2	17	5	1	See below	F3	7	None	500
Salamander, Flame	1d4+1 (2d4)	Neutral	120' (40')	2	17	8	3 (2 claws, bite)	1d4/1d4/1d8	F8	8	XVII	2,560
Salamander, Frost	1d3 (1d3)	Chaotic	120' (40')	3	16	12	5 (4 claws, bite)	1d6 (each claw) /2d6	F12	9	XVIII	5,200



within 1d3×10 minutes rot grubs find the heart and kill their victim. The spell *cure disease* destroys them.

Rust Monster

This monster's body resembles a rust or brick red giant armadillo with a long scaly tail. Rust monsters use antennae to rust iron or steel on contact. All ordinary metal armor and weapons either struck by antennae or contacting a rust monster's hide (when it's attacked with a sword, for instance) becomes utterly and permanently useless from severe oxidation. Ordinary metal weapons do not harm rust monsters. Magic items first lose their magical bonuses, one at a time, until they are ordinary items of their type. Any subsequent contact then rusts the item. Each "plus" grants the item 10% probability of surviving contact unscathed. For example, 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 removing the last

bonus. If it becomes an ordinary dagger, the next hit renders it useless. A rust monster feeds upon the rust it creates.



Salamander

Flame Salamander: The flame salamander is a kind of intelligent fire elemental. It appears lizard-like with red scales and four limbs. It reaches a length of 12' to 16'. Scorching heat radiates from the flame salamander; all creatures within 20' 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 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' 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 forms of salamander are natural enemies. They despise one another and always fight if in the same vicinity.

Scorpion, Giant

These aggressive giant cousins to scorpions are 6' long. Any time a claw strikes, the sting attack has +2 to hit. When stung, a victim must succeed with a saving throw versus poison or die. Giant scorpions can be found in labyrinths, rock shelters, ruins, and hot environments.

Sea Serpent

Sailors dread sea serpents. They are immense 30' long snake-like sea beasts that attack ships 30' long or smaller. Their serpentine bodies wrap around ships to constrict for 1d10 structural hit points of damage each round. It attacks creatures or characters with a bite dealing 2d6 hp damage.



Seestek

Seestek are humanoid reptilian creatures distantly related to reptiles and amphibians. They have frog-like hands on reptilian bodies, like a combination of frog and lizard. They are ancient beings from another dimension. In their former glory their civilization was vast, spanning many worlds across the multiverse. After hundreds of millennia, their people regressed into an animal-like state.

Devolved Seestek: This variety is scattered midst the cosmos, taking residence underground or other areas sheltered from light. They suffer -2 to hit in full daylight. Devolved seesteks have slow reflexes, losing

initiative every round, and only able to attack every other round. They wield short swords or clubs, dealing 1d6 damage, +1, due to their great strength.

Progenitor Seestek: Progenitors are very few in number, solitary or in small groups, constantly searching for a way to bring their people back to glory. Progenitors will avoid combat, preferring to use their intellect to solve conflict. They do not have the exceptional strength of the devolved variety, but can use the innate ability *ESP*, 3 times per day. Progenitors have advanced technology. There is a 60% chance when encountered they are armed with an energy pistol (1d10 damage) with 3d4 charges.



Shadow

Shadows seem to resemble shadowy ghosts because they have no corporeal body, but they aren't undead creatures. Shadows aren't susceptible to turn undead and must be struck with magical weapons. However, like undead, shadows are unaffected by *charm* or *sleep* spells. Shadows are silent and difficult to observe. They surprise on roll of 1-5 on 1d6. When a shadow successfully attacks, the victim suffers 1d4 hp 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.

Shadowjack

These evil creatures are 6' tall willowy humanoids. They have disproportionately long legs, which they use for leaping up to 20' high, to a distance of 60'. Their faces are toad-like, skin smooth, shiny blue, and hairless.

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Scorpion, Giant	1d6 (1d6)	Chaotic	150' (50')	2	17	4	3 (2 claws, sting)	1d10/1d10/1d4, poison	F2	11	VII	190
Sea Serpent	0 (2d6)	Neutral	S 150' (50')	5	14	6	1 (bite or constrict)	2d6 or see below	F3	8	None	570
Seestek Devolved	1 (1d2)	Neutral	90' (30')	6	13	2	1	Weapon, 1d6+1	F2	8	XIII	29
Seestek, Progenitor	2d4 (3d6)	Chaotic	60' (20')	5	14	3	1	Weapon; See below	W3	9	VII	65
Shadow	1d8 (1d12)	Chaotic	90' (30')	7	12	2 + 2	1	1d4, special	F2	12	XVII	83
Shadowjack	1 (1d4)	Chaotic	90' (30')	5 (9)	14	2	2 or 1	Claws, 1d4, or steal shadow	F2	8	X	56
Shark, Bull	0 (3d6)	Neutral	S 180' (60')	4	15	2	1 (bite)	2d4	F1	7	None	29
Shark, Mako	0 (2d6)	Neutral	S 180' (60')	4	15	4	1 (bite)	2d6	F2	7	None	135
Shark, Great White	0 (1d4)	Neutral	S 180' (60')	4	15	8	1 (bite)	2d10	F4	7	None	1060
Shrew, Giant	1d4 (1d8)	Neutral	180' (60')	4	15	1	2 (bite)	1d6/1d6	F1	10	None	16
Shrieker	1d8 (0)	Neutral	9' (3')	7	12	3	See below	See below	F1	12	None	65

They camouflage to blend in with their surroundings, and are 70% undetectable. They may attack with two claws in the same round for 1d4 hp damage each.

Shadowjacks are unable to cast shadows, so steal it from others. This allows them to travel in brighter light that casts shadows, as they are unable to enter direct light otherwise. A victim within 30' must make a saving throw vs. magic or lose their shadow to the shadowjack. The shadowjack retains the shadow for 2d4 turns. Those with lost shadows cannot pass into light bright enough to cast a shadow, and can't cast spells or use innate magical abilities. The victim's shadow regenerates in 4+1d4 turns on its own, but can't be otherwise retrieved.

Shark

Sharks are some of the most efficient hunters of the sea. They aren't very intelligent but are cunning. When sharks sense blood in the water (to a range of 300'), they become furious feeders and fight to the death with no check for morale.

Bull Shark: Bull sharks are brown and reach 8' long.

Mako Shark: These giant 15' sharks 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. Great white sharks are vicious and may attack boats that are half their length.

Shrew, Giant

Giant shrews are rodents, in some ways resembling giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5'. Giant shrews can echolocate in a

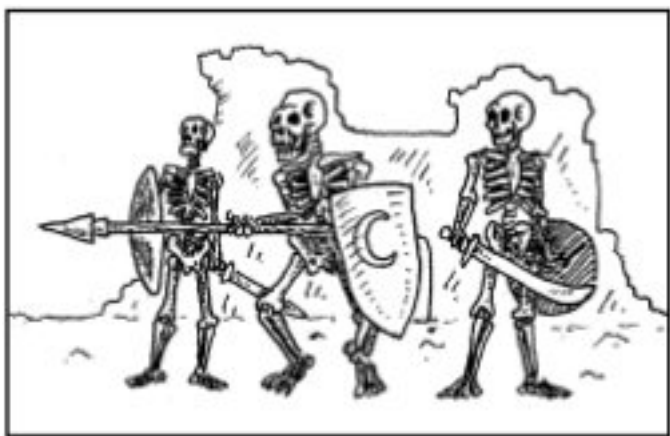


fashion not unlike bats by emitting small squeaks. This sense lets them "see" 60'. Echolocation may be blocked with the spell *silence*, 15' radius. A deafened (and thus blinded) giant shrew has an effective DAC 8 (AAC 11) and suffers -4 to attack rolls.

Giant shrews are territorial insectivores. They attack trespassers and are quick to action. Shrews automatically have initiative on the first round of combat with +1 initiative in the second round. Giant shrews are fearsome and intimidating. Any 3 HD or fewer opponent must succeed a saving throw versus death or flee.

Shrieker

This stationary fungus resembles a large mushroom in shades of purple. Shriekers live in dark, subterranean places. They emit a high-pitched noise if disturbed or to attract prey. They scream if sensing movement within 30' or light approaches within 60'. The scream persists for 1d3 rounds. Every round a shrieker screams, there's a 50% probability that it has caught the attention of a



wandering monster. Wandering monsters arrive within 2d6 rounds.

Skeleton

Skeletons are the reanimated remains of the deceased, functioning as thoughtless automatons that dutifully follow the commands of their malevolent masters. These skeletal entities are typically clad in the decaying remnants of the attire or armor they wore in life.

A skeleton possesses no autonomy or initiative, solely carrying out the precise instructions it is given. Due to this limitation, the directives provided to a skeleton must be straightforward and uncomplicated. When instructed, a skeleton will continue to attack relentlessly until it is ultimately annihilated. Skeletons are undead, and a cleric may turn them. Skeletons suffer half damage from bladed and piercing weapons. Like other undead, skeletons are unaffected by *charm* or *sleep* spells.

Snake

Snakes are legless reptiles, often with venomous bites. Snakes aren't usually aggressive, fleeing when confronted. They live in many climates but avoid severely cold environments.

Spitting Cobra: Like most snakes, the 3' long spitting cobra avoids conflict. If it's threatened, it rears, emitting poisonous spittle. A victim is entitled a saving throw versus poison. An opponent is blinded if it fails. The spell *cure disease* 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. The pits on its head can sense heat to 60'. Pit vipers are fast, automatically having initiative every round. Their venomous bite requires a successful saving throw versus poison or the victim dies.

Sea Snake: These 6' long aquatic snakes are poisonous and aggressive. Their bites do very little damage, but a victim must succeed in a saving throw

versus poison or die after 1d4+2 turns. There's a 50% probability that a victim unaware of the snake's presence won't realize they have been bitten. Their poison is particularly potent; the spell *neutralize poison* is ineffective 25% of the time.

Giant Python: The giant python is 20' long. It first attacks by bite; it also constricts a victim for an additional 2d4 hit points of damage. Constriction continues on subsequent rounds.

Giant Rattlesnake: These snakes are quick, biting twice per round. Bite attacks occur at the beginning and end of a round. Bites are venomous; a victim must succeed a saving throw versus poison or die after 1d6 turns. Giant rattlesnakes are 10' long, carnivorous, and hunt large mammals.

Spectre

A spectre is an undead creature appearing much as it did in life; it's easily recognized by those familiar with its living appearance. Evidence of violent death is commonly visible on its body. A spectre is roughly human-sized and weightless. These powerful undead are unharmed by ordinary weapons, including those made of silver. Like all undead, they are immune to *charm*, *hold*, and *sleep* spells.

Their life-draining ability is their most dreaded attack. When a spectre strikes, the victim suffers 1d8 hp damage and loses 2 experience levels or 2 HD. Characters drained of levels also reduce other characteristics associated with their class and level. After being drained of levels, a character has the minimum experience points for their new level. Should a victim reach level 0, they die and become a spectre in 24 hours. The new spectre is under the command of the spectre that killed them.



TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Skeleton	3d4 (3d10)	Chaotic	60' (20')	7	12	1	1	1d6 or weapon	F1	12	None	13
Snake, Spitting Cobra	1d6 (1d6)	Neutral	90' (30')	7	12	1	1 (bite or spit)	1d3, poison	F1	7	None	16
Snake, Pit Viper	1d8 (1d8)	Neutral	90' (30')	6	13	2	1 (bite)	1d4, poison	F1	7	None	38
Snake, Sea Snake	1d8 (1d8)	Neutral	90' (30')	6	13	3	1 (bite)	1, poison	F2	7	None	65
Snake, Giant Python	1d3 (1d3)	Neutral	90' (30')	6	13	5	2 (bite, constrict)	1d4/2d8	F3	8	VI	350
Snake, Giant Rattler	1d4 (1d4)	Neutral	120' (40')	5	14	4	2 (bite)	1d4, poison	F2	8	VI	135
Spectre	1d4 (1d8)	Chaotic	150' (50'); F 300' (100')	2	17	6	1 (touch)	1d8, drain level	F6	11	XVIII	1,320
Spider, Giant Black Widow	1d3 (1d3)	Neutral	60' (20'); Web 120' (40')	6	13	3	1 (bite)	2d6, poison	F2	8	VI	80
Spider, Giant Crab Spider	1d4 (1d4)	Neutral	120' (40')	7	12	2	1 (bite)	1d8, poison	F1	7	VI	38
Spider, Giant Tarantula	1d3 (1d3)	Neutral	120' (40')	5	14	4	1 (bite)	1d8, poison	F2	8	VI	135
Sprite	3d6	Neutral	60' (20'); S 180' (60')	5	14	1d4 hp	1 (spell)	See below	E1	7	IV	6
Squid, Giant	0 (1d4)	Neutral	S 120' (40')	7	12	6	9 (8 tentacles, bite)	1d4 (all tentacles) /1d10	F3	7 (9)	VII	1,070

Spider, Giant

Giant Black Widow: The giant black widow is shiny black with a red hourglass design on its ventral abdomen. This spider is 6' long. They are aggressive, preferring to trap prey in sticky webs. Webs have the same properties as those produced by the spell of the same name. Any opponent bitten must save versus poison or die after 1 turn.

Giant Crab Spider: These 5' long carnivorous spiders do not weave webs but crawl upon vertical surfaces and ceilings to pounce on prey. They surprise opponents with 1-4 on 1d6 due to changing colors to match the environment. A victim dies in 1d4 turns from its bite unless succeeding a saving throw versus poison with a +2 bonus. Crab spider venom is less potent than poison from most other spiders.

Giant Tarantula: This giant spider is magical and not truly a tarantula despite its appearance. A magical poison accompanies its bite. A victim must succeed a saving throw versus poison or spasm horribly in a macabre dance. This excruciating effect causes the victim -4 to hit. Opponents enjoy +4 to hit a "dancer." The duration is 2d6 turns. Dance victims are paralyzed after 5 turns, falling to the ground helpless. The dance effects are magically infectious to any creatures witnessing; they must save versus poison or dance in a likewise duration. Effects are countered with *dispel magic*.

Sprite

Sprites are shy fey creatures, cousins to elves and pixies. They are 1' tall and have wings. Sprites aren't malicious but are mischievous, enjoying pranks. When 5 sprites pool their energies, they may inflict a curse. The curse won't cause physical harm or illness but may be embarrassing or otherwise "humorous." Examples include making a character's skin dotted or striped, or some other effect left to the Labyrinth Lord's discretion. The spell *remove curse* counters this effect.

Squid, Giant

These insatiable free-swimming mollusks are aggressive. They can achieve a length of 20' or more. Squid attack almost anything. They have two larger tentacles and eight small ones. The larger are used to wrap around entire ships, dealing 1d10 shp constriction damage. It simultaneously attacks with its great beak for an extra 2 points of shp damage each round. Smaller tentacles grasp creatures within reach. They constrict victims with a successful attack, dealing 1d4 hp damage each per successive round. Squid may attack constricted victims with its beak for 1d10 hp damage. A smaller tentacle can be severed if 6 hit points or more damage is dealt with one blow. A larger one requires 10 hp damage. A giant squid may swim away if losing a battle; it sprays a 30' radius cloud of black ink to obscure its escape.

Statue

Animated statues are inorganic, inanimate material given life by powerful wizards. Statues may guard locations. Unless moving, they appear as normal statues. The Labyrinth Lord may create animated statues composed of additional materials, using the following three examples as guidelines. They're often humanoid but may be any type and size. Animated statues are immune to the effects of *sleep* spells.

Crystal: These statues are composed of crystals, often quartz.

Stone: They appear as ordinary stone, but a large pocket of molten lava is inside. This statue does not usually attack with fists but instead projects lava through the tips of its fingers to inflict 2d6 hp burning damage.

Iron: When ordinary, metal, non-magical weapons strike an animated iron statue, the attacker must succeed in a saving throw versus spells. Otherwise, the weapon is lodged. It's only retrieved when the statue is destroyed.

Stegosaurus

These prehistoric large herbivorous reptiles have a strip of hard plates running along their spine. Their tails are powerful weapons, having four spikes on the end. This creature will be encountered in warm, tropical, or subtropical environments.

Stirge

The stirge resembles a creature akin to an anteater, but adorned with feathers. These creatures exhibit a color palette from rust-red to reddish-brown, with a dingy yellow underbelly. Their elongated proboscis transitions from pink at the tip to a faded brown near its base. Measuring around 1' in length and a wingspan of about 2', stirges weigh approximately 1 pound.

A stirge uses its long proboscis to penetrate a victim, latch on, and drain blood. When a stirge attacks an opponent for the first time, its speed grants +2 to hit. Attacks deal 1d3 hp damage from blood sucking. Each round thereafter, the stirge is latched to its opponent, sucking 1d3 hp damage of blood. The creature remains attached until the victim or stirge dies.



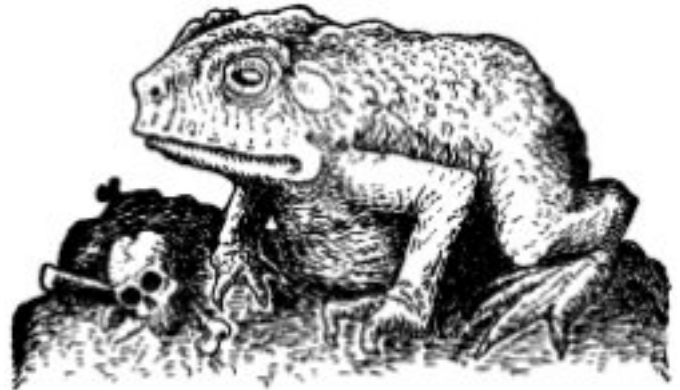
Throghrin

A throghrin may appear to be a hobgoblin at first glance, but they're wicked, unholy magical hybrids of troll, hobgoblin, and ghoul. They have 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 (elves are immune) and can regenerate as a troll 1 hp per round. Hit points are regained at the start of each combat round.

Titanother

These creatures are prehistoric relatives of the rhinoceros. They have large, blunt-tipped horns rather than the sharp horns of rhinos and can reach 10' to 12' high. Few creatures threaten these beasts, and they're relatively peaceful herbivores. When they do attack, they can charge for double damage or may trample.



Toad, Giant

These immense toads can grow to the size of a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match the dim labyrinth corridors or dark forests they frequent. They surprise with 1-3 on 1d6. Giant toads have 15' long tongues; when striking, they yank any being dwarf-size or smaller toward their mouths for a bite attack. Victims no larger than hobfolk may be swallowed on an attack roll of 20. Swallowed opponents suffer 1d6 hp damage per round as the frog digests it.

Treant

A treant is an 18' tall, mobile, intelligent tree-like creature. Although they don't lose their leaves, they change color according to the seasons. A treant is nearly indistinguishable from a tree at a distance of more than 30 yards, if standing still. Because of their inconspicuous nature, beings are surprised with 1-3 on 1d6. Treants are long-lived, and they take few actions, including speaking with any haste. They fear fire and are cautious if it's nearby. They can control two normal trees to range 60'. Trees have the same characteristics of a treant in combat and movement of 30' (5'). Treants may stop or start controlling new trees on any given round.

Triceratops

These 12' high and 40' long prehistoric dinosaurs are herbivores but aggressive to those who come near. They live in subtropical grassy environments and temperate

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Statue, Crystal	1d6 (1d6)	Lawful	90' (30')	4	15	3	2 (fists)	1d6/1d6	F3	11	None	65
Statue, Stone	1d3 (1d3)	Chaotic	60' (20')	4	15	5	2 (fists)	2d6/2d6	F5	11	None	500
Statue, Iron	1d4 (1d4)	Neutral	30' (10')	4	15	4	2 (fists)	1d8/1d8	F4	11	None	190
Stegosaurus	0 (1d4)	Neutral	60' (20')	3	16	11	1 (tail or trample)	2d8 or 2d6	F6	7	None	1,200
Stirge	1d10 (3d12)	Neutral	30' (10'); 180' (60')	7	12	1	1	1d3	F2	9	XI	16
Throghrin	1d6 (1d10)	Chaotic	120' (40')	6	13	3	2 or 1 (2 claws or weapon)	1d3/1d3 or weapon	F3	10	XX	80
Titanothera	0 (1d6)	Neutral	120' (40')	5	14	12	1 (butt or trample)	2d6 or 2d8	F6	7	None	2,800
Toad, Giant	1d4 (1d4)	Neutral	90' (30')	7	12	2 + 2	1 (bite)	1d4 + 1	F1	6	None	71
Treant	0 (1d8)	Lawful	60' (20')	2	17	8	2	2d6/2d6	F8	9	XX	1,560
Triceratops	0 (1d4)	Neutral	90' (30')	2	17	11	1 (gore or trample)	3d6	F6	8	None	2,800
Troglodyte	1d8 (5d8)	Chaotic	120' (40')	5	14	2	3 (2 claws, bite)	1d4/1d4/1d4	F2	9	XXII	38
Troll	1d8 (1d8)	Chaotic	120' (40')	4	15	6 + 3	3 (2 claws, bite)	1d6/1d6/1d10	F6	10	XIX	980
Tyrannosaurus Rex	0 (1)	Neutral	120' (40')	3	16	20	1 (bite)	6d6	F10	11	VII x3	3,250

regions. These creatures have three horns and a bony plate on their skulls. Triceratops may charge during the first round of combat to inflict double damage.

Troglodyte

These humanoid reptiles are green and scaly. They have bony spines starting on the head and progressing down their spines and backs of the arms. Troglodytes are malicious and warlike; they attempt to slay any creatures crossing their paths. They have the ability to blend into their environment like a chameleon, surprising with 1-4 on 1d6. Their bodies are covered in small glands producing a stinky, slimy coating on their scaly hides. All demi-humans and humans near a troglodyte must make saving throws versus poison or suffer -2 to attack due to the disgusting, horrid stench.

Troll

Trolls have thick, tough hide that ranges various shades of green and gray, with matching hair. 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 wiry and lanky but excessively strong with menacing, dirty claws and sharp teeth. Trolls have the ability to regenerate damage. After 3 rounds have passed since receiving damage, they regenerate 3 hp each round. Fire and acid damage cannot be regenerated. If a troll loses a limb or body part, its parts attempt to crawl or squirm back to the body to reattach. A troll can reattach a severed member instantly by holding it to the stump. Due to this ability, trolls cannot be permanently destroyed except by fire or acid. If a troll reaches 0 hit

points, it continues regenerating, standing again to fight after 2d6 rounds.

Tyrannosaurus Rex

This large prehistoric carnivorous dinosaur is a fearsome predator. It's bipedal and can reach heights of 20'. It will hunt any creature that moves but generally does not bother with prey smaller than hobfolk.



Undead

The undead are a class of monsters including spectres, zombies, skeletons, wights, wraiths, vampires, and others. They were alive once, but through foul magic or death at the hands of another undead type they rise again as undead horrors. Undead movements are completely silent. All such creatures are immune to the effects of poison and unaffected by *charm person*, *sleep*, or *hold person*.

Unicorn

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. All unicorn coats are snow white, with small beards on males. 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'. Only lawful and virtuous people may approach these shy creatures.



Vampire

Vampires are one of the most dreaded undead monsters. Like other undead, they are immune to *charm*, *hold*, and *sleep* spells. Vampires are immensely strong, dealing great blows inflicting 1d10 hp damage. By touch, they reduce a victim's life energy by 2 levels, which consequently reduces all other traits linked to loss of levels (attack ability, hit dice, etc.).

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. After 1 day, they arise as a vampire. The fledgling blood sucker retains all abilities, including class abilities, they had in life but will become a chaotic undead being. They will be under command of their maker but gains free will if the master dies.

Vampires have the following innate abilities:

- ▶ Electricity and cold deal half damage.
- ▶ Immune to normal weapons.
- ▶ *Regenerates* 3 hp per round.
- ▶ *Gaseous Form*
- ▶ At will, they can assume gaseous form.
- ▶ *Shape Change*
- ▶ Vampires can become a large bat at will.
- ▶ Summon Bats or Wolves

They may summon 1d10×10 bats or rats when underground or 3d6 wolves or 2d4 dire wolves when above ground. These creatures arrive in 2d6 rounds.

Charm Gaze

This power (as *charm person*) takes effect if a victim peers into the vampire's eyes. The victim may try a saving throw versus spells at -2.

Vampires have the following weaknesses:

- ▶ Repelled for 1d4 rounds by lawful holy symbol, garlic, or a mirror. Vampire must avoid a holy symbol or mirror.
- ▶ Running water inflicts great damage when a vampire is immersed, killing it in 1 turn.
- ▶ A vampire must succeed a saving throw versus death each round exposed to sunlight or running water, or it's completely turned to dust.
- ▶ Holy water inflicts 1d6+1 hp damage
- ▶ A stake through the heart, coupled with decapitation, destroys a vampire. Holy sacraments (such as wafers) must be placed in the mouth. If a vampire is staked, they will appear dead, but unless decapitated, they will revive when the stake is removed.

Refuge

Vampires must take refuge in a coffin or other hideaway during the daylight hours, slumbering on soil from their own grave to maintain vitality. They're forced into *gaseous form* upon reaching 0 hp. They must return to their coffins within 2 turns and rest 8 hours to reform. Failing that, they can't reform and perish.



Weasel, Giant

These 9' long creatures are brown, tan, or white. They are fierce hunters. When they bite, they cling to a victim, sucking blood for 2d4 hp damage each round. They cannot be removed, clinging until either the victim or weasel dies. Weasels can see with limited 30' *deepvision* but have a keen sense of smell that they use to track prey. These burrowing creatures live in tunnels, and sometimes venture or burrow into labyrinths.

Whale

Killer Whale: These immense whales typically reach 25' long. They prefer colder waters of the north or extreme south. Killer whales prey on many different animals of the sea. Upon an attack roll of 20, they swallow any creature hobfolk-size or smaller. A swallowed victim suffers 1d6 hp damage each round and drowns after 10 rounds.

Narwhal: Narwhals are 15' long. They prefer colder waters of the north or extreme south. They're intelligent and have a magic horn on their heads that resembles a

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Unicorn	1d6 (1d8)	Lawful	240' (80')	2	17	4	3 (2 hooves, horn)	1d8/1d8/1d8	F8	7	None	135
Vampire	1d4 (1d6)	Chaotic	120' (40'); F 180' (60')	2	17	7-9	1 (touch, see below)	1d10, drain life energy	F7-9	11	XVII	3,940/ 5,560/ 8,000
Weasel, Giant	1d4 (1d6)	Neutral	150' (50')	7	12	4 + 4	1 (bite)	2d4	F3	8	VII	290
Whale, Killer	0 (1d6)	Neutral	S 240' (80')	6	13	6	1 (bite)	1d20	F3	10	VII	570
Whale, Narwhal	0 (1d4)	Lawful	S 180' (60')	7	12	12	2 (bite, horn)	2d6/1d8	F12	8	None	1,200
Whale, Sperm	0 (1d3)	Neutral	S 180' (60')	6	13	36	1 (bite)	3d20	F15	7	VII	18,250
Wight	1d6 (1d8)	Chaotic	90' (30')	5	14	3	1	Drain life energy	F3	12	XXI	95
Wolf, Normal	2d6 (3d6)	Neutral	180' (60')	7	12	2 + 2	1 (bite)	1d6	F1	8	None	35
Wolf, Dire	1d4 (2d4)	Neutral	150' (50')	6	13	4 + 1	1 (bite)	2d4	F2	8	None	140
Wraith	1d4 (1d6)	Chaotic	120' (40'); F 240' (80')	3	16	4	1 (touch)	1d6, drain life energy	F4	12	XVIII	300
Wyvern	1d2 (1d6)	Chaotic	90' (30'); F 240' (80')	3	16	7	2 (bite, sting)	2d8/2d8, poison	F4	9	XVIII	1,140

unicorn horn. Some say that this horn, even when severed, will vibrate in the vicinity of chaotic or evilly intentioned creatures. Even if false, horns are valuable for their ivory, fetching 1d6×1,000 gp.

Sperm Whale: These gigantic whales typically reach 60' long. They swallow any creature human-size or smaller if their attack roll is 4 or more higher than required to strike. A swallowed creature suffers 3d6 hp damage each round. When a sperm whale encounters a sea vessel, it usually (90%) leaves it undisturbed. It can slam into a ship with its gargantuan head, dealing 6d6 shp damage.

Wight

Wights are undead creatures who were formerly humans or demi-humans. They resemble their living selves, but corrupted by undead energies. Wights attack by touch and drain 1 level, or hit die, from a victim. For example, if a 3 HD monster is struck, it becomes 2 HD. Likewise, if a 4th-level character is struck, they become 3rd level. Any human or demi-human reduced to 0 level dies, becoming 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

Ordinary Wolves: Wolves are carnivorous pack hunters known for their persistence and cunning. They mainly hunt and live in wilderness settings, occasionally venturing into caverns and labyrinths. Wolves are social; when their numbers are greater, they have confidence. 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, but since they aren't domestic animals, they are difficult to handle.

Dire Wolves: These wolves are larger, intelligent, and vicious. They commonly live in wooded and mountainous areas but are 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 as mounts.

Wraith

Wraiths are ethereal undead beings, born from malevolence and shadows. They sometimes appear to carry weapons or wear armor, as they did in life, but these appearances have no bearing on the creature's AC or combat capabilities. Like other undead, wraiths are unaffected by *sleep*, *hold*, or *charm* spells. They are unharmed by non-magical weapons, and silver deals half damage.

By touch a wraith inflicts 1d6 hp damage and drains 1 level or hit die. Characters drained of levels must also reduce other characteristics associated with their class and level; they have the minimum number of XP for the new level. Any character reaching level 0 dies and becomes a wraith in 24 hours. The new wraith is under the killer's command.

Wyvern

Wyverns share ancestry with dragons, being large reptilian beasts with wings. Their tail has a poisonous stinger. They are about 15' long, with brown moss-colored hide. They attack by bite and can sting with their flexible long tail simultaneously. The stinger's poison is instantly fatal unless the victim saves versus poison.

TYPE	NO. ENC.	AL	MV	DAC	AAC	HD	AT	DMG	SV	ML	HC	XP
Yaga	2d4 (4d6)	Chaotic	120' (40'); F 180' (60')	6	13	2	1	Claw, 1d6, or weapon	F2	10	XIV	29
Yellow Mold	1d4 (1d8)	Neutral	0	Always hit		2	Spores	1d6, special	F2	NA	None	47
Zombie	2d4 (4d6)	Chaotic	120' (40')	8	11	2	1 (weapon)	1d8 or weapon	F1	12	None	29



Yaga

These 6' tall humanoids are completely hairless, have shiny dark black/blue skin, and separate bat-like wings. They are as beautiful as they are brutal. Yagas are aggressive and favor the meat of other humanoids. They live on high mountain peaks, venturing to lower elevations to hunt or capture other humanoids for their morbid pleasures. They sometimes have harpies as guards, paying for their protection by providing meat and offerings of treasure. There is a 1 in 10 chance when encountering a group of yaga that they have one harpy with them.

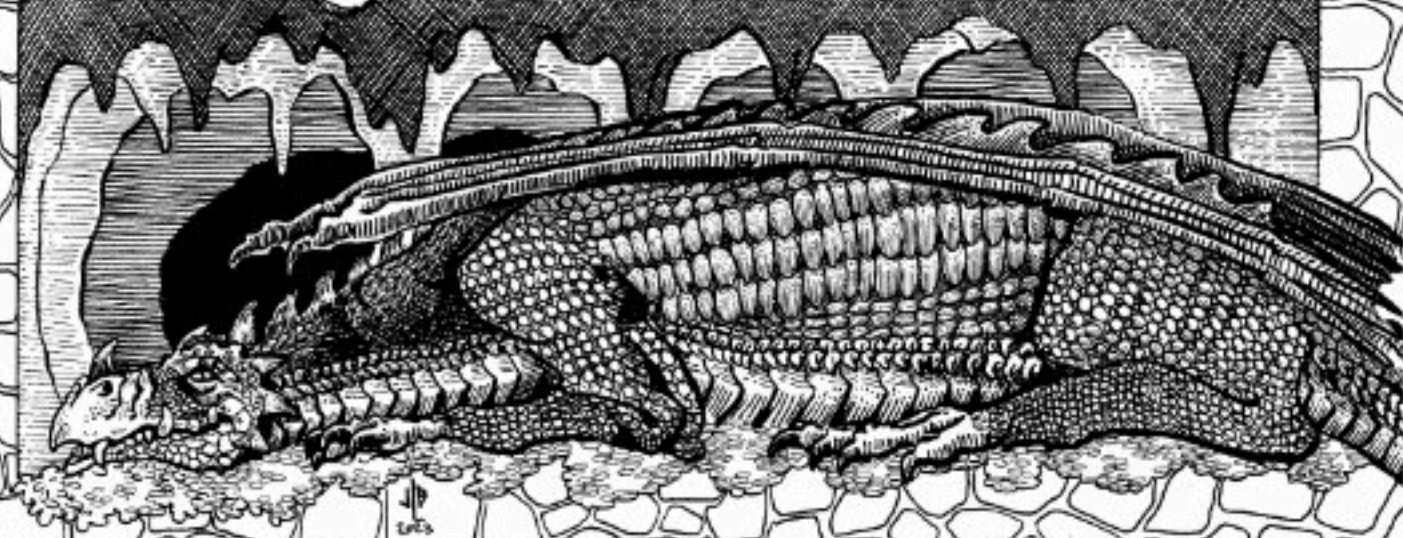
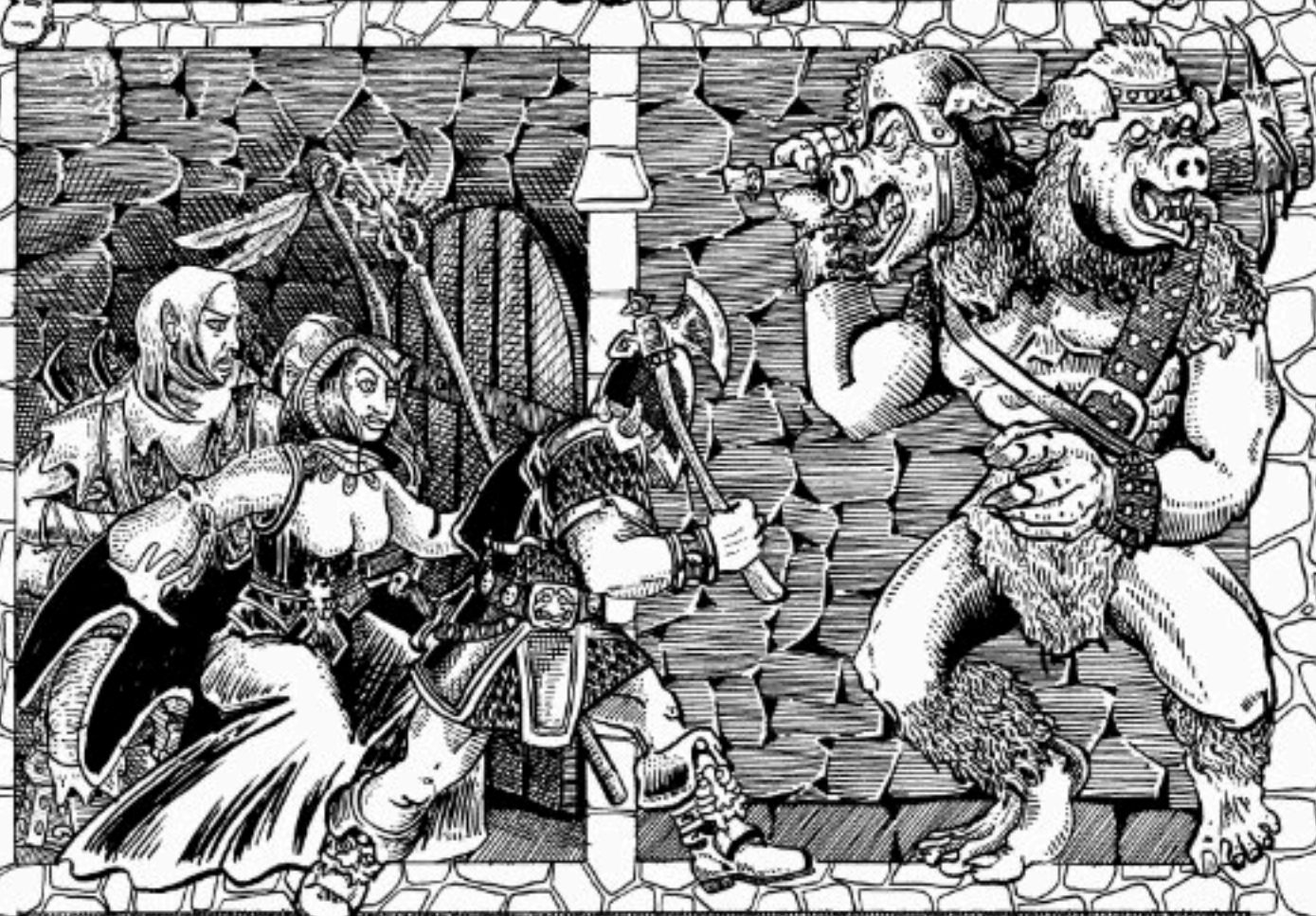
Yellow Mold

Yellow mold covers 10' square. It doesn't move or attack, but it's acidic and destroys leather or wood on contact. It deals 1d6 hp damage to bare flesh. There's a 50% probability yellow mold ejects spores into a 10' cube area if touched. Any creature inside the area must succeed a saving throw versus poison; otherwise, the victim suffocates to death in 6 rounds. Yellow mold is impervious to all attacks except fire-based; a torch can burn mold for 1d4 hp damage per strike.



Zombie

Zombies are reanimated undead corpses, akin to skeletons, but with more flesh. They are able to follow simple commands, but have no true intelligence of their own. The chaotic wizards and clerics who 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 are 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.

If the Labyrinth Lord needs to roll for a random encounter, roll on the appropriate terrain type on the table if in the wilderness, or appropriate level in a labyrinth. The Labyrinth Lord will have to adjust encounters to fit the particular environment and level of the PCs. Furthermore, these tables 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.

Selected Monsters: The nearby table contains most monsters up to HD 4+, with an emphasis on those most often found on land or underground.



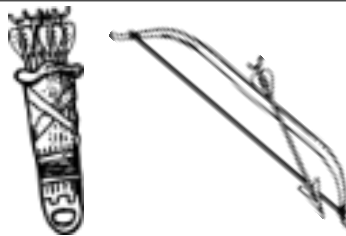
SELECTED MONSTERS, HD 1-4+			
HD 1+	HD 2+	HD 3+	HD 4+
Fire Beetle	High. Baboon	Banther	Giant Ant
Brownie	Spitting Beetle	Carniv. Beetle	Albino Ape
Cyclops	Booglin	Boar	Black Bear
Dwarf	Dryad	Bugbear	Blink Dog
Elf	Giant Fly	Carc. Creeper	Centaur
G. Ferret	Ghoul	Mtn. Lion	Doppelganger
Gnome	Gnoll	Glaistig	Draco Lizard
Goatd	Wood Golem	Gray Ooze	Wereboar
Goblin	Green Slime	Harpy	Werewolf
Hobfolk	Leonid	Giant Hawk	Maze Controller
Hobgoblin	Lizardfolk	Hellhound	Medusa
Brigand	Neanderthal	Hippogriff	Ogre
Kobold	Pegasus	Giant Gecko	G. Rhagodessa
Morlock	Dev. Seestek	Wererat	Giant Scorpion
Nixie	Shadowjack	Seestek Prog.	Giant Rattler
Orc	Spitting Cobra	Shrieker	G. Tarantula
Pixie	Pit Viper	G. Black Widow	Iron Statue
G. Shrew	Giant Toad	Crystal Statue	Unicorn
Skeleton	Troglodyte	Throgrhin	Giant Weasel
Stirge	Wolf	Wight	Dire Wolf
	Yaga		Wraith
	Yellow Mold		
	Zombie		

LABYRINTH WANDERING MONSTERS

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	Hobfolk	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 Tarantula	Troll	Spectre	Salamander, Flame
19	Wolf	Yellow Mold	Throgrhin	Worm, Gray	Troll	Salamander, Frost
20	Zombie	Zombie	Wight	Wraith	Worm, Gray	Vampire

WILDERNESS WANDERING MONSTERS

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	Hobfolk	Hobfolk	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Human, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Human, Merchant	Human, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Human, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Human, Brigands	Ogre	Ogre	Medusa
13	Human, Nomad	Orc	Orc	Orc	Human, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Human, 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	Goat	Leech, Giant	Goblin
8	Giant, Hill	Elf	Harpy	Lizard, Giant Draco	Hobfolk
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Human, Merchant	Medusa	Human, Brigand
11	Hobfolk	Hydra, Aquatic	Human, Pirate	Human, Brigand	Human, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Human, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Human, 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





Treasure

Adventure, fame, and treasure await! Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece (or equivalent coins) gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they'll 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 is found in monster lairs underground, in ruins, or in the wilderness. Sometimes treasure is unguarded and may be hidden in a secret location. Each monster has a Treasure Hoard Class (THC), which indicates what kinds and quantities of treasure it might have. These values should be considered guidelines. Although monsters tend to have THCs corresponding to their general strength, the Labyrinth Lord should use discretion in distributing wealth and magic. If a result on the THC tables seems excessive, 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 but must be appraised and sold to cash them in or kept as decorations in the strongholds of the adventurers.

Finding & Using Magic Items

Most magic items aren't labeled, so characters won't know their exact properties except through trial and error. Powerful wizards (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. To use a magic item, a character must follow any procedures indicated in the item's description. Some magic items are always in effect, while others 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 remain when

the item is found. When charges are exhausted, the item becomes useless and non-magical.

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.

Item Experience (Optional)

Magic items may grant experience at the referee's discretion. Characters must keep the items to gain the XP. The referee may allow the sale of magic items, and as a rule of thumb they may sell for XP value x3, but the referee is free to adjust this as needs require. This is not the same price to purchase the item. The referee can choose if items may be bought and at what mark up.

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

GEMS	
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	1000

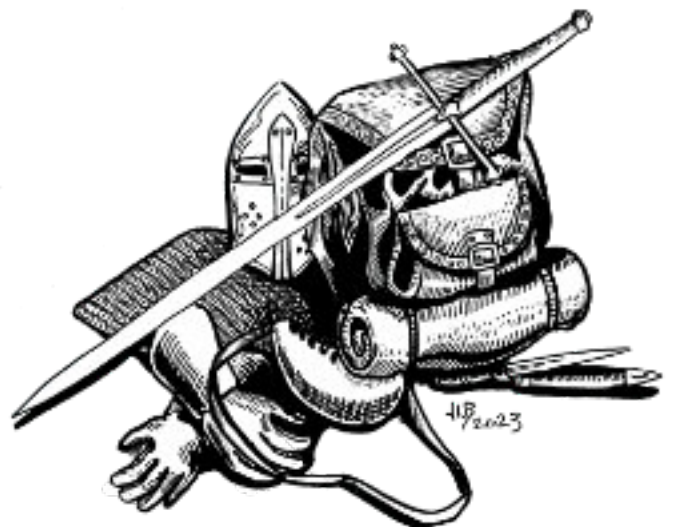
TREASURE HOARD CLASSES									
Small Hoards (Individuals)									
Hoard Class	B/X Type	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	P	3d8	-	-	-	-	-	-	-
II	Q	-	3d6	-	-	-	-	-	-
III	R	-	-	2d6	-	-	-	-	-
IV	S	-	-	-	2d4	-	-	-	-
V	T	-	-	-	-	1d6	-	-	-
VI	U	1d00 (10%)	1d00 (10%)	-	1d00 (5%)	-	1d4 (5%)	-	1 (2%) any
VII	V	-	1d00 (10%)	1d00 (10%)	1d00 (10%)	1d00 (5%)	1d4 (10%)	-	1 (5%) any
Larger Hoards (Lairs)									
Hoard Class	B/X Type	CP x1000	SP x1000	EP x1000	GP x1000	PP x100	Gems	Jewelry	Magic
VIII	O	-	-	-	-	-	-	-	1d4 scrolls (50%)
IX	N	-	-	-	-	-	-	-	2d4 potions (40%)
X	M	-	-	-	2d8 (40%)	5d6 (30%)	5d4 (55%)	2d6 (45%)	-
XI	L	-	-	-	-	-	1d4 (50%)	-	-
XII	K	-	1d6 (30%)	1-2 (10%)	-	-	-	-	-
XIII	J	1d4 (25%)	1-3 (10%)	-	-	-	-	-	-
XIV	I	-	-	-	-	1d8 (30%)	2d6 (50%)	-	1 (15%) any
XV	H	3d8 (25%)	1d00 (50%)	1d4x10 (50%)	1d6x10 (50%)	5d4 (25%)	1d00 (50%)	1d4x10 (50%)	6 (15%) any 4, 1 potion, 1 scroll
XVI	G	-	-	-	1d4x10 (50%)	1d6 (50%)	3d6 (25%)	1d10 (25%)	5 (35%) any 4, 1 scroll
XVII	F	-	2d10 (10%)	1d8 (20%)	1d12 (45%)	1-3 (30%)	2d12 (20%)	1d12 (10%)	5 (30%) any 3 (no weapons), 1 potion, 1 scroll
XVIII	E	1d10 (5%)	1d12 (30%)	1d4 (25%)	1d8 (25%)	-	1d10 (10%)	-	4 (25%) any 3, 1 scroll
XIX	D	1d8 (10%)	1d12 (15%)	-	1d6 (60%)	-	1d8 (30%)	-	3 (15%) any 2, 1 potion
XX	C	1d12 (20%)	1d4 (30%)	1d4 (10%)	-	-	1d4 (25%)	-	2 (10%) any
XXI	B	1d8 (50%)	1d6 (25%)	1d4 (25%)	1-3 (25%)	-	1d6 (25%)	-	1 (10%) armor, sword, or miscl. weapon
XXII	A	1d6 (25%)	1d6 (30%)	1d4 (20%)	2d6 (35%)	1-2 (25%)	6d6 (50%)	-	3 (30%) any

values, or they may be divided up into groups and given different values.

Jewelry

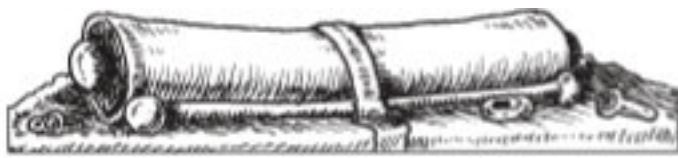
Jewelry can vary in value in a similar manner to gems. The following table can be rolled on to determine the value of each individual piece of jewelry.

JEWELRY	
Roll d%	Jewelry Value (gp)
01-20	1d4x10
21-30	2d4x10
31-40	1d4x100
41-50	2d4x100
51-60	2d6x100
61-00	3d6x100



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



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)
0	Treasure Map (Value 5d6 gems, 2 magic items)

*Roll 1d4; 1-3, Magic-user/Elf; 4, Clerical. The number in is the number of spells on the scroll. Determine the spell level and specific spells randomly.

POTIONS		
Roll d00	Potion	XP
01-03	Animal Control	200
04-06	Clairaudience	200
07-09	Clairvoyance	250
10-12	Climbing	250
13-17	Delusion	(150)*
18-20	Diminution	250
21-23	Dragon Control	750
24-26	ESP	350
27-28	Extra-healing	300
29-31	Fire Resistance	200
32-36	Flying	350
37-40	Gaseous form	250
41-43	Giant Control	600
44-47	Giant Strength	600
48-50	Growth	200
51-54	Healing	150
55-58	Heroism	250
59-61	Human Control	400
62-64	Invisibility	200
65-66	Invulnerability	300
67-69	Levitation	200
70-71	Longevity	400
72-73	Oil of Etherealness	500
74-75	Oil of Slipperiness	300
76-78	Philter of Love	150
79-81	Plant Control	200
82-83	Poison	-
84-85	Polymorph	150
86-88	Speed	150
89-90	Super-heroism	400
91-93	Sweet Water	150
94-95	Treasure Finding	450
96-97	Undead Control	600
98-00	Water Breathing	300

RINGS		
Roll d00	Ring	XP
01-04	Animal Command	700
05-09	Command Human	1250
10-15	Command Plant	700
16-25	Delusion	(1,000)
26-27	Djinni Calling	2,000
28-38	Fire Resistance	700
39-49	Invisibility	1,000
50-70	Protection	1,000 per +1
71-72	Regeneration	3,000
73-74	Spell Storing	2,000
75-79	Spell Turning	1,000
80-81	Telekinesis	1,500
82-87	Water Walking	500
88-94	Weakness	(1,000)
95-97	Wishes	2,500
98-00	X-ray Vision	2,500

RODS, STAVES, AND WANDS

Roll d00	Type	XP
01-06	Rod of Cancellation	6,000
07-08	Rod of Resurrection	7,500
09-10	Staff of Commanding [C]	3,500
11-20	Staff of Healing [C]	2,000
21-22	Staff of Power [MU/E]	10,000
23-26	Staff of Striking [C]	5,000
27-28	Staff of Withering [C]	5,500
29	Staff of Wizardry [MU/E]	10,000
30-36	Staff of the Serpent [C]	5,000
37-40	Wand of Cold	3,000
41-45	Wand of Detecting Enemies	1,500
46-50	Wand of Detecting Magic	2,000
51-55	Wand of Detecting Metals	1,000
56-60	Wand of Detecting Secret Doors	3,500
61-64	Wand of Detecting Traps	1,000
65-69	Wand of Device Negation	3,000
70-74	Wand of Fear	2,000
75-79	Wand of Fireballs	3,500
80-84	Wand of Illusion	2,000
85-88	Wand of Lightning Bolts	3,500
89-93	Wand of Magic Missiles	3,000
94-96	Wand of Paralyzation	2,500
97-00	Wand of Polymorphing	2,500



SWORDS

Roll d00	Item	XP
01-39	Sword +1	300
40-44	Sword +1, +2 versus lycanthropes	600
45-49	Sword +1, +2 versus spell casters	500
50-53	Sword +1, +3 versus undead	700
54-57	Sword +1, +3 versus dragons	1,200
58-62	Sword +1, +3 vs. regenerating monsters	700
63-67	Sword +1, +3 versus magical monsters	600
68-75	Sword +1, light 30' radius	400
76-80	Sword +1, Flame Tongue	700
81	Sword +1, Life Drinker	700
82-84	Sword +1, locate objects	500
85-86	Sword +1, Luck Blade	600
87	Sword +1, Wish Blade	1,000
88-90	Sword +2,	500
91-92	Sword +2, charm person	800
93-94	Sword +3	1,000
95	Sword +3, Frost Brand	1,200
96-97	Sword -1 (cursed)	-
98-99	Sword -2 (cursed)	-
00	Sapient Sword*	1,000+

*These are rare. Add 200 xp per power, +500 per spell ability.

MISCELLANEOUS MAGIC ITEMS

Roll d00	Item	XP
01-02	Amulet versus Crystal Balls and ESP	3,000
3	Apparatus of the Crab	6,000
04-05	Bag of Devouring	(1,000)
06-10	Bag of Holding	3,500
11	Boat, Folding	7,000
12-14	Boots of Levitation	1,500
15-17	Boots of Speed	2,000
18-20	Boots of Traveling and Springing	2,000
21	Bowl of Commanding Water Elementals	3,000
22-23	Bracers of Armor	350*
24	Brazier of Commanding Fire Elementals	3,000
25-26	Brooch of Shielding	700
27-29	Broom of Flying	1,500
30	Censer of Controlling Air Elementals	3,000
31	Chime of Opening	2,500
32-33	Cloak of Protection	700 per +1
34-36	Crystal Ball	700
37-38	Crystal Ball with Clairaudience	1,000
39	Crystal Ball with ESP	1,300
40	Cube of Force	2,000
41	Cube of Frost Resistance	1,500
42-43	Decanter of Endless Water	700
44-45	Displacer Cloak	2,000
46	Drums of Panic	5,000
47-49	Dust of Appearance	700
50-52	Dust of Disappearance	1,500
53	Efreeti Bottle	7,000
54-57	Elven Cloak	700
58-61	Elven Boots	700
62	Eyes of Charming	2,500
63-64	Eyes of the Eagle	2,000
65-67	Eyes of Petrification	-
68-71	Flying Carpet	5,000
72-74	Gauntlets of Ogre Power	700
75-77	Girdle of Giant Strength	150
78-80	Helm of Alignment Changing	(700)
81-84	Helm of Comprehend Languages & Read Magic	700
85	Helm of Telepathy	2,000
86	Helm of Teleportation	1,500
87	Horn of Blasting	3,000
88-90	Medallion of thoughts	2,000
91-92	Medallion of thoughts (90')	2,500
93	Mirror of Life Trapping	2,000
94	Mirror of Opposition	(1,500)
95	Necklace of Adaptation	700
96-97	Rope of Climbing	700
98-99	Scarab of Protection	2,000
00	Stone of Controlling Earth Elementals	1,000

*Per DAC below 9 or AAC above 10

MISCELLANEOUS WEAPONS		
Roll d00	Weapon	XP
01-10	Arrows +1 (quantity 2d6)	10
11-12	Arrows +1 (quantity 3d10)	20
13-18	Arrows +2 (quantity 1d6)	35
19-21	Arrows +3 (quantity 1d4)	50
22	Arrow +3, Slaying Arrow	75
23-31	Axe +1	200
32-34	Axe +2	400
35-41	Bow +1	300
42-51	Crossbow Bolts +1 (quantity 2d6)	10
52-53	Crossbow Bolts +1 (quantity 3d10)	20
54-60	Crossbow Bolts +2 (quantity 1d6)	35
61-63	Crossbow Bolts +3 (quantity 1d4)	50
64-68	Dagger +1	50
69	Dagger +2, +3 vs. goblins, kobolds and orcs	200
70-75	Sling +1	100
76-82	Spear +1	300
83-86	Spear +2	500
87	Spear +3	700
88-94	War Hammer +1	200
95-99	War Hammer +2	500
00	War Hammer +2, Dwarven Thrower	1,000

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 DAC 9 (AAC 10) (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-00	Shield DAC 9 (AAC 10) (cursed)
*100 XP per DAC below 9 (above AAC 10), +300 per +1 AC bonus. Cursed armor has no sell value.	

Magic Item Descriptions



Potions

Although potions are found in a variety of containers including glass, ceramic, or metal, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require sampling a small amount to identify the potion type. This is not without error, because potions of the same type

ANIMAL CONTROL TYPE	
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

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.

Creating potions requires joint efforts of wizards and alchemists. A potion sample must be obtained to learn the formula for a particular potion type.

Animal Control: This potion grants the ability to relate to, understand, and manipulate the emotions of a particular animal type. The type is determined randomly (see below); the number of animals affected depends on the animal's size. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; animals up to 1,000 lbs, 1d4.

Unless the imbiber has a means of directly communicating with influenced animals, only general emotions or inclinations may be manipulated. All humanoids are unaffected; any intelligent creature may try a saving throw to resist its effects.

Clairaudience: This potion grants the ability to hear up to 60' with the ears of an animal in proximity. A lead barrier hinders this effect.

Clairvoyance: This potion imbues an ability to see up to 60' with the eyes of an animal in proximity. A lead barrier hinders this effect.

Climbing: This potion lasts for 1 turn+5d5 rounds, during which time the imbiber gains the ability to climb like a burglar with 99% ability (a roll of 00 means failure). 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 according to the table.

Delusion: This potion is aptly named, for it convinces the drinker that it's of another type. If more than one person tastes this potion, there's a 90% chance they all will believe the potion is the same type. For example, a potion of clairauidience might convince the drinker there are sounds in the distance that do not truly exist.

Diminution: When drank, the imbiber and everything carried will shrink to 6" tall. The character is so small that if they remain motionless, there's only a 10% chance of being spotted by creatures nearby. If only half of the potion is consumed, it shrinks the imbiber 50% of their 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 can control a dragon within 60' and for the duration of 5d4 rounds. Roll on the table for the specific type of dragon control potion.

DRAGON CONTROL TYPE	
Roll 1d10	Dragon Type
1-2	Black
3	Blue
4-5	Green
6	Red
7-9	White
0	Gold

ESP: This grants a spell-like ability equivalent of the wizard and elf spell ESP for the duration of 5d8 rounds.

Extra-Healing: Imbibing the full dose replenishes 3d6+3 hp damage. Unlike most other potions, this potion can be imbibed in three separate, equal portions for the benefit of 1d6 hp healing.

CLIMBING PENALTIES	
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

Fire Resistance: This grants immunity to all forms of ordinary flame, as small as a torch or as large as a raging bonfire, for 1 turn. Furthermore, this potion reduces damage from other kinds of fire by -2 per die of damage. Other kinds include fireball, wall of fire, and intense heat from molten rock. If exposure to these flames requires a saving throw, it's made at +2. Half of the potion can be quaffed for resistance lasting 5 rounds; other bonuses provided are halved (-1 to damage and +1 to saving throws).

Flying: This potion grants the spell-like ability equivalent to the wizard and elf spell of the same name.

Gaseous Form: The person consuming this potion, in addition to all items on their person, takes on a translucent, gaseous consistency and floats at 30' per round. 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 aren't sealed airtight. Although magical lightning and fire do the gaseous form full damage, 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 can control up to two giants in the same manner as the spell charm monster for 5d6 rounds. A saving throw is allowed; if only one giant is targeted, it's rolled at -4. If two giants are targeted, they have +2. Each potion of giant control affects only one type of giant. Consult the table below.

GIANT CONTROL TYPE	
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 temporarily becomes as strong as a frost giant. This bonus is accompanied by the ability to throw rocks at opponents to 200' for 3d6 hp of damage. Furthermore, the character deals double damage with weapon attacks. The strength bonuses can't be combined with any other magical effects that influence strength.

Growth: The imbiber doubles in size. Strength increases; all melee damage is doubled.

Healing: The imbiber regains 1d6+1 hp. This potion also cures paralysis. The entire potion must be consumed.

Heroism: Only dwarves, hobfolk, cyclops, or fighters may use this potion. Extra levels and their accompanied combat benefits are temporarily granted to the imbiber, determined by their experience level as shown in the table below. Extra hit points granted from increased level are subtracted first when the character is wounded.

Human Control: This potion grants the spell-like

HEROISM	
Imbiber Level	Levels Granted
0	4 (Fighter)
1-3	3
4-7	2
8-10	1

ability of charm person for 5d6 rounds. Many kinds of humanoids, demi-humans, and humans can be affected by this potion (see the table below). A total of 32 hit dice/levels are affected. Only whole hit dice are considered for calculating how many individuals are affected; any bonuses are dropped (3+1, 4+2 are treated as 3, 4). Determine the specific kind of humanoid affected on the table below.

HUMAN CONTROL	
Roll 1d12	Humanoids Affected
1-2	Dwarves
3-4	Cyclops
5	Elves
6	Elves and Humans
7	Gnomes
8-9	Hobfolks
10-11	Humans
12	Other humanoids (orcs, gnolls, goblins, etc.)

Invisibility: When this potion is quaffed, it bestows the spell-like ability of invisibility. It can be consumed in 1/8 increments, in which case invisibility lasts 1d4+2 turns per dose. Any combat action removes invisibility; a new dose must be consumed.

Invulnerability: This potion grants +2 to all saving throws and improvement of AC by two ranks (AAC +2, DAC -2).

Levitation: The drinker is bestowed with the spell-like ability of levitation.

Longevity: This potion makes the drinker 1d12 years younger. Restored youth is possible not only for natural aging but also aging from magic or creature effects. There's some small danger, since each time a potion of longevity is consumed, there's a cumulative 1% probability that all previous age reversals from potions of this type are negated. The character rapidly ages to their true age. It's not possible to drink this potion in increments.

Oil of Etherealness: This potion is not imbibed. One applies this thin oil to oneself and all belongings to

achieve an ethereal state for 4+1d4 turns. It takes 3 rounds to produce the effect, which can be negated before the duration ends by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any non-ethereal objects.

Oil of Slipperiness: This oil is applied to the character in the same way as oil of etherealness. Any character so coated cannot be restrained or grabbed. Examples include grasping/restraining attacks like constriction or binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Objects can be coated to make gripping them impossible; if a floor is coated, any individual even standing on the floor has 95% probability each round of slipping and falling. The effects last 8 hours, but oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philter of Love: The imbiber becomes charmed by the next person or creature they lay eyes upon. The drinker will actually become charmed and besotted by the person or creature if of a preferred sex and similar type. The charm aspect lasts 4+1d4 turns, but only dispel magic removes enthrallment.

Plant Control: The imbiber can control plants or plant-like creatures (including fungi and molds) within 20 square feet area of effect with range of 90'. Duration is 5d4 rounds. Plants and plant-like creatures can obey commands to the best of their capacity. For example, vines can be controlled to wrap around targets, and intelligent plants can be given orders. Intelligent plant beings receive a saving throw versus spells. One cannot directly control an intelligent plant creature to inflict harm upon itself.

Poison: This potion has variable potency and color, and is odorless. It may require ingestion, skin contact, or application to open wounds. Potency determines saving throw adjustments. Extremely potent poisons have a penalty of -1 to -4; weaker poisons have 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 4th-level wizard and elf spell.

Speed: This potion doubles combat and movement ability for 5d4 rounds. If the imbiber can normally move at 120', they now move at 240'. Number of attacks double, but the potion doesn't decrease spell casting time. This heightened ability comes with a cost to the imbiber, as the strain ages them by 1 year permanently.

Super-Heroism: Only dwarves, hobfolk, 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 their experience level as shown in the table below. In all other respects, this potion is identical to heroism.

SUPER-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 is used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Sweet water destroys other potions. For most liquids, this potion will affect up to 100,000 cubic feet. However, only 1,000 cubic feet of acid is neutralized. The effects 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 can sense any treasure within 240' containing valuable metals or gems. 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, this potion grants the ability to charm 3d6 HD of undead (intelligent or otherwise) as the charm person spell. The affects last 5d4 rounds.

Water Breathing: The imbiber can breathe when submerged in any liquid containing dissolved oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour+1d10 rounds per dose. There's a 75% probability a potion contains 4 doses, and a 25% probability it contains 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's only possible to wear two magical rings; if more than two are worn, they don't function.

Animal Command: Once per turn, this ring allows the wearer to control one giant animal or 1d6 normal-sized animals. Magical or intelligent animals aren't affected. The effect lasts while concentration is maintained; the wearer can take no other actions. Animals aren't well disposed when released, and any reaction rolls are at -1.

Command Human: The wearer can charm as the charm person spell. Humans totaling 6 HD can be charmed, and 0-level humans are treated as half a HD

for this calculation. A saving throw may be attempted with a penalty of -2. The wearer may dismiss the effect at any time. Dispel magic negates the effects.

Command Plant: The wearer controls plants with a 10 square feet area of effect and range of 60'. Control extends to plant creatures. If plant aren't normally mobile, this ring grants the ability to make the plants move. The effect lasts while concentration is maintained; the wearer can take no other actions.

Delusion: This cursed ring convinces the wearer that the ring is another type. The Labyrinth Lord could decide randomly which kind, or it might be chosen.

Djinni Calling: This powerful ring can be used once a day to summon a djinn that does the ring wearer's bidding for as long as 24 hours.

Fire Resistance: The wearer is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire. This ring reduces damage from other kinds of fire by -1 per die of damage (minimum 1 hp damage per damage die). These kinds of fire include fireball, wall of fire, fire breath, and the intense heat of molten rock. Any required saving throws are made at +2.

Invisibility: Once each turn, this ring grants the ability to become invisible as the spell *invisibility*.

Protection: This ring has several different power levels. For each "+", the ring improves the wearer's AC by this amount (AAC +, DAC -). The same bonus applies to all saving throws. For example, if a character with DAC of 9 is wearing a ring of protection +2, their DAC 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.

PROTECTION RING	
Roll d00	Bonus
01-80	1
81-91	2
92	+2, 5' radius
93-99	3
0	+3, 5' radius

If a radius is given, the power of the ring, as it applies to saving throws only, extends to all creatures in range.

Regeneration: This ring grants the ability to regenerate 1 hp per round. It's powerless to regenerate damage from acid or fire. If the wearer's hp reaches 0, the ring does not bring the dead back to life. Whole body parts may 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 hold up to 6 spells, which can be clerical or wizard/elf spells. When found, it contains 1d6 spells, to be determined randomly by the Labyrinth Lord. The wearer automatically gains

knowledge of which spells are stored. Any character may release the spells from the ring. Such spells cast do so as if the caster is the minimum level required to use the spell. Any spellcaster may store new spells by casting and directing them at the ring.

Spell Turning: When wearing this ring, 2d6 spells do not affect the wearer and are instead turned back at the caster. If the wearer is caught in an area of effect spell, it's not repelled unless centered on the wearer (like continual light cast at a creature's eyes). It likewise doesn't repel spells requiring touch or effects from devices.

Telekinesis: This ring grants the ability to move objects with their mind, as the spell telekinesis, with a 200 lb limit. However, there's 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; once put on, it can be removed only with remove curse. 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 can see through stone up to 30'. The range is 60' if looking through wood and other low-density material. A 10 square foot area (100 square feet) can be visually examined each turn. Any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration. Lead or gold blocks x-ray vision.

Scrolls

Most scrolls are pieces of parchment imbued with the magical writings off fireballs discharges a fireball as the spell. It deals 6d6 hp of damage unless the victim(s) succeed in a saving throw versus wands, reducing damage to half. One charge is expended per usage.

Scroll of Spells

A scroll of spells is found with 1 to 8 spells written on it. About 3/4 of all spell scrolls contain wizard/elf/brownie spells, and the remaining contains cleric spells. Scrolls containing wizard/elf spells can only be read by employing the spell *read magic*; the spells are only usable by wizards 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's not normally usable by a spellcaster of the reader's level. These spells are cast is

SCROLL OF SPELLS					
Scroll Type		Wizard		Cleric	
Roll d4	Class	Roll d00	Spell Level	Roll d00	Spell Level
1-3	Wizard	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		
		0	9		

if from a spellcaster 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 find the type of spells by class, then roll to determine the spell level of each spell.

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.

CURSED SCROLL	
Roll d12	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 <i>polymorphed</i> as <i>polymorph other</i> , into a small animal.
6	The victim is rendered blind.
7	Victim ages 10 years, and 5 years every day thereafter.
8	Infernal unseen shackles weigh down the victim, reducing movement by 1/2.
9	Bleeding: the victim bleeds excessively from cutting/stabbing wounds, taking +2 damage per hit..
10	Victim cannot recover spells after rest.
11	Victim appears as the opposite alignment to detection spells.
12	Victim saves vs. petrification or <i>turn to stone</i> if they see their reflection.

Scrolls of Warding

These scrolls are usable by all classes. When the magical words of warding are read aloud, they disappear from the page and the reader is surrounded by a 10' radius area of protection against the type of creature indicated. The area is centered on the reader and moves wherever they move. This protective barrier stops the creature type from entering but not from attacking with missile weapons or spells. The circle of protection lasts 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, this scroll wards against all lycanthrope forms. The protective barrier can repel a number of lycanthropes based on their number of HD. If the lycanthropes have hit dice 3

WARD AGAINST LYCANTHROPES	
HD	Number
3 or fewer	1d10
4 or 5	1d8
6	1d6
7+	1d4

or fewer, 1d10 of their number are repelled. If they have 4 or 5 HD, 1d8 are repelled. If the lycanthropes have 6 HD or above, then 1d4 are repelled.

Ward against Magic: A barrier is created against all spells and spell-like effects from devices or monsters. The barrier's duration is 1d4 turns. This effect cannot be dispelled or otherwise removed except through a wish.

Ward against Undead: For 6 turns, the scroll wards against all forms of undead. The protective barrier can repel a 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

The value of hidden hoards varies considerably. The Labyrinth Lord constructs the map and determines the treasure ahead of time. The map is likely to lead to treasure within relative proximity or may lead to another, sometimes remote, location. Difficulty attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be enchanted requiring 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 certain classes. Wands may only be used by wizards and elves. A staff may be usable by either wizards/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. A rod contains 2d6 charges when found, a staff 3d10 charges, and a wand 2d10 charges. Exceptions are noted in the item descriptions.

Physically these three types of magic items differ primarily by size. Wands are small and thin, being about 18” long. Staves are larger, being 6’ long with 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 is followed by either “C” if it's usable by a cleric or “MU/E” if it's usable by elves and wizards.

Rod of Cancellation: This item is feared by those

ROD OF RESURRECTION	
Charges	Character Type
5	Brownie
4	Cyclops
2	Cleric
4	Dwarf
7	Elf
3	Fighter
3	Hobfolk
1	Human (0 level)
4	Magic-user
4	Burglar

who value their magic items, for with 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's person, treat the attack as if it needs to hit an DAC 9 (AAC 10). 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 1 time per day to raise beings from the dead as per the resurrection spell. Using this rod does not require rest after expending charges. 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.

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 1 charge.

Staff of Healing [C]: This staff does not employ charges. It heals 1d6+1 hit points of damage but can only be used 1 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 damage). In addition, the staff may be used to cast continual light and telekinesis (with a weight limit of 250 lbs). Finally, this staff can be used with the same effect as a staff of striking.

Staff of Striking [C]: With the expenditure of 1 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 hp of damage when using a charge. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If 3 charges are spent, one of the victim's limbs shrivels into a mummified, useless member (saving throw versus spell-like devices is allowed). The aging effect automatically kills most creatures with a short lifespan. Effects of spent charges are cumulative, such that if 3 charges are used, the victim not only receives damage but is also aged and has 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. It has a similar spell-like effect of a djinn to create a whirlwind. It can also be used as a wand of paralyzation. Each of these abilities requires 1 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 into a giant constrictor snake DAC 5 (AAC 14), HD 3, hp 20, MV 20') and constrict around a victim. The command is uttered as the staff strikes a victim. The victim must succeed in a saving throw versus spell-like devices or is held immobile by the constricting snake for 1d4 turns or until the owner commands the

snake to release. The serpent returns to the owner and to staff form after it has constricted around an opponent. All damage sustained is automatically healed. If the snake is slain, it doesn't return to staff form; the staff is destroyed.

Wand of Cold: A chilling cone 60' long and 30' wide at the terminal end is discharged. Any beings within the suffer 3d6 hp damage unless they succeed 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 within 60', whether invisible or hidden, surrounded by a fiery glowing aura. This effect requires 1 charge.

Wand of Detecting Magic: This wand makes any magic item within 20' surrounded by a blue glowing aura. This effect requires 1 charge.

Wand of Detecting Metals: After expending one charge, the wand points in the direction of any concentration of metal weighing 100 lbs or more within 20'. The wand wielder is intuitively aware of the kind of metal detected.

Wand of Detecting Secret Doors: This wand points to any and all secret doors within 20'. One charge is expended per usage.

Wand of Detecting Traps: This wand points to any and all traps within 20'. One charge is expended per usage.

Wand of Device Negation: The wielder may choose a wand, rod, or staff from an opponent, rendering 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 terminus is discharged. Any being in the area of effect becomes fearful and flees for 30 rounds with MV three times the normal rate per round. One charge is expended per usage.

Wand of Fireballs: A wand of fireballs discharges a fireball as the spell. It deals 6d6 hp of damage unless the victim(s) succeed in a saving throw versus wands, reducing damage to half. One charge is expended per usage.

Wand of Illusion: The wielder creates 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. If they are struck in combat, all concentration is lost and the illusion instantly fades away.

Wand of Lightning Bolts: A wand of lightning bolts discharges a lightning bolt as the spell. It deals 6d6 hp of damage unless the victim succeeds in a saving throw

versus wands, reducing 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 wizard/elf spell of the same name. The missiles inflict 1d6+1 hp damage each and always strike. Each missile expends 1 charge.

Wand of Paralyzation: A cone 60' long and 30' wide at the terminus discharges. Any beings within range are become paralyzed for 6 turns unless succeeding a saving throw versus wands. One charge is expended per usage.

Wand of Polymorphing: A wand of polymorphing produces 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; 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: The apparatus is an iron object resembling a barrel. It has a hatch that can be opened with a concealed switch. Anyone crawling inside finds 10 levers. The device has the following characteristics: hp 200; MV 30' forward, 60' backward; DAC 0 (AAC 19); DG 2d6, 2 pinchers. The operator may attack with the pinchers using their own to-hit number. On a successful hit, there's a 1-5 chance on 1d20 that both pinchers hit. One pincher deals 2d6 hp damage, and both deal 4d6. This attack ignores the opponent's armor contribution to AC, but DEX modifiers do apply.

APPARATUS OF THE CRAB	
Lever	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pinchers and feelers
5	Snap pinchers
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 human-size characters can fit inside. The apparatus operates effectively in water depths of up to 900' and contains sufficient air for a crew of two to endure for 1d4+1 hours (twice that duration for a lone occupant). When activated, the apparatus takes on an appearance reminiscent of a large lobster.

Bag of Devouring: This magical bag is the size of a small sack. After 6+1d4 turns, all items placed inside 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. Inside is larger than its outside dimensions. It's large enough to fit an object 10'x5'x3'. The bag weighs a maximum of 60 lbs but holds up to 1,000 lbs.

Boat, Folding: A folding boat initially appears as a compact wooden box measuring 12' in length, 6' in width, and 6' in depth. It functions as a storage container for items. Upon speaking a command word, the box unfolds and transforms into a boat that is 10' long, 4' wide, and 2' deep.

Uttering another command word causes it to further expand into a ship measuring 24' in length, 8' in width, and 6' in depth. Items previously stored within the box now reside within the boat or ship. When in its smaller form, the boat includes a pair of oars, an anchor, a mast, and a lateen sail.

In its larger form, the ship features a deck, rowing seats, multiple oars, a steering oar, an anchor, a cabin, and a mast with a square sail. The boat accommodates up to four individuals comfortably, while the ship can carry 15 passengers with ease. A final command word causes the boat or ship to revert back into a box. The necessary command words might be visible or concealed on the box, or they could require discovery through interaction with NPCs or quests.

Boots of Levitation: On command, these leather boots allow the wearer to *levitate* as the spell. 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: The wearer need not rest if engaged in ordinary movement. Furthermore, they may spring up to 10' high to a distance of 30'.

Bowl of Commanding Water Elementals: This bowl is 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 summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration to give commands.

Bracers of Armor: These bracers grant the wearer an AC as though they were wearing armor. One bracer without its match grants no magic properties, and no other armor may be worn in addition (magical or non-magical). Dexterity modifiers do apply. The protection offered 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.

Some of these (5%) are cursed, lowering the wearer's DAC to 9 (AAC 10), regardless of DEX modifiers or magical means of lowering AC. The wearer won't realize the bracers are cursed until entering combat. They may only be removed with the spell remove curse.

BRACERS OF ARMOR	
Roll d00	DAC/AAC
01-06	8/11
07-16	7/12
17-36	6/13
37-51	5/14
52-71	4/15
72-86	3/16
87-00	2/17

Brazier of Commanding Fire Elementals: This brazier is 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 summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration to give commands.

Brooch of Shielding: A brooch is made of precious metal, made to secure a cloak or cape. Its practical function aside, it has the unique ability to absorb *magic missiles* generated by spells, devices, or spell-like abilities. The brooch can withstand absorbing up to 101 hit points (cumulative) damage from *magic missiles*. Then it crumbles to dust and loses its magical properties.

Broom of Flying: This magical broom of legend can fly with one rider up to 240' per turn. Two riders may be carried with reduced speed to 180' per turn.

Censer of Controlling Air Elementals: This censer is 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 summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration to give commands.

Chime of Opening: This chime is a slender mithril tube, approximately 1' long. When struck, it emits magical vibrations that have the power to open locks, doors, lids, and various barriers. The device is effective against normal barriers like bars, shackles, chains, and bolts.

Additionally, it can dispel a *hold portal* spell or an *arcane lock* cast by a wizard of 15th level or lower. To employ the chime, the user must point it at the target they wish to unlock or open (which must be visible and known). After striking the chime, a clear tone resonates, and within 1 round, the targeted lock is unlocked, the shackle is released, the secret door opens, or a chest lid is lifted.

Note that each use of the chime can only open one type of lock or barrier. For instance, a chest that is chained, padlocked, locked, and arcane locked would require four uses of the chime to fully unlock it. However, if a silence spell is in effect, the chime's power is nullified. Each use consumes a charge, and a chime of opening typically holds 2d4×10 charges before becoming unusable.

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.

CLOAK OF PROTECTION	
Roll d00	Bonus
01-80	1
81-91	2
92-00	3

Crystal Ball: A wizard 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 is unable to communicate with those they observe and cannot affect them magically or otherwise.

Crystal Ball with Clairaudience: This kind of crystal ball has all of the properties of the ordinary one but also grants 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 ability to hear the thoughts of one being observed, just as the spell ESP.

Cube of Force: This device is about 1 inch across, and is crafted from materials like ivory, bone, or hard

CUBE OF FORCE			
Cube Face	Charge Cost per Turn	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

minerals. It grants the wielder the ability to generate a specialized *wall of force* with dimensions of 10' on each side, effectively creating a cubic barrier. This protective cube moves along with the user and is completely resistant to the types of attacks listed in the accompanying table.

The cube is endowed with 36 charges, which are replenished daily. Activating a particular type of barrier or deactivating the device involves pressing one face of the cube. Each type of barrier requires a specific number of charges to be sustained for each turn (or fraction of a minute) it remains active. While an effect is in operation, the user's movement speed is capped at the maximum value indicated on the table.

Additionally, spells that target the integrity of the screen have an extra charge-draining effect. These spells, listed below, consume charges from the device, although their effects are unable to breach the barrier. Conversely, these effects deplete charges if they originate from within the barrier, but they cannot extend beyond it.

ATK FORM	CHARGES	ATK FORM	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: Pressing one side activates or deactivates this cube, creating a 10-foot cube zone around the holder or the cube. The temperature stays at least 65°F. It absorbs all cold-based attacks, but if it takes over 50 points of cold damage in one turn, it collapses and deactivates for 1 hour. If it absorbs over 100 points in one turn, the cube is destroyed.

Decanter of Endless Water: When the stopper is removed from this seemingly ordinary flask and a specific command word is spoken, it releases a controlled flow of either fresh or saltwater. Different command words dictate the type, quantity, and speed of the water being released:

- ▶ "Stream" results in a steady flow of 1 gallon per round.
- ▶ "Fountain" produces a 5' long stream, delivering 5 gallons per round.
- ▶ "Geyser" creates a forceful 20' long stream, 1 foot wide, releasing 30 gallons per round.

It's important to note that the geyser effect generates significant back pressure. To avoid being knocked down, the user should be positioned on stable ground and braced. The force of the geyser is capable of killing

smaller creatures. To halt the water flow, the command word must be spoken again.

Displacer Cloak: This item appears to be a normal cloak, but when donned its magical properties distort and warp light waves. All opponents suffer -2 to hit the wearer. In addition, the wearer receives +2 to saving throws versus wands, spells and spell-like devices, and petrify.

Drums of Panic: These paired kettle drums, each 1½ feet in diameter, induce *fear* when sounded simultaneously. All creatures within 240 feet, except those within a 10-foot safe zone around the drums, must flee for 30 rounds at triple their normal speed. Affected creatures can attempt a saving throw versus spells or a morale check with a -2 penalty to resist.

Dust of Appearance: This delicate powder resembles fine metallic dust, and is easily mistaken for such. When a handful is tossed into the air, all objects within a 10' radius become coated with the substance. This effect renders *invisible* objects visible once more. Alternatively, if the dust is blown through a tube, it forms a cone-shaped area, with dimensions of 20' in length and 15' in width at the end of the cone.

The dust's properties extend to countering the effects of certain spells and magical items, including *mirror image*, *cloak of displacement*, and *elven cloaks*. The influence of the dust remains active for a duration of 2d10 turns. It is commonly stored in small silk packets or hollow bone tubes, and adventurers might come across quantities of 5d10 of these tubes or packets at a time.

Dust of Disappearance: This dust bears a striking resemblance to dust of appearance and is usually stored in a similar fashion. When applied to a creature or object through touch, it bestows *invisibility* upon them. *Dust of disappearance* renders the affected beings or items completely invisible to all forms of vision and impervious to detection by magical means, including spells like *detect invisible*.

It's notable that *dust of appearance* can unveil entities made invisible by *dust of disappearance*. The invisibility granted by the *dust of disappearance* has a duration of 2d10 turns. Importantly, engaging in attacks or other actions does not dispel the *invisibility* caused by the dust.

Efreeti Bottle: Crafted usually from brass or bronze, with a lead stopper adorned with distinctive seals, this item holds a unique power. Once every day, the bottle can be unsealed. When opened, an efreeti within is released, compelled to serve the wielder faithfully for a span of up to 101 days, or until the efreeti meets its end. Throughout this period, the efreeti follows the owner's commands diligently.

Following the completion of 101 days of service, the efreeti is free to return to its native abode in the City of Brass. At this point, the magical properties of the bottle

wane, and it reverts to being an ordinary, non-magical container.

Elven Cloak: This cloak is made by the magical and nimble hands of elves and grants the wearer a measure of invisibility. Any observer notices the wearer with 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 elves and grant the ability to move completely silently.

Eyes of Charming: When placed over the eyes, these twin crystal lenses possess a unique power. By locking gazes with another individual, the wearer can cast charm person upon them, affecting one target per round. Those who fail their saving throw versus spells become charmed, similar to the effects of the spell.

If both lenses are worn, the target's saving throw is penalized by -2. Wearing just one lens, on the other hand, grants a +2 bonus to the target's saving throw.

Eyes of the Eagle: Crafted from a unique crystal material, these items are designed to be worn over the eyes of the user. These lenses allow vision 100 times further than normal. Wearing only one of the pair makes a character dizzy and stunned for 1 round. Thereafter, the wearer can use the single lens so long as they cover their other eye.

Eyes of Petrification: Crafted from a unique crystal material, these items are designed to be worn over the eyes of the user. After donning the eyes, the wearer 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. The victim is allowed a saving throw versus petrify.

- ▶ No magical eyes may be combined for multiple effects.

Flying Carpet: A flying carpet is enchanted to fly by command with passengers. If carrying one passenger, the carpet may move up to 100' per round. If carrying two or three passengers, this is reduced to 80' or 60' per round, respectively. The carpet can carry no more than three human-sized passengers.

Gauntlets of Ogre Power: Fashioned from durable leather, these gauntlets feature iron studs along the back of the hands and fingers. They bestow STR18, providing all associated bonuses to attack and damage rolls.

Additionally, the wearer gains the ability to deal 1d4 hit points of damage with a punch. The gauntlets also grant the wearer the strength to lift and carry an additional 100 pounds. Both gauntlets must be worn simultaneously for their magical effects to work.

Girdle of Giant Strength: A girdle of giant strength confers the strength of a hill giant. The wearer attacks as an 8 HD monster or as their own class and level,

whichever is better. Furthermore, all damage inflicted is doubled.

Helm of Alignment Changing: This ornate helmet instantly changes the wearer's alignment. The change is random. The helmet cannot be removed except by the spell *remove curse*. The wearer won't desire to remove it, but once it has been taken off, they revert back to their original alignment.

Helm of Comprehend Languages and Read Magic: Taking on the guise of an ordinary helmet, this enchanted headgear grants the wearer the ability to *comprehend languages* and *read magic*. With this power, the wearer can understand spoken words from any creature and decipher text in any language or magical script.

It's worth noting that comprehending a magical text doesn't necessarily grant the ability to cast spells, unless the magic contained within aligns with the character's class and level.

Helm of Telepathy: The wearer can read the thoughts of a being within 90' at will. Furthermore, they can send a telepathic message to anyone whose surface thoughts they read (allowing two-way communication). Use of this helm requires full concentration. No other movement or actions are possible.

Helm of Teleportation: When adorned, this device bestows the ability to teleport up to three times per day, replicating the effects of the *teleport* spell.

Horn of Blasting: This horn looks like a normal trumpet. When the instrument is played, it deals 2d6 hp damage once per turn to creatures within a cone 100' long and 20' wide at its terminus. The horn deafens creatures for 2d6 rounds (a saving throw negates this effect). Other objects may take damage in other ways, at the Labyrinth Lord's discretion. For example, a blast may completely level a small hut, but a portion of stone wall 10' wide might take three or four horn blasts.

Medallion of Thoughts: This looks like a normal pendant disk hung from a neck chain. Typically crafted from materials like bronze, copper, or silver, this medallion enables the wearer to read the thoughts of others.

The thoughts of any being within 30' can be read 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's a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user, their 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 of 90' rather than 30'.

Mirror of Life Trapping: This mirror typically measures 4' square and is framed in metal or wood. A *mirror of life trapping* holds 20 nonspatial

extradimensional compartments. Any human-sized or smaller creature looking into the device must make a saving throw versus spells or be trapped within the mirror in one of the cells.

A creature is taken bodily into the mirror. The victim's equipment (including clothing and anything carried) follows as well. The mirror no longer traps new observers when filled to capacity. Anyone may call the reflection of trapped creatures to the surface and engage the powerless prisoner in conversation. If the mirror is broken, all victims are freed.

Mirror of Opposition: Resembling an ordinary mirror of dimensions about 4' long and 3' wide, this item holds a curious power. When a creature is reflected in its surface, an exact duplicate emerges. This duplicate swiftly engages in attacking the original. Possessing all the attributes and abilities of the original, including magical powers and possessions, the duplicate vanishes along with its items upon the defeat or demise of either itself or the original.

Necklace of Adaptation: This necklace has a platinum medallion suspended from a sturdy chain. Its enchantment envelops the wearer within a protective bubble of breathable air, rendering them invulnerable to noxious fumes and harmful gases. This magical shell also permits the wearer to endure airless surroundings for up to a week without harm.

Rope of Climbing: This magical *rope of climbing* is as slender as a wand but possesses the strength to bear a weight of up to 1,000 lbs. When commanded, the rope extends in various directions (user choice) at a speed of 10' per round, securing itself firmly at the desired location. It can also disengage and retract in a similar manner. To activate its magic, a creature needs to grasp one end of the rope.

Scarab of Protection: This device is a beetle-shaped silver medallion. The scarab's possessor gains immunity to *ray of death* and any *curse*, irrespective of the source. This scarab disintegrates once it's absorbed 2d6 of these attacks.

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 taking 1 turn prior to summoning. The summoning itself takes but 1 round. Once an elemental is summoned the conjurer must continue concentration to give commands.



Weapons, Armor, & Swords

Weapons and Armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items have a "+" value, or if cursed they have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage receive a +1 bonus. Armor with a plus will improve the AC by the amount specified. For example, leather armor +1 would reduce DAC to 7 from 8 (or AAC 12 from 11).

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items can only be disposed of with a *dispel evil* or *remove curse* spell. The owner won't believe the item is cursed and resists efforts to remove or dispose of the item until one of these spells is cast. Furthermore, the possessor prefers to use this weapon in combat above any other.

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.

WEAPONS AND ARMOR			
Armor Types			
Roll d00	Armor Type	Unmodified DAC/AAC	Magic Weight (lbs)
01-10	Plate mail	3/16	25
11-30	Splint mail	4/15	20
31-55	Chain mail	5/14	20
56-75	Scale mail	6/13	15
76-85	Leather	7/12	15
86-00	Padded	8/11	5

Swords

Swords and other weapons may have additional effects. They may have more than one bonus listed, where the first applies to all attacks and damage, the second to an exclusive group of creatures. Some of these are detailed below; others listed in the treasure tables are self-explanatory. Some weapons grant other powers explained below.

+1, Flame Tongue: This sword is +2 against regenerating monsters, +3 against avian monsters or monsters with a cold-based attack or are vulnerable to fire. This sword is +4 against all undead. The sword bursts into flame upon command. It provides the same light as a torch and can ignite anything flammable.

Sword +1, Life Drinker: On command, this sword drains 1 hit die or 1 life level from any target. The sword has 1d4+4 charges; each use of this ability drains 1 charge. Once all charges are expended, the weapon performs as a normal sword +1.

Sword +1, Locate Objects: The wielder may locate objects as the wizard/elf spell 1 time each day, to a range of 120'.

Sword +1, Luck Blade: This sword grants its possessor +1 on all saving throws. In addition, a luck blade contains 1d4+1 wishes. When the last wish is used, the sword retains its other magical properties.

Sword +1, Wish Blade: This sword +1 contains 1d4 wishes. Refer to the wizard spell wish for guidelines on granting wishes. Once the wishes are expended, 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 wizard/elf spell, 3 times in a week.

Sword +3, Frost Brand: This sword is +6 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, the light cannot be turned off and it can't be concealed when drawn. 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: When wielded by a dwarf, the warhammer functions as +1 (resulting in a total bonus of +3) and acquires the returning special ability. It can be hurled to 60', dealing 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, killing it instantly with no saving throw. Against any other target, the arrow functions as an arrow +3. These arrows are often adorned with decorations implying which creature they slay. To determine the type of creature, roll on the table below. The Labyrinth Lord may add to this list or choose an appropriate creature type for the situation.

SLAYING ARROW			
Roll 1d20	Type	†	Type
1	Avians	11	Giant animals
2	Chimera	12	Golems
3	Clerics	13	Hobfolk
4	Dragons	14	Magic-users
5	Dwarves	15	Mammals
6	Efreeti	16	Reptiles
7	Elementals	17	Sea creatures
8	Elves	18	Spiders
9	Fighters	19	burglars
10	Giants	20	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 rolling for its Intelligence. The Intelligence attribute score will determine how many additional powers the sword possesses. Consult the table below.

When a sword communicates through communion, no actual words are exchanged, but the wielder becomes intuitively aware of the powers the sword possesses and how they are employed. A sword capable of verbal communication produces an audible voice and speaks to those around it. Sapient swords capable of read magic do so as the wizard/elf spell, but the ability is always active. Furthermore, swords with the ability to read magic may also read the ordinary written language of any languages known.

In addition to its alignment language, sapient swords understand a number of languages determined below.

SAPIENT SWORD LANGUAGES	
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 has an alignment that is undetectable until the sword is touched. A character may only wield a sword of like alignment. If attempting to handle a sword of differing alignment, a PC will suffer damage each round. The severity is related to degree of difference. For each degree of difference, the character suffers 1d6 hp damage. For example, a chaotic sword inflicts 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. A neutral sword will only ever inflict 1d6 hp of damage. Roll on the chart below to determine a sapient sword's alignment.

SAPIENT SWORD 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 sword's overall strength of character. Sapient swords have base willpower equal to the sum of its INT and psyche. A +1 bonus is added 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 needs to make an influence check. This may be made in the following situations:

- ▶ The wielder touches the sword for the first time.
- ▶ The sword's motivation comes into play.
- ▶ A person of different alignment touches the sword.
- ▶ Another magical sword is found.
- ▶ A character has lost 50% of their hp.

When an influence check is called for, the willpowers of the sword and character are compared; the highest score wins the test. A character's willpower is determined by summing their WIS and STR. The character subtracts 1d4 from this total if they are wounded but have more than or equal to 50% of their maximum hp. If they have less than 50%, subtract 2d4 from willpower. The sword receives a 1d10 bonus to willpower if its alignment is different from the character's.

If the character fails, they lose control of their actions for an amount of time determined by the Labyrinth Lord. The sword forces the wielder 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, surrendering to a nearby foe, or making the wielder perform another action that serves the desires and goals of the sword.

Usually the duration of control will be for several rounds until the task is completed.

Sapient Sword Motivations

There's a 5% probability that sapient swords have a particular motivation (roll 01-05 on d00). 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 fitting its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword turns a lawful opponent to stone. Likewise, a lawful sword paralyzes a chaotic opponent. Saving throws versus spells are allowed for each of these effects. A neutral sword grants the wielder +1 to all saving throws when combating a creature of the motivational type (regardless of its alignment).

SAPIENT SWORD MOTIVATION	
Roll	Destroy Opponent Type...
1	Clerics
2	Cyclops, dwarves, fighters, and hobfolk
3	Brownies, elves, and magic-users
4	Chaotic beings (if sword is lawful)
5	Lawful beings (if sword is chaotic)
6	Monster type (determine randomly)

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.).

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

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)	

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 can be used 3 times in a 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.

SAPIENT SWORD POWERS				
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, Read Magic
6	12	3	1	Verbal, Read Magic

Pregenerated Hoard Classes

The following tables are provided for the referee's convenience. These pregenerated treasures may be used for quick treasure generation during play. Magic items are indicated, but must be customized by the Labyrinth Lord.

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 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 helm of telepathy
78-86	Teleportation	As the magic-user spell
87-96	X-Ray Vision	As a ring of x-ray vision
97-99	Roll twice	
00	Roll three times	

*Damage is doubled for 1d10 rounds. This 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.

PREGENERATED HOARD CLASSES							
d10	VIII	d10	IX	d10	X	d10	XI
1	Scrolls: 2	1	Potions: 6	1	GP: 13,000, PP: 20, Gems: 12, Jewelry: 9	1	Gems: 3
2	Scrolls: 1	2	None	2	GP: 11,000, PP: 25, Gems: 15, Jewelry: 11	2	None
3	None	3	None	3	GP: 12,000, PP: 19, Gems: 16, Jewelry: 12	3	Gems: 2
4	Scrolls: 1	4	Potions: 3	4	GP: 10,000, PP: 27, Gems: 12, Jewelry: 8	4	None
5	Scrolls: 3	5	None	5	GP: 12,000, PP: 22, Gems: 18, Jewelry: 10	5	None
6	None	6	None	6	GP: 14,000, PP: 21, Gems: 14, Jewelry: 7	6	Gems: 4
7	Scrolls: 2	7	Potions: 5	7	GP: 12,000, PP: 18, Gems: 17, Jewelry: 13	7	None
8	Scrolls: 1	8	None	8	GP: 15,000, PP: 29, Gems: 16, Jewelry: 9	8	Gems: 1
9	None	9	Potions: 4	9	GP: 10,000, PP: 21, Gems: 11, Jewelry: 8	9	None
10	Scrolls: 4	10	None	10	GP: 13,000, PP: 30, Gems: 13, Jewelry: 10	10	Gems: 2

d10	XII	d10	XIII	d10	XIV	d10	XV
1	SP: 5,000, EP: 2,000	1	CP: 2,000	1	PP: 4,000, Gems: 8	1	SP: 67,000, EP: 30,000, GP: 50,000, PP: 15, Gems: 88, Jewelry: 40, Magic: None
2	SP: 3,000, EP: 1,000	2	CP: 4,000, SP: 2,000	2	PP: 5,000, Gems: 7, Jewelry: 1	2	SP: 80,000, EP: 40,000, GP: 60,000, PP: 18, Gems: 76, Jewelry: 30
3	None	3	CP: 3,000	3	PP: 6,000	3	SP: 72,000, GP: 60,000, Gems: 82
4	None	4	None	4	PP: 3,000	4	SP: 79,000, EP: 20,000, GP: 40,000, PP: 20, Gems: 70, Jewelry: 20
5	SP: 4,000	5	CP: 1,000	5	PP: 7,000, Gems: 9	5	EP: 30,000, GP: 50,000, PP: 12, Gems: 95, Jewelry: 30, Magic: 6 any 4, 1 potion, 1 scroll
6	SP: 6,000	6	CP: 4,000	6	PP: 8,000, Gems: 12	6	SP: 85,000, EP: 40,000, PP: 17, Gems: 90
7	SP: 2,000	7	CP: 2,000	7	PP: 5	7	SP: 75,000, EP: 30,000, GP: 30,000, Gems: 84, Jewelry: 30
8	None	8	None	8	Gems: 10	8	SP: 65,000, GP: 50,000, PP: 13, Gems: 79, Jewelry: 20
9	SP: 5,000	9	None	9	PP: 4,000, Gems: 11	9	SP: 70,000, EP: 20,000, GP: 40,000, PP: 15, Gems: 85, Jewelry: 30, Magic: None
10	SP: 3,000	10	CP: 1,000	10	PP: 6,000, Gems: 9	10	SP: 80,000, EP: 40,000, GP: 30,000, PP: 19, Gems: 77

PREGENERATED HOARD CLASSES

d10	XVI	d10	XVII	d10	XVIII
1	GP: 28,000, PP: 3, Gems: 11, Jewelry: 6, Magic: 5 any 4, 1 scroll	1	SP: 18,000, EP: 7,000, GP: 11,000, PP: 1, Gems: 23, Jewelry: 11, Magic: 5 any 3, 1 potion, 1 scroll	1	CP: 3,000, SP: 8,000, EP: 3,000, GP: 6,000, Gems: 7, Magic: 4 any 3, 1 scroll
2	GP: 30,000, PP: 5, Gems: 15, Jewelry: 8	2	SP: 15,000, EP: 8,000, GP: 9,000, PP: 2, Gems: 24, Jewelry: 12	2	CP: 2,000, SP: 7,000, EP: 2,000, GP: 5,000, Gems: 6
3	GP: 32,000, PP: 4, Gems: 13, Jewelry: 7, Magic: 5 any 4, 1 scroll	3	SP: 19,000, EP: 6,000, GP: 12,000, PP: 3, Gems: 22, Jewelry: 10, Magic: 5 any 3, 1 potion, 1 scroll	3	CP: 4,000, SP: 6,000, EP: 4,000, GP: 7,000, Gems: 9, Magic: 4 any 3, 1 scroll
4	GP: 26,000, PP: 6, Gems: 12, Jewelry: 9	4	SP: 17,000, EP: 5,000, GP: 10,000, PP: 2, Gems: 21, Jewelry: 9	4	CP: 5,000, SP: 9,000, EP: 1,000, GP: 8,000, Gems: 5
5	GP: 34,000, PP: 5, Gems: 14, Jewelry: 10, Magic: 5 any 4, 1 scroll	5	SP: 20,000, EP: 7,000, GP: 8,000, PP: 3, Gems: 25, Jewelry: 13, Magic: 5 any 3, 1 potion, 1 scroll	5	CP: 3,000, SP: 7,000, EP: 3,000, GP: 4,000, Gems: 8, Magic: 4 any 3, 1 scroll
6	GP: 29,000, PP: 4, Gems: 11, Jewelry: 8	6	SP: 16,000, EP: 6,000, GP: 11,000, PP: 1, Gems: 23, Jewelry: 10	6	CP: 4,000, SP: 6,000, EP: 2,000, GP: 7,000, Gems: 7
7	GP: 31,000, PP: 6, Gems: 13, Jewelry: 7	7	SP: 18,000, EP: 8,000, GP: 9,000, PP: 2, Gems: 20, Jewelry: 12	7	CP: 1,000, SP: 8,000, EP: 4,000, GP: 6,000, Gems: 9
8	GP: 27,000, PP: 3, Gems: 14, Jewelry: 5, Magic: 5 any 4, 1 scroll	8	SP: 15,000, EP: 7,000, GP: 10,000, PP: 3, Gems: 22, Jewelry: 11, Magic: 5 any 3, 1 potion, 1 scroll	8	CP: 5,000, SP: 9,000, EP: 1,000, GP: 5,000, Gems: 6, Magic: 4 any 3, 1 scroll
9	GP: 33,000, PP: 5, Gems: 12, Jewelry: 9	9	SP: 17,000, EP: 5,000, GP: 12,000, PP: 1, Gems: 19, Jewelry: 9	9	CP: 2,000, SP: 7,000, EP: 3,000, GP: 7,000, Gems: 8
10	GP: 30,000, PP: 6, Gems: 16, Jewelry: 7, Magic: 5 any 4, 1 scroll	10	SP: 20,000, EP: 6,000, GP: 11,000, PP: 3, Gems: 24, Jewelry: 13	10	CP: 3,000, SP: 8,000, EP: 2,000, GP: 6,000, Gems: 9, Magic: 4 any 3, 1 scroll

d10	XIX	d10	XX
1	CP: 6,000, SP: 9,000, GP: 4,000, Gems: 6, Magic: 3 any 2, 1 potion	1	CP: 9,000, SP: 3,000, EP: 1,000, Gems: 2
2	CP: 7,000, SP: 8,000, GP: 5,000, Gems: 7	2	CP: 10,000, SP: 4,000, EP: 2,000, Gems: 3
3	CP: 8,000, SP: 12,000, GP: 3,000, Gems: 5, Magic: 3 any 2, 1 potion	3	CP: 12,000, SP: 2,000, EP: 1,000, Gems: 4
4	CP: 5,000, SP: 10,000, GP: 4,000, Gems: 8	4	CP: 8,000, SP: 3,000, EP: 2,000, Gems: 2
5	CP: 7,000, SP: 11,000, GP: 6,000, Gems: 6, Magic: 3 any 2, 1 potion	5	CP: 11,000, SP: 4,000, EP: 1,000, Gems: 3
6	CP: 8,000, SP: 9,000, GP: 3,000, Gems: 5	6	CP: 10,000, SP: 3,000, EP: 2,000, Gems: 1
7	CP: 6,000, SP: 10,000, GP: 4,000, Gems: 7	7	CP: 9,000, SP: 4,000, EP: 1,000, Gems: 4
8	CP: 5,000, SP: 12,000, GP: 5,000, Gems: 6, Magic: 3 any 2, 1 potion	8	CP: 11,000, SP: 2,000, EP: 2,000, Gems: 2
9	CP: 7,000, SP: 11,000, GP: 3,000, Gems: 8	9	CP: 12,000, SP: 3,000, EP: 1,000, Gems: 3
10	CP: 6,000, SP: 9,000, GP: 4,000, Gems: 5	10	CP: 8,000, SP: 4,000, EP: 1,000, Gems: 2

d10	XXI	d10	XXII
1	CP: 6,000, SP: 5,000, EP: 2,000, GP: 2,000, Gems: 4, Magic: 1 armor	1	CP: 5,000, SP: 6,000, EP: 2,000, GP: 7,000, PP: 1, Gems: 33, Magic: 3 any
2	CP: 7,000, SP: 4,000, EP: 3,000, GP: 1,000, Gems: 3, Magic: 1 sword	2	CP: 4,000, SP: 7,000, EP: 3,000, GP: 8,000, PP: 2, Gems: 36, Magic: 3 any
3	CP: 8,000, SP: 3,000, EP: 2,000, GP: 3,000, Gems: 5, Magic: 1 misc. weapon	3	CP: 6,000, SP: 5,000, EP: 4,000, GP: 6,000, PP: 1, Gems: 30, Magic: 3 any
4	CP: 5,000, SP: 6,000, EP: 1,000, GP: 2,000, Gems: 4, Magic: 1 armor	4	CP: 4,000, SP: 6,000, EP: 2,000, GP: 7,000, PP: 2, Gems: 32, Magic: 3 any
5	CP: 7,000, SP: 4,000, EP: 3,000, GP: 1,000, Gems: 2, Magic: 1 sword	5	CP: 5,000, SP: 7,000, EP: 3,000, GP: 8,000, PP: 1, Gems: 34, Magic: 3 any
6	CP: 6,000, SP: 5,000, EP: 2,000, GP: 2,000, Gems: 3, Magic: 1 misc. weapon	6	CP: 4,000, SP: 5,000, EP: 4,000, GP: 6,000, PP: 2, Gems: 31, Magic: 3 any
7	CP: 8,000, SP: 3,000, EP: 1,000, GP: 3,000, Gems: 5, Magic: 1 armor	7	CP: 6,000, SP: 6,000, EP: 2,000, GP: 7,000, PP: 1, Gems: 33, Magic: 3 any
8	CP: 5,000, SP: 6,000, EP: 3,000, GP: 2,000, Gems: 4, Magic: 1 sword	8	CP: 5,000, SP: 7,000, EP: 3,000, GP: 8,000, PP: 2, Gems: 35, Magic: 3 any
9	CP: 7,000, SP: 4,000, EP: 2,000, GP: 1,000, Gems: 3, Magic: 1 misc. weapon	9	CP: 4,000, SP: 5,000, EP: 2,000, GP: 7,000, PP: 1, Gems: 30, Magic: 3 any
10	CP: 8,000, SP: 5,000, EP: 1,000, GP: 3,000, Gems: 4, Magic: 1 armor	10	CP: 6,000, SP: 7,000, EP: 4,000, GP: 6,000, PP: 2, Gems: 34, Magic: 3 any



Labyrinth Lord Lore

Labyrinth Design

The Labyrinth Lord may use a commercial adventure, make use of a free one (there are many free and legal ones available), or make one from scratch. Making one from scratch can be the most fun, time permitting.

There are a few different approaches to designing a labyrinth. Sometimes labyrinths are 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 are designed such that 1st-level characters adventure on the first labyrinth level. When characters reach class level 2, they should be strong enough to take on the challenges of the 2nd labyrinth level, and so on. Monsters generally populate these levels such that a 1 HD monster is usually found on the 1st labyrinth level. If found in deeper levels, it will have 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 need a motive for delving into a labyrinth, or adventuring elsewhere. Smaller labyrinths may be exhausted after a few adventures, but more extensive labyrinths require multiple scenarios to keep characters returning. As characters progress, they should uncover rumors or legends about deeper levels or find clues about other areas of the complex.

A multi-level labyrinth should be considered a “living” place. The Labyrinth Lord must track how player characters alter the environment and how resident monsters change in response. A megalabyrinth evolves

over time, just as the characters do through their adventures.

The following general scenario themes are good starting points for developing character motives:

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. 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'll 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 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, characters are hired to rescue others who have somehow become imprisoned.

Seeking “degenerate” monsters is another adventure possibility. Often this scenario involves humans or demi-humans who have been isolated underground for so long they have become evil and monster-like. They may be the descendants of great people who created a civilization now in ruins.

Quests are usually undertaken at the request of a powerful or rich patron, like a merchant or king. The goal might be finding a legendary item or to return something stolen.

Adventure Locations

The Labyrinth Lord must choose where adventure take place. It could be a labyrinth or caverns, or within buildings like towers, temples, and castles. Adventures might take place within a city or village.

After the adventure location is chosen, the Labyrinth Lord must think about whether certain monsters are likely to haunt the location. Then the map of the location is drawn. Usually graph paper is used and scale chosen. A good guideline is for each square on graph paper to equal 10'. The Labyrinth Lord designs the place 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 figurines, the map is drawn at a scale of 1' square equals 5'. This provides an appropriate scale for use with typical 25 mm-scaled figurines.

- ▶ Recently manufactured miniature figures are a bit larger than the classic 25 mm, but still use a scale of 5' per inch.

Stocking the Labyrinth

After the location map is drawn, it must be stocked 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 to decide what's found in each room. Each result has a certain probability of being accompanied with treasure.

LABYRINTH STOCKING		
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 carefully about a unique result. This could include special encounters or special areas that stand out from encounters in most other rooms.

When obtaining a "monster" result, the Labyrinth Lord must roll for a random monster appropriate for the labyrinth level. See the random monster tables at the end of the monsters chapter. For example, if rolling for labyrinth level 2, the Labyrinth Lord may roll or choose from monsters with 2 HD. If treasure is present, it's determined based on the treasure hoard class of the monster encountered or from the unprotected treasure table based on labyrinth level.

When unprotected treasure is indicated, it should seldom be lying about and easily seen. Generally this kind of treasure has been hidden, possibly by monsters or NPCs. It may be buried, in a secret recess, or some other hiding place.

Traps

There are many possibilities for kinds of traps to place in a labyrinth. Below are some classic examples, which can be modified to fit the labyrinth level or to make them less predictable.

Generally, when a trap is present, the Labyrinth Lord rolls 1d6 each time a character may trigger it. For example, a hidden pit trap in a hallway might be crossed by several characters. The referee rolls 1d6 for each as they cross the pit. If the referee rolls 1-2 on 1d6, the trap is sprung. Alternatively, the first character always triggers it, or some variation as the referee sees fit. Keep those players on their toes!

- ▶ The referee rolls 1d6 for each time a character might trigger a trap; a roll of 1-2 on 1d6 indicates the trap is sprung.

Acid Spray: This trap sprays a burst of acid, dealing 2d6 acid damage to anyone within a 10' radius who fails a save vs. breath attacks.

Animated Statue Trap: A seemingly harmless statue is actually a construct that attacks when triggered. The statue might have a variety of abilities, such as shooting beams of energy, grappling characters, or unleashing a shockwave that deals 3d6 bludgeoning damage to anyone nearby.

Basic Arrow Trap: A hidden crossbow fires a bolt, dealing 1d6 piercing damage as if attacked by a 1st-level warrior.

Ceiling Collapse: Heavy stones or debris fall from the ceiling, dealing 2d6 bludgeoning damage to any character within a 10' radius who fails a save vs. breath attack..

Enchanted Garden: Characters enter a lush garden that's filled with beautiful flowers and exotic plants. However, the plants are enchanted and can ensnare characters or release clouds of pollen that deal 1d6 poison damage, maybe a saving throw vs. spells or *sleep*.

False Treasure Room: Characters enter a room full of treasure, but it's all fake. When they try to take the treasure, they trigger a trap that deals 2d6 damage from poison needles or darts hidden in the walls or floor. Many effects could be triggered.

Gravity Trap: This trap causes characters to feel a sudden shift in gravity, making them fall up or down or stick to the walls. Characters must make a save vs. breath attacks to avoid taking bludgeoning damage (half damage or no damage) from a falling object or being crushed against the wall. Falling deals 1d6 damage per 10'. Objects will do at least 1d4 or 1d6 damage.

Hidden Pit Trap: A pit with a depth of 10' or more is covered by a trapdoor that blends in with the surrounding floor, causing characters to fall and suffer 1d6 points of damage per 10' of depth. Add spikes at the bottom for an additional 1d6 damage.

Illusory Floor: This trap creates the illusion of solid ground where there is none, causing characters to fall through a fake floor and into a pit full of acid, spikes, or some other fresh hell. Characters may be allowed to make a reflexes check to avoid taking damage (or take half damage), but sometimes damage is unavoidable.

Mirror Maze Trap: Characters trigger this trap when they enter a room full of mirrors, only to discover that the reflections are illusions that lead to dead ends or dangerous pitfalls. Characters must find the correct path through the maze or suffer 1d6 bludgeoning damage from a falling ceiling, pit traps, etc.

Needle Trap: A hidden needle is triggered when a character tries to pick a lock or manipulate some other mechanism. They are usually poisoned, save vs. poison or die. Other levels of damage may also be chosen, such as save vs. poison or suffer 2d6 poison damage.

Poison Dart Trap: A hidden device fires a small dart that deals 1d4 piercing damage on impact. The target must also succeed in a save vs. poison or take an additional 1d6 poison damage.

Poison Gas: This trap releases a cloud of poisonous gas that deals 2d6 poison damage to anyone within a 10' radius who fails a save vs. poison.

Portcullis Trap: A heavy metal gate falls from above, dealing 3d6 bludgeoning damage to any character beneath it who fails a save vs. breath attacks. The way becomes blocked, potentially separating the group.

Pressure Plate: A pressure plate triggers a mechanism that releases a heavy object from above, such as a boulder or a spiked cage. Characters must make a reflex check to avoid taking 3d6 bludgeoning or piercing damage. A plate may be used to trigger other effects, even remotely.

Scything Blades: Sharp blades swing down from the walls or ceiling, dealing 1d8 slashing damage to anyone who fails a save vs. breath attacks.

Shape-Shifting Trap: When characters enter this room, they trigger a trap that causes them to randomly change shape, size, etc. Characters might become giant, tiny, or turn into animals or monsters. There may be dangers set up in the room specifically for the altered form, such as a cat if the characters turn into mice or shrink in size. Maybe a spiked ceiling characters hit if they grow huge.

Shifting Hallways: A particularly devious trap, this one involves walls that shift and move as characters move through the maze. This can create dead ends, block off previously open passages, or reveal new ones. Characters may become lost or disoriented, and they may have to backtrack to avoid becoming trapped.

Soundwave Trap: This trap creates a powerful soundwave that knocks characters off their feet, dealing 1d8 thunder damage and knocking them down. The soundwave might also shatter nearby objects or create

echoes that disorient characters and attract wandering monsters.

Swinging Log: A heavy log is suspended from the ceiling, swinging down when triggered to deal 2d6 bludgeoning damage to anyone in its path who fails a save vs. breath attacks.

Teleport Trap: A magical trap that teleports characters to a different location in the labyrinth when triggered. The new location might be even more dangerous than the previous one, or it might be a place where characters can rest and recover before continuing on their quest.

Tripwire Trap: A taut wire or cord is stretched across a corridor, causing characters to trip and fall when they pass through it. Characters who fail a DEX attribute check take 1d4 bludgeoning when they fall down. Tripwires may be paired with other traps, like a trip wire right in front of a pit or some hazard.

Water Trap: Characters trigger this trap when they enter a room or passageway. It floods with water at a rate decided by the LL. The water might be electrified, filled with dangerous creatures, or subject to sudden shifts in pressure or temperature that threatens to drown characters.

Wind Trap: This trap creates a powerful gust of wind that knocks characters off their feet, dealing 1d6 bludgeoning damage and potentially carrying them away. Make a DEX check. The wind might also blow out torches, scatter loose objects, or create dangerous turbulence in the air.

Unique Encounters

In addition to 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 describe rooms and passageways to match the environment, including smells, appearances, and evidence of creatures. Add enough detail to keep players engaged but avoid excessive description that becomes tiresome. Rich detail makes areas seem important, but players can be frustrated if these areas are not significant and they waste time investigating.

A good approach is to fully describe only a small proportion of rooms, focusing on areas with special or unique encounters. The remaining rooms, which may contain monsters and treasure, can have simpler descriptions. Unimportant random details can be improvised during gameplay, but any significant details

should be written down for consistency if characters return to the same room.

Groups of NPCs

The PCs may not be the only adventurers in the labyrinth. Groups of NPCs may be present, seeking their own fortunes. 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 rolling 1d4+4 to establish the number engaged. Next, either choose each NPC's class or roll randomly with 1d10.
- ▶ Once classes are established, choose alignments or roll randomly for each NPC.
- ▶ Next, establish each NPC's level. This can be done two ways. Take either the labyrinth level of the encounter or the player characters' average group level. Otherwise, roll on the table below.

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 spell casters. Give NPCs a similar number of magic items as the player characters possess. Groups encountered in the wilderness have mounts 75% of the time. The Labyrinth Lord should determine the NPC group's marching order.

Wilderness Design

The Labyrinth Lord doesn't need to create an entire planet at once. Start by describing a small area, like part of a continent or a few hundred square miles. Many adventurers spend their careers moving between a town or village and a few nearby labyrinths.

To create an area, decide the land's shape. Use hex graph paper, which can be printed at home. Consider shorelines, whether the area is part of a continent or islands, and the climate (temperate, tropical, etc.). Map out mountains, grasslands, rivers, jungles, and other terrain features.

Next, determine inhabited areas and their residents. Humans can live almost anywhere. Hobfolk prefer hilly areas with good farmland, dwarves live underground in mountains, and elves inhabit dense forests far from others. Goblinoids, like orcs, live in various regions and

GROUPS OF NPCs				
1d20	Classes	1d6	Alignment	1d6
1	Brownie	1-2	Neutral	1-2
2-5	Burglar	3-4	Lawful	3-4
6	Cyclops	5-6	Chaotic	5-6
7-9	Dwarf			
10-11	Elf	1d6	Class Level	
12-17	Fighter	1-2	Same level as labyrinth level or avg. group level	
18-19	Hobfolk	3-4	Labyrinth level or avg group level +1	
20	Wizard	5-6	Labyrinth level or avg group level +2	

often clash with humans. Goblins and kobolds compete with dwarves for territory.

When placing human towns, use guidelines for settlement sizes. Develop detailed ideas only for the group's starting city. The main labyrinth should be near this base town, which has a mayor, sheriff, or other authority, as well as churches, a burglars' guild, and a city militia.

Add small details for flavor, such as prominent legends or rumors, local leaders' personalities, and nearby dangers like orc bands. Consider creating special wandering monster tables for unique areas.

Wandering Monsters

Monsters inhabit various environments, including labyrinths, caves, forests, and grasslands. They wander, hunt, and explore, creating dynamic encounters for adventurers. Here are the key points for handling monster encounters:

- ▶ Roll 1d6 every 2 turns underground; a result of 1 indicates a wandering monster encounter.
- ▶ In wilderness adventuring, check for encounters 3 to 4 times per day.
- ▶ Underground encounters: monsters are 2d6×10 feet away.
- ▶ Wilderness encounters: monsters are 4d6×10 yards away.
- ▶ Use the appropriate wandering monster table from the monsters chapter.

For additional challenge, roll 1d20: a result of 1 or 2 indicates a monster 1 hit die higher, and a result of 3 means the monster is 2 hit dice higher than the labyrinth level.

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 in the combat section, but consult the table below to determine if an encounter occurs.

If an encounter occurs, consult the monster terrain tables at the end of the monsters chapter to roll for the kind of monster encountered. The number engaged may have to be adjusted depending on the level of the characters.

WILDERNESS WANDERING	
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 can research and create new spells and magical items when they attain 9th level. The player describes in detail the kind of spell and desired effects. The Labyrinth Lord decides if the spell can be created, and if so it's spell level. The character must be capable of casting spells of that spell level, otherwise the player must wait until the character attains a high enough level to research and cast the spell. If level is sufficient, it takes 2 weeks of game time and 1,000 gp per spell level. Refer below for additional information.

- ▶ Player informs the Labyrinth Lord (LL) of the desired item.
- ▶ LL decides if it can be created and what materials are needed.
- ▶ Materials often include rare components like expensive gems or ingredients from rare animals and monsters.

Items Mimicking Spells

- ▶ Cost: 1 week of game time and 500 gp per spell level.
- ▶ Examples:
 - ▷ Potion of healing: 1 week, 500 gp.
 - ▷ Scroll with *deepvision* and lightning bolt: 6 weeks, 3,000 gp.

Non-Spell Items

- ▶ LL uses discretion for items not precisely mimicking spells.
- ▶ More powerful items are more difficult to construct.
- ▶ Cost and time: 10,000 to 100,000 gp and 1 month to 1 year.
- ▶ Examples:
 - ▷ Dagger +1: 2 months, 10,000 gp.
 - ▷ Chainmail armor +1: 4 months, 10,000 gp.
 - ▷ Displacer cloak: 1 year, 100,000 gp.

Other Magic Effects

- ▶ Includes magic traps, constructs, portals, etc.
- ▶ LL assigns gp and time costs at their discretion.

Chance of Failure

- ▶ Minimum 15% chance of failure.
- ▶ LL rolls for failure after time and money are spent.
- ▶ Costs are lost regardless of the result.

Creating a Stronghold

When guiding players in creating a stronghold, start by ensuring they secure permission from any land authority if required. If the land is wilderness, this may not be necessary. Before they can build, all monsters within 10 miles (usually 1 hex on a wilderness map) must be cleared.

Surrounding areas may still be populated by monsters, deterring settlers. Players may hire mercenaries to clear these areas and maintain patrols within a 20-mile radius, movement reduced by one-third in difficult terrain like swamps, mountains, or jungle.

Have the player design their stronghold and calculate costs using the provided price guidelines, ensuring they hire at least one engineer for every 100,000 gp spent.

Encourage players to fund additional buildings in nearby areas to attract settlers. They can expect to earn 10 gp per settler per year in taxes, which can be used to pay mercenaries and invest in structures like inns and docks.

If the player mistreats their populace, you, as the Labyrinth Lord, can decide when rebellion or plots arise. This could include assassination attempts or the emergence of a "village hero" to challenge the player's authority.

Structure Prices

Different kinds of structures have different stone wall thickness assumed due to different needs. Most common residences have walls 1 or 2' thick, while structures like towers or other outposts have 5' thick walls. Castles have the thickest walls of all, at 10' thick. The time it takes to construct a stronghold depends entirely on its total price. For every 500 gp, it will take a day of game time.

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.

General Advice

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 relate to which labyrinth level characters explore. 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 the group. For these reasons, a general set of guidelines should be considered. One option is to allow new characters to be 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's suggested that characters differing 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's up to the players to decide how their characters 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 suffers penalties to their 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

SAMPLE STRUCTURE COSTS

Structure	Cost
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.

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 a 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.

Finally it should be noted that there's a long tradition in adventuring parties that a fallen comrade is looted of all belongings. At lower levels, this is basically the only option, but as characters advance, the possibility of *raise dead* or *resurrection* (for a price) is within reach. The group might establish rules for this or not. Group integrity can be threatened if there's no trust.

Character vs. Player Knowledge

It must be kept in mind that characters don't always know what the players know. The player may read about all the monsters in this book (this is discouraged), but their character may not act on this knowledge. A character may learn from game experience but should never know the weaknesses of monsters they have 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 aren't immediately visible. When a monster surprises the characters, they won't immediately know what they face.

To keep players on their toes, well-known monsters could be adjusted to give them unexpected abilities. They might be made tougher or weaker. This way, players are never entirely certain what they face. After all, in time players may know about most monsters in the game, and keeping that knowledge out of play is difficult.

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 are found.

Character Wealth

One of the main objectives of adventuring characters is obtaining wealth. To keep this as a perpetual ambition, the Labyrinth Lord needs 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. Burglars may need to funnel a percentage of their treasure to their burglars' 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 major theft. If these methods are used too often, players will not have fun.

Impossible Tasks

Unless an action is completely out of the question, there should be at least some small chance of success. Many actions can be ruled based on attribute 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.

Luck (Optional Rule)

Many situations arise in which the Labyrinth Lord assigns a (somewhat) arbitrary percentage chance of success. Does the dragon hear you whispering? Do you drop your dagger? Is the city guard in an alley relieving himself? One might assign probabilities on the fly, but an alternative is presented here.

Each character could be assigned a luck score. This might be kept private for the Labyrinth Lord only, or players may have it written on their character sheets. Luck uses 2d6 for luck checks. All classes start with luck 3, +1 for burglars. Add bonuses for DEX initiative modifier and CHA reaction adjustment but ignore penalties. Characters gain 1 luck every 4 levels.

Situational adjustments should be used sparingly and no more than +2 or -2. If luck is used, it needs to be emphasized that it should be carefully considered. It should not be used to give second chances for activities normally determined by their own rules, i.e., not in place of saving throws or failed skill or attribute checks, as examples. It should be used in situations for which there may not be hard and fast rules and there's plenty of uncertainty.

If players are aware of luck, they'll frequently ask for a luck roll in all sorts of situations, which is a good

argument for keeping it secret. But the most important rule is, if this adds fun to your game, have at it. If not, disregard it completely.

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 their 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 their 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 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 use the same kinds of tricks the PCs might use to gain an advantage.

Monsters and NPCs may form alliances and may hire guards. Monsters are fighting for survival just like the PCs, and they should be played by the Labyrinth Lord as if they have just as much to lose. Monsters and NPCs that survive encounters with the PCs may hold grudges and hunt the group down or wait for an opportunity to strike.

Random Rolls

There are many occasions when the Labyrinth Lord rolls 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 they should keep their rolls hidden. 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, they 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. A carefully worded wish may bring about the desired effect; a sloppily worded wish could bring doom upon the group.

Ultimately it's up to each Labyrinth Lord to decide how powerful and permanent wishes are in the game. 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, at 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 would die. In addition, wishes to increase attribute scores or character levels need to be handled carefully, and some set of guidelines will need to be developed and followed consistently.

Experience Points Awards

Awarding experience shapes the type of adventures that the players undergo. If a referee focuses on giving experience for gold gained, then the characters will be focused on gaining treasure. If the Labyrinth Lord rewards story goals and role play, then the game will emphasize story and character. If the Labyrinth Lord rewards exploration and discovery, then the game will gravitate towards such activities.

Labyrinth Lords should think about the type of games they wish to run, and that their friends will wish to play. Award experience points in the way you see fit. Some suggestions are listed below. Labyrinth Lords may use some, any or all of these in their campaigns.

Defeating foes

All monsters are listed for the experience points that characters gain for defeating them. Some options include:

- ▶ Give experience only for monsters slain.
- ▶ Give full or partial experience for avoiding and outsmarting monsters.

Treasure

Options include:

- ▶ Give no experience points for treasure
- ▶ Give experience for treasure acquired
- ▶ 1 gold piece worth of treasure equals 1 experience point. Rewards are split between members of an adventuring party

- ▶ Give experience points only for any treasure spent on carousing
- ▶ Give experience points only for treasure that is spent on worthy causes

Using treasure value as the main source of experience in a game will create a game where player characters accumulate vast amounts of gold. Players who are inspired by classical fantasy characters such as Conan, Elric, Fafhrd and the Grey Mouser, the *Fellowship of the Ring*, Cugel the Clever etc. might find that scarcity of cash can lead to more adventure. In this case, Labyrinth Lords may wish to greatly reduce the amount of random treasure gained from monster hordes

Milestones

Labyrinth Lords may award experience to characters for their achievements, and for their activity in the story that makes up the game.

It can often be useful for the Labyrinth Lord to keep a pile of tokens in front of them to dispense as awards. This tends to make awards flow more freely than having players specifically remind and ask the LL for rewards.

Refer to the nearby tables for suggestions of XP granted by award type.

Adventure Milestones

Achieving a small goal or reaching a suitable break in an adventure can bring a minor reward. EG: Discovering a clue, making an important contact, entering a new adventure location.

Reaching a major goal in a campaign can bring a moderate reward. EG: Defeating a major enemy, discovering a major clue, coming to the end of one major leg of an adventure.

Finishing a major adventure should bring a major award.

MODERATE AWARDS	
Character Level	Award
1st	100
2nd	200
3rd	400
4th	800
5th	1,600
6th	3,200
7th	6,500
8th	12,500
9th	25,000
10th	50,000

Story

Characters that have a back story, or who make a contribution to the development of the game's story and world can be given appropriate awards.

Role-play

Good role-playing of a character can be worthy of reward. This could include:

Romance! Romance goals can be laid out to reward wooing, battling for and finally gaining a romantic partner

- ▶ Good-hearted characters giving away treasure
- ▶ Characters helping the needy
- ▶ Plunging into social activities
- ▶ Intrigue and repartee
- ▶ Performers excelling at their art
- ▶ Oaths made, oaths kept, vengeance taken – mercy granted
- ▶ Playing a character's personal and story even when it causes them trouble
- ▶ Moments of character insight (“I am your father!” “Nooooooooo!”)

MAJOR AWARDS

Award 20% of the experience points needed for the character to reach their next level.

Exploration

Discovering new vistas, new types of terrain and new lands. Discovering legendary ruins – or the glory of being the ones to finally discover an ancient lost city are all part of the wonder of play. Finding lost glories or discovering a wider world is encouraged by playing these sort of awards.

Career Milestones

Different character classes sometimes have aims and goals that can be rewarded. For example:

- ▶ Burglars that make a major heist
- ▶ Fighters that defeat an enemy of renown
- ▶ Wizards who uncover new spells and ancient lore
- ▶ Pirates that seize a ship
- ▶ Performers who finally play before royalty

MINOR AWARDS

Character Level	Award
1st	25
2nd	50
3rd	75
4th	150
5th	300
6th	625
7th	1,250
8th	2,500
9th	5,000
10th	10,000

- ▶ Dwarves that find a lost treasure
- ▶ Hobfolk that finally unlock the true, innermost secret of the third breakfast

Contacts

Minor and moderate awards can be given for creating friendships, relationships and alliances.

Risk, Sacrifice and Glorious Deeds

Characters that put themselves at particular risk in order to help others, assist the party etc. can be rewarded for their acts.

Characters who take it on themselves to act gloriously despite great risk can also be rewarded for their heroism.

Ideas, Fun and Laughter

Awards can be given out freely to reward clever ideas, excellent solutions, clever tactics, and funny moments. This can encourage tacticians, rogues and burglars to engage in play.

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”

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. In the distant past the cavern portion of the small labyrinth was the beginning of a mining operation. The veins of precious metal turned out to be

small and the mine was abandoned before it reached significant size.

The morlock shaman Eoppa, with workers and soldiers, was sent by the great morlock chief in the north to establish an outpost in the mine. Workers added new areas, 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 started 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 eaten at leisure.

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. The morlocks figure heavily in this scenario, so area 7 will be the soldiers' bunkroom and area 12 will be Eoppa's luxurious quarters. The boy is in area 8a, the girl 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's a 50% chance that there will be treasure with the monster, and the d00 result is 04, indicating there's treasure. The Labyrinth Lord rolls on the labyrinth wandering monsters table (level 1) to determine which monster is present. The result is 7, indicating there's green slime. Since the number encountered is 1d4, this die is rolled to see how many are here. The roll indicates one green slime is present. The monster description says normally there's 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's 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's 10' deep and surrounded by loose rocks and soil, and a PC may fall inside if they venture too close.

Area 3: A roll of 65 indicates a trap. A roll of 16 on d00 means that there's treasure since there's a 30% chance of treasure. First, it's 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's determined that 200 sp and 500 gp are present. Since it's unlikely the morlocks would leave such riches lying about, 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 five morlocks stationed here as guards. There are 10 morlocks total in the den, so these morlocks have half of the total treasure. After referring to the treasure hoard class table for morlocks (HC XX), the appropriate dice are rolled for treasure categories. The treasure consists of two pieces of jewelry. One is worth 1,600 gp and the other 600 gp. The Labyrinth Lord decides the one of lesser value is here, the other with Eoppa since he is the leader.

Area 5: Rolling 76 indicates that a unique encounter is 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 three morlocks here, taking their sleep shift.

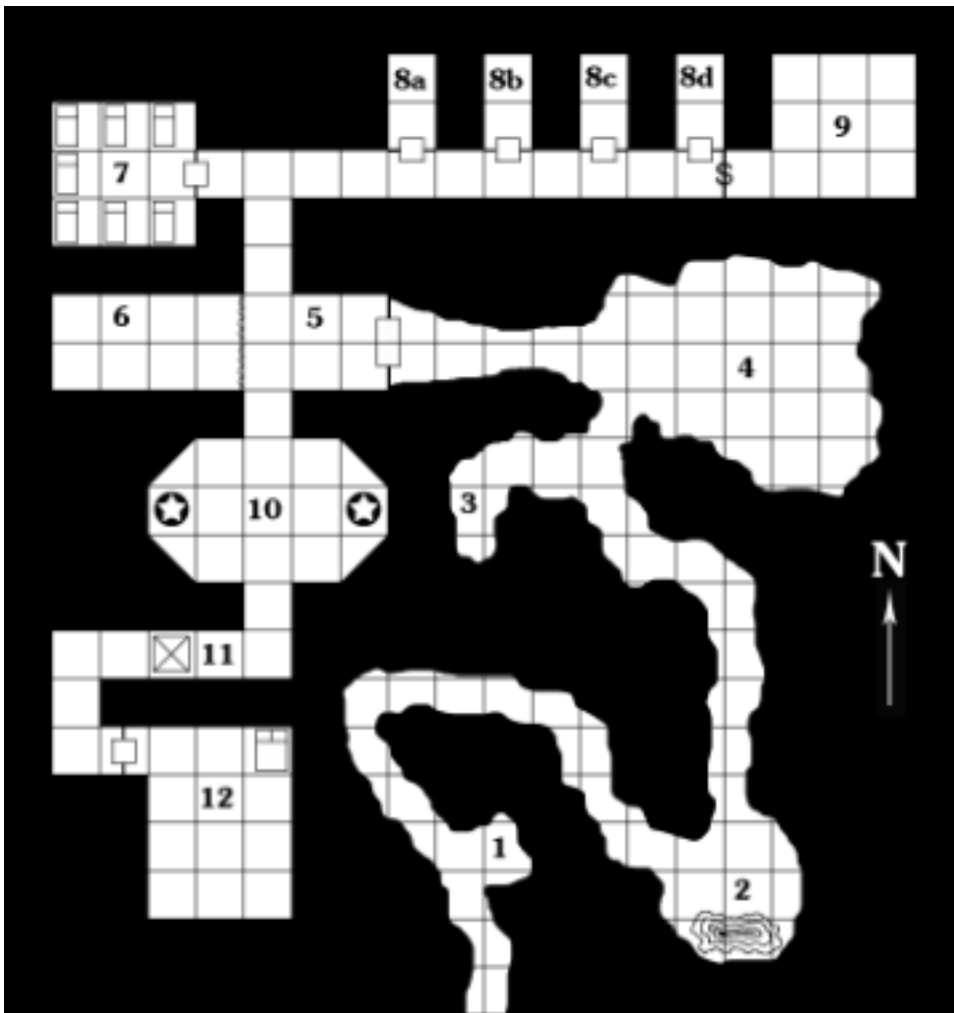
Area 8: This area consists of four individual cells. All but two of the cells are empty. Cell 8a holds the son and 8c holds the daughter.

Area 9: After rolling 25 on the stocking table, and then 07 for the presence of treasure, it's determined that this room is an empty room with treasure. The room is a secret room that holds Eoppa's private treasure stash. After consulting the unprotected treasure table, there are 300 silver pieces in this room. The remaining jewelry will be placed here and a poison needle trap for good measure.

Area 10: This room serves as the morlock shaman's temple. 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 makes 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'll 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 the monsters section of this book.

Area 1: This small (10' × 15'), dank alcove is devoid of anything except for green slime on the ceiling, waiting to drop down onto any victim entering 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's a large 10' × 20' crevasse on the south side. Any character venturing within a few feet from the edge must succeed in a DEX attribute check or slip on the loose gravel near the edge of the pit and fall 10' down to the bottom. Any character falling suffers 1d6 hp damage.

Area 3: This 10' × 20' alcove appears empty, but any character approaching within 10' of the south end triggers a ceiling trap. Heavy stones fall from the ceiling dealing 2d6 hp 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 five 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 worth 600 gp.

Morlocks (5) [AL C, MV 120' (40'), DAC 8 (AAC 11), HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 9]

Area 5: This room contains a large, aggressive albino ape. It's 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 one 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'), DAC 6 (AAC 13), 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 sheep carcasses. This is the sleeping area for the albino ape.

Area 7: This is the morlock bunkroom. There are currently three morlocks present, taking their sleep shift. They are automatically surprised if the characters enter. They have to spend 1 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 needs to pick the lock. There's a secret door on the east wall of this area. A character must successfully look for secret doors to locate it.

Area 9: This area is Eoppa's secret treasure room. It holds a small wooden box containing 300 sp and a small pedestal with an ornate golden necklace on it. The necklace is gem encrusted and 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's 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 is a statue of the female morlock god of death. She holds a dagger; three skulls are stung around her waist with a cord. Unless Eoppa and the morlock guard in this room have already been alerted to intruders, Eoppa is 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 casts a spell if possible.

Eoppa (Unique) [AL C, MV 120' (40'), DAC 8 (AAC 11), HD 2, #AT 1, DG 1d6 (short sword), Spells (*cause fear*), SV F1, ML 9]; Morlock (1) [AL C, MV 120' (40'), DAC 8 (AAC 11), HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 9]

Area 11: A pit trap in the floor will cause a character stepping on it to fall (1-2 on 1d6) 10' to the bottom of the pit, suffering 1d6 hp damage.

Area 12: These luxurious quarters (for a morlock) belong to Eoppa. A bed is near the east wall, and lush cave bear rugs bathe the floor in opulence. Animal hides are strung about on the walls, along with 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 helps to think of it abstractly in three-dimensional space. Multiple levels can stack upon each other, not necessarily directly above or below, and 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 like an underwater passage. Magic teleportation areas could transport characters to levels or sub-levels that aren't physically connected to any other area. In the end, let creativity and cunning be your guide!

The Heart of Traviya

A mini campaign for first level characters

By Pauli Kidd

Introduction

The village of Kassel is a relatively peaceful place. While it was once the stronghold of an order of sinister monks, those days are long past, and the ancient abbey is in ruins. There is a temple to the goddess of magic and fertility, and a few small farm holdings. A local magician, Recogimiento the Grand, established a holiday villa here, where he could relax and conduct some research.

The temple held an artefact called "The Heart of Traviya" – a blue crystal that had the ability to heal, to cure disease and bring fertility. The crystal, however, began to dim, and seem to be losing its power. The priests approached the wizard Recogimiento for advice. He took the crystal and announced that he believed it could be recharged. Under the Wizard's direction, the temple priest, his four acolytes and a visiting cleric all gathered at the temple for a ceremony that should have rejuvenated the crystal.

Something terrible then happened. A wave of power blasted through the ordination hall of the temple. The clerics and Recogimiento were all slain by an energy blast. The Heart of Traviya shattered, and only one third of it remained. The gardens of the temple had been twisted and warped by the blast of power.

Player Character Involvement

Unfortunately for the villagers, the priests and wizard do not seem to have remained peacefully dead. Although the High Priest, four acolytes and Recogimiento were all buried reverently and sorrowfully by the villagers, something seems to have happened. Several villagers swear that they have seen Recogimiento running madly through the fields. A farmer claims that she has been set upon by the high priest, who clawed and bit at her before fleeing from villagers drawn to the noise.

The villagers have asked for help. Player characters have heard that the Reeve of Kassel village has posted a reward of 200 GP for anyone who can deal with the undead and return peace to the village.

What's Really Happening

The attempt to recharge the 'Heart of Traviya' was a true disaster. Overcharged by power, the crystal split in three – and split the local world into three.

The blast affected all of the lands that had normally been blessed by the crystal – the local fields, the groves, manor, temple and village. These have now been split

into three different alternative worlds – all in the same place and with the same general layout.

One version of the region is in the normal, mortal realm – and is showing the effects of magical pollution: This includes growing insanity amongst the residents and wildlife. There is a nagging sense here that the player characters are being watched – that something is creeping up on them. That some terrible disaster is coming ever closer. The paranoia of the locals is slowly increasing. They will be less and less inclined to talk as time wears on, and will soon become hostile.

The second realm is a version of the region accursed by insane growth and a savage fertility. The colours here are lurid, the place smells of rot and blood, and people who spend more than half an hour in this world feel invigorated, aggressive and rash. This region is savage. Attack can come from anywhere. By all means play upon the characters' nerves and fears of ambush. The savage villagers and many animals here fear fire, and can be driven back with torches.

The third version is a world of undeath and horror. The lighting here is twilight, and the air seems to be full of a thin grey mist. A wind howls, and yet there is no breeze. The place smells of ashes and dry old bones. People who spend more than half an hour here begin to feel a growing sense of dread, of impending death and doom. This region is terrifying! Play on the characters' fear, and have fun! Zombies shamble towards sound, so zombie swarms can be decoyed and drawn away by clever players.

Each location on the map has three different descriptions. The first description is for the mortal world, the second is for the 'savage' world, and the third is for the 'horror' world.

Trapped!

Once player characters enter the mapped region, they cannot leave until the crystal is restored. Any attempt to exit the region runs the characters up against a strange invisible barrier. Things may enter the region – but may not leave.

Local knowledge

The residents of the mortal world seem to be unaware of the barrier around the village, and will reject any suggestion that it exists. They also cannot see or enter gates to the other levels of the world: they are stuck in the mortal world.

The Heart

The crystal heart of Traviya has been split into three. One piece is in each realm. When the crystal is reassembled, the rift between the local world will be restored to normal.

- ▶ One piece of the heart is in each of the three different layers of the village.
- ▶ In the mortal realm - a piece is in the possession of the insane Burglar, Riell, who stole the piece from the evidence locker of the Reeve's house. Riell hides in the Old Grove, as he has seen monsters staking the village streets at night.
- ▶ In the savage realm, the piece is embedded in the forehead of a savage dog-beast that creeps through the ruins of the 'Shambles'.
- ▶ In the realm of horror, the local piece of the heart is located in the ruins of the old abbey, guarded by the 'Horned Devourer'.

Mortal World

Inside the Village Walls

During the daytime, the village streets will be relatively safe for the first days the player characters are present. Random villagers will occasionally shout mad messages to them in the street. Others will flee and lock the door when the characters approach.

By the second day, there is a 1 in 6 chance per hour that player characters wandering the streets will be attacked by 1D6 insane villagers.

Insane villager: [#Enc. 1d6, AL N, MV 90' (30'), DAC 9 (AAC 10), HD 1d4 hp, #AT 1, DG 1d4 or weapon, SV F0, ML 7]

Insane villagers have often carved holy symbols into their own flesh. They scream and rant, and seem to have lost touch with all reality. Each villager has a 50% chance of carrying 1D6 copper pieces, 1D6 silver pieces, and 1D3 gold pieces.

By the third day 50% of all encounters can be taken from the savage or horror world tables.

Outside the Village Walls

Day: 1 in 6 chance of an encounter per hour. After a day or so, Labyrinth Lords might want to start throwing in encounters from the savage world and horror world.

OUTSIDE VILLAGE ENCOUNTERS (DAY)	
Roll 1d6	Encounter
1	Obstreperous Sheep
2	Small wildlife
3	Stinging insects.
4	Paranoid villager
5	Angry cow
6	Recogimiento



Encounter Descriptions

Obstreperous Sheep: The party is attacked by 2D3 vicious sheep! [#Enc. 1d4+1, AL N, MV 240' (80'), DAC 7 (AAC 12), HD 1, #AT 1 (butt), DG 1d4, SV F1, ML 5, HC None]

Small wildlife: One random adventurer is set upon by squirrels, ducks or rabbits. The character must save vs death or take 1D3 damage. The animals attack once and then flee.

Stinging insects: All characters must save vs death or take 1 point of damage.

Paranoid villager: A villager stands screaming invective at the player characters, and throwing rocks. Anyone who approaches the man will be targeted by a well-thrown stone.

Insane villager: A warped, twisted villager attacks! [#Enc. 1, AL N, MV 90' (30'), DAC 9 (AAC 10), HD 1d4 hp, #AT 1, DG 1d3 rocks or kitchen knife, SV F0, ML 7]

Angry cow: It's charging! [#Enc. 1, AL N, MV 240' (80'), DAC 7 (AAC 12), HD 3, #AT 1 (butt), DG 1d6 horns, SV F2, ML 5, HC None]

Recogimiento: The Recogimiento the villagers knew is indeed dead and buried. This is the version of the man from the 'savage' world. He wears the same bright wizards robe, but his face is bestial; he has fangs and claws, and he will attack anything that approaches him.

Savage Recogimiento: [#Enc. 1, AL C, MV 120' (40'), DAC 7 (AAC 12), HD 1 (8 hp), #AT 3, DG 1-2/1-2/1-2, SV F1, ML 6, THC XXII]

Recogimiento carries a pouch that contains 28 gold pieces, and he carries a scroll tube that contains a scroll that has the following magic user spells: *sleep* x1, magic missile (5th level) x 1, *levitate*, and *locate object* x2.

Night: Night outside of the village walls is dangerous. There is a 1 in 6 chance of an encounter per turn.

Recogimiento: As above.

Zombie acolyte: The acolytes the villagers knew are dead and buried. This is a zombie version. These stealthy zombies tend to ambush out of the darkness.

[#Enc. 2d4, AL C, MV 120' (40'), DAC 8 (AAC 11), HD 2, #AT 1, DG 1d8, SV F1, ML 12, HC None]

Giant rats: Nasty and vicious.

[#Enc. 3d6 (3d10), AL N, MV 120' (40') Swim 60' (20'), DAC 7 (AAC 12), HD 1d4 hp, #AT 1 (bite), DG 1d3 + disease, SV F1, ML 8, HC none]

Insect swarm. All characters must save vs 'death' or take 2 points of damage per round until they flee the area.

[#Enc. 1 swarm, AL N, MV 30' (10') Fly 60' (20'), DAC 7 (AAC 12), HD 2, #AT 1, DG 2 hp, SV 0 human, ML 11, THC None]

SAVAGE WORLD ENCOUNTERS

Roll 1d6	Encounter
1	Carnivorous villagers
2	Wild dogs (2d3)
3	Bird swarm
4	Giant killer chicken
5	Cray crow
6	Tentacle beast

Savage World

There is a 1 in 6 chance per turn of an encounter when outside of buildings.

Carnivorous villagers: Hunched, feral versions of their 'mortal world' counterparts. Cunning, stealthy and violent!

[#Enc. 1d6, AL N, MV 150' (50'), DAC 7 (AAC 12), HD 1+1, #AT 1; bite, DG 1d4, SV F1, ML 7, HC none]

Wild dogs: These creatures attack without fear or reason.

[#Enc. 4d4, AL N, MV 90' (30'), DAC 9 (AAC 10), HD 1d4 hp, #AT 1, DG 1d3 rocks or kitchen knife, SV F0, ML 7]

Bird swarm: Anyone inside a bird swarm must save vs death or take 1D2 damage. Swarms cover an area 30' wide. They can be escaped by running into buildings and blockading doors and windows, or by diving underwater.

[#Enc. 1 swarm, AL N, MV 90' (30') Fly 120' (40'), DAC 7 (AAC 12), HD 2, #AT 1, DG 2 hp, SV 0 human, ML 11, THC None]

OUTSIDE VILLAGE ENCOUNTERS (NIGHT)

Roll 1d6	Encounter
1	Recogimiento
2	Zombie acolyte
3	Giant rats (2d3)
4	Insect swarm
5	Roll encounter from "horror world" table
6	Roll encounter from "savage world" table

Giant killer chicken: It's 7 foot tall and hates you!

[#Enc. 1, AL C, MV 120' (40') Fly 120' (40'), DAC 7 (AAC 12), HD 3, #AT 3 (2 claws, bite), DG 1d6/1d4/1d4, SV F3, ML 8, HC none]

Cray cow: A violent, fanged cow – with crayfish claws and shell! And it wants meat!

[#Enc. 1, AL N, MV 240' (80'), DAC 5 (AAC 14), HD 3, #AT 2 (bite, claw), DG 1d6/1d6, SV F2, ML 5, HC None]

Tentacle beast: This big, horrible blob seems to be made up from several creatures blended together. It has hooves, tentacles, and a big maw. It cannot fit into buildings or narrow alleys, and cannot climb. It is also

stupid and easily decoyed. It moves at normal human running speed

[#Enc. 1, AL N, MV 120' (40'), DAC 7 (AAC 12), HD 5, #AT 5 (fangs, tentacles), DG 1d6/1d3/1d3/1d3/1d3, SV F5, ML 8, HC None]

Horror World

There is a 1 in 6 chance per turn of an encounter when outside of buildings.

Zombie villagers: These are the undead counterparts of the villagers in the mortal world.

[#Enc. 1d6, AL C, MV 120' (40'), DAC 8 (AAC 11), HD 2, #AT 1, DG 1d8, SV F1, ML 12, HC None]

There is a 50% chance that the noise of a fight will attract another 1D6 zombies.

Ghouls: These creatures are extremely stealthy, and like to trail parties to ambush stragglers.

[#Enc. 1d3, AL C, MV 90' (30'), DAC 6 (AAC 13), HD 2 (turn as 3 HD), #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9, HC XXI]

Ash zombies: These creatures are red hot bundles of ashes and smouldering flesh. If they hit an opponent, they remain grappled and do automatic damage each round unless the victim can make a strength check to break free. They are immune to normal missiles such as arrows, etc. They take 1D8 damage from a hurtled water skin.

[#Enc. 2d4, AL C, MV 90' (30'), DAC 6 (AAC 13), HD 2 (turn as 3 HD), #AT 1 (grapple), DG 1d6, SV F2, ML 10, HC none]

Roach swarm: A flood of horrible carnivorous roaches, 20 feet across. They move only at human walking speed, but will pursue living prey for 1D6 turns. Anyone inside the swarm must save vs death or take 1D4 damage. A flask of burning oil should suffice to destroy a swarm.

[#Enc. 1 swarm, AL N, MV 120' (40') Fly 60' (20'), DAC 7 (AAC 12), HD 2, #AT 1, DG 1d4, SV 0 human, ML 11, HC None]

Carnivorous undead child: It's horrid and hungry. This small child wanders as if lost. She appears real, and will cry plaintively and ask for help ("I'm so thirsty!"). When a target comes within 5', she splits open down the front into one giant fanged maw and lashes out with a tentacle tongue to seize and devour prey. The first hit is

with the sticky tongue. If this hit is successful, then the child automatically does 1d8 damage to the target until the child is destroyed.

[#Enc. 1, AL C, MV 120' (40'), DAC 7 (AAC 12), HD 2, #AT 1, DG 1d8, SV F1, ML 12, HC None]

The horned monks: These hooded, robed undead spread an aura of fear about them. Characters must save vs magic or else suffer -2 on all of their attack rolls during the encounter.

Horned skeletal monks (2d3): Armour Class 7, swords (1-6), Hit Dice1

[#Enc. 2d3, AL C, MV 120' (40'), DAC 7 (AAC 12), HD 1, #AT 1, DG 1d6, SV F1, ML 12, HC None]

Monk leader (1): [#Enc. 1, AL C, MV 120' (40'), DAC 5, HD 2, #AT 1, DG 1d6, spells (*hold person, command, insect swarm*), SV F1, ML 12, HC None]

Locations

1: Village Wall

Mortal World

The village is surrounded by an old ditch and earthen rampart many hundreds of years old. The ditch is about a yard deep, and the rampart 2 yards high. It is all covered with grass and weeds. Each gate consists of a wooden gate with heavy wooden beams to support it, and a wooden 'lookout' platform.

Savage World

In the savage world, the walls are overgrown with vicious brambles and weird, exotic plants. It is dangerous to approach (50% chance of being attacked by a tangle vine)

Tangle vine: [#Enc. 1, AL N, MV none, DAC 7, HD 1, #AT 1, DG 1d6 (strangle), SV F2, ML 12, HC None]

The north gate is surrounded by a blooming 'morning glory' vine. These flowers give off a hallucinogenic perfume. Save vs poison or else become delusional for 3 turns.

Horror World

The walls are lined with the twitching skeletons of impaled victims. More victims hang at the gates.

Each gate is a place of whispers and strange, terrible voices. Anyone passing through these gates should save vs. magic or else be afflicted with *fear* effects (-2 on all rolls) for the next 3 turns. Racing swiftly through the gates with your ears blocked prevents the whispers from having an effect.

HORROR WORLD ENCOUNTERS

Roll 1d6	Encounter
1	Zombie villagers
2	Ghouls
3	Ash zombies
4	Roach swarm
5	Carnivorous child
6	Horned monks

2: Statue Square

Mortal World

The centre of the village is marked by a tall statue of the goddess Traviya – goddess of magic and fertility. There is a well in the square with a rope, bucket and crank, a water trough, several hitching posts, an three or four stalls that usually have vegetables and goods for sale. The stalls are abandoned, and the square seems be deserted.

There is a dead body floating far down in the well. This is a villager that has been murdered by another villager.

Savage World

The statue here is of a savage, fanged, savage fertility and hunting goddess standing on the bodies of slaughtered humans.

There is a dead body in the well. Three giant rats are gnawing on the corpse.

Giant rats: [#Enc. 3d6 (3d10), AL N, MV 120' (40') Swim 60' (20'), DAC 7 (AAC 12), HD 1d4 hp, #AT 1 (bite), DG 1d3 + disease, SV F1, ML 8, HC none]

Horror World

The statue in the square is a horrifying mage of a half-rotted, fanged evil goddess.

There is a ghoul hiding in the well. It will lunge up out of the dark to attack anyone who peers into the well, or who lets their guard down.

Ghoul: [#Enc. 1, AL C, MV 90' (30'), DAC 6 (AAC 13), HD 2 (turn as 3 HD), #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9, HC XXI]

3: Graveyard

Mortal World

The village graveyard has new graves for Recogimiento, the priests and the five clerics that assisted him. These people are all still in their graves and are very, very dead. The villagers will be hostile to anyone who interferes with graves (meddling her during daylight hours will cause an attack by 2D4 angry villagers).

At night, the graveyard is haunted by a trio of skeletons.

Skeletons: [#Enc. 3, AL C, MV 60' (20'), DAC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12, HC None]

Savage World

Several bodies lie on pallets in the graveyard. Crows and wild creatures are feasting on the corpses. The graves of Recogimiento and those of the acolytes are all dug-up and empty.

At night, 2 hyenas roam the graveyard.

Hyenas: [#Enc. 2, AL N, MV 120' (40'), DAC 7 (AAC 12), HD 3, #AT 1 (bite), DG 2d4, SV F3, ML 9, HC None]

Horror World

The ground here is filled with skeletons. 1D6 skeletons will emerge out of the ground to attack intruders every turn for three turns. They will not pursue intruders past the boundaries of the graveyard.

Skeletons: [#Enc. 1d6, AL C, MV 60' (20'), DAC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12, HC None]

4: The East Fields

Mortal World

Fields of tall, unharvested grain, and an orchard that seems oddly uncared for. A little rock shrine at the junction of the 3 main g]fields holds a small statue of the fertility goddess, and some old offerings of fruit ad grain.

Savage World

This area is overgrown with weird jungle trees and blooms. The shrine at the junction on the fields has a dead horse lying before it, a periapt of proof against poison, and a necklace of rose crystals worth 200 gold pieces. The area is occupied by stirges.

Stirges: [#Enc. 6, AL N, MV 30' (10') Fly 180' (60'), DAC 7 (AAC 12), HD 1, #AT 1, DG 1d3, SV F2, ML 9, HC see above]

Horror World

The fields are filled with horrifying trees, and long wheat-like stems tipped with deadly scorpion tails. A narrow path between the fields leads to a terrible shrine to a skeletal blood good. Several corpses lie at the statue's feet. A trough before the statue contains a +1 sword that is lying in a six inch deep pool of blood. Touching the sword activates the dead bodies as zombies

Zombies: [#Enc. 6, AL C, MV 120' (40'), DAC 8, HD 2, #AT 1, DG 1d8, SV F1, ML 12, HC None]

5: The River

Mortal World

A cold river. The ford allows travellers to cross to the far side though a waist-deep passage. Wading through the river takes 3 rounds.

Savage World

Crossing the river has a 50% chance of triggering an attack by a piranha swarm.

Piranhas: [#Enc. 6, AL N, MV Swim 150' (50'), DAC 6, HD 3+3, #AT 1 (bite), DG 1d8, SV F2, ML 7, HC None]

Horror World

Skeletal giant fish: [#Enc. 1, AL N, MV Swim 180' (60'), DAC 5, HD 4, #AT 1 (bite), DG 1d8, SV F3, ML 11, HC None]

6: The West Fields

Mortal World

Fields of unharvested grain. A holy spring in a little shrine here oozes out 1 vial worth of holy water each day. A bowl has already collected about 4 vial's worth of water.

Savage World

A tangled jungle wilderness haunted by wild animals. There is a 1 in 6 chance per turn of attracting the attention of a sabre-toothed tiger. The creature will roar and make a display, allowing player characters to flee the field if they each drop whatever is in their hands

Sabretooth tiger: [#Enc. 1, AL N, MV 150' (50'), DAC 6, HD 8, #AT 3 (2 claws, bite), DG 1d8/1d8/2d8, SV F4, ML 10, HC VII]

A spring here gives out strange blue water. Drinking this will increase a character's strength to 18 for the next 4 hours. There are 4 doses currently collected in the stone bowl of the shrine.

Horror World

Trees made of glass. Hot ashes for soil. Traveling here causes 1 point of damage per turn unless the explorer is protected from heat and fumes.

There a 'spring' here that drips out a sort of white-hot silver metal into a stone bowl. If drawn off, this proves to be platinum. It will set into a blob worth about 500 gold pieces.

7: The Old Grove

Mortal World

This tall grove of oaks was once a druid's sacred grove. It is an eerie place. Watchful animals lurk in the shadows. Once inside the grove, characters will notice two large stone offering bowls on either side of the path. Unless offerings are placed on the offering stones, a pair of deer will rush out of the bushes and attack.

Stags: [#Enc. 2, AL N, MV 240' (80'), DAC 7, HD 1+1, #AT 1 (butt), DG 1d6 (antlers), SV F1, ML 5, HC None]

Riell, one of the villagers, lives in an old tree hut inside the grove. He has one piece of the Heart of Traviya. The man is mad and paranoid, and will use a spear to keep intruders away, screaming at them that no one will ever take 'his pretty'!

Riell the burglar: [#Enc. 1, AL N, MV 90' (30'), DAC 7, HD 1 (hp 7), #AT 1, DG 1d4+1 (dagger +1), SV T1, ML 7] The dagger glows blue when it is touched against something that is magical.

Savage World

The grove is now a jungle with carnivorous plants and weird flowers. There has clearly been a battle between mutated stags and mutated dogs. Bodies are scattered everywhere. The tree house is now a weird, living plant house. It can actually be used for secure shelter. Anyone wandering off the main paths will have to contend with snaps and bites from carnivorous plants (50% chance per turn of being attacked by a 1 hit dice creature, AC6 that delivers 1D4 bite).

A spring of clear water beside the tree house causes mutation into beast-man form to anyone who drinks from it.

Horror World

The forest is filled with horrifying trees that look like mutated, petrified skeletons. Skeletal beasts roam the mist-filled grove. They will gather about intruders and then attack from all sides.

Skeletal beasts: [#Enc. 8, AL N, MV 150' (50'), DAC 6, HD 1, #AT 1 (horn or bite), DG 1d6, SV F1, ML 10, HC none]

The tree house is now a horrible shack made from flayed skins. Skeletons hang from the tree limbs. A blood-red gem lies on the floor. This ruby is worth 50 gold pieces. Anyone who wears or carries it slowly develops a thirst for blood.

8: The Abbey Ruins

Mortal World

Rows of pillars and old crumbled walls outline the site of an ancient abbey. The place is overgrown with weeds. The bleached skeleton of a stag lies in amongst the flowers. Grass snakes slither through the weeds. The entire place is silent and weirdly unsettling... At the centre of the old nave there is a fallen stone that depicts a rather sinister armoured warrior wielding a sword.

Savage World

The area is overrun with lurid purple flowers that give off heady perfume.

A hideous carnivorous giant stag has pawed open a shallow grave in the middle of the abbey, and is eating the corpse. The grave also contains a +1 sword.

Carnivorous giant stag: [#Enc. 1, AL N, MV 240' (80'), DAC 7, HD 3 (20 hp), #AT 3 (bite, 2 hooves), DG 1d6/1-2/1-2, SV F2, ML 5, HC None]

Horror World

The abbey is a huge, grim building made from gray stone. Mists surround it. Anyone walking into these mists must save vs magic or take 1 point of damage from cold.

Inside the abbey a terrible creature – a huge undead monster with the skull of a stag, upper body of human, and the lower body of a decaying serpent, all clad in rusted armor. It bears a +2 magic deer-headed mace that faintly glows purple.

The horned devourer: [#Enc. 1, AL N, MV 120' (40'), DAC 2, HD 5 (25 hp), #AT 3 (bite,+2 mace), DG 1d6+2/1d6, SV F2, ML 5, HC None] It is immune to non-magical weapons, *charm* spells etc.

One piece of the Heart of Traviya hangs about this creature's neck upon a chain of rusty wire.

9: The Reeves House

Mortal World

A sturdy stone house with heavy wooden doors and shutters. It was home to the local Reeve. The Reeve was slain one day ago by someone who stole into the house. The thief (Riel, area 7) stole the shard of the heart of Traviya that was stored in the house. The house is currently closed and empty – but might make a good refuge for player character if they have to stay the town as more and more insane locals and monsters appear. The pantry still holds some preserved foods, and the house has a small well in the back yard. A suit of chainmail armor, a sword and shield are all mounted on a stand in one corner of the main room.

Savage World

The house is empty and in good condition, and so might make a good refuge. All contents are as above.

Horror World

The front door is splashed with dried blood. A glowing gray portal to the Savage realm (one way) is in the main room. A stand in the corner holds a rather sinister black armor made of black dragon scales (Special AC4 leather armor, acid resistant), and an evil-looking sword and shield.

10: The Tavern

Mortal World

This oddly quiet tavern has a haunted, suspicious crowd inside. There is a tavern keeper (a dwarf named Norbert), a half elven waitress, a handsome half-orcish cook. A gloomy, paranoid bard, and 2D6 suspicious customers. The tavern can provide rooms (5sp a night with a breakfast and dinner included). Meals are poor – there seems to be very little decent food in town. The people in the inn are twitchy, suspicious of strangers, and are paranoid. They cannot be made to understand about portals in the temple, invisible shields about the town etc. They will, however, recount events in the village.

- ▶ The heart of Traviya is a magical crystal that promoted healing and fertility.
- ▶ A visiting wizard, Recogimiento, convinced the priests to recharge the crystal. But something happened, there was an explosion. Recogimiento and the priests were all killed. The crystal apparently shattered. One piece was recovered.
- ▶ The recovered piece was kept by the Reeve. But he has been murdered (last night) and the crystal stolen. The Reeve's body was laid out in the tavern stables, but it has gone missing.
- ▶ Recogimiento and the priest were all buried in the graveyard. But the stable boy at the tavern say she saw Recogimiento running through the western fields only yesterday. Likewise, one of the women in the tavern swears she was attacked by one of the dead and buried priests, who fell on her and bit her until he was driven

Resources at the tavern include thin ale (no wine), tubs of oats and dried peas, and a fire to keep out the ever-growing cold. A few dozen honey cakes are still available (1 copper piece each), as well as some large

peaches (take some! They're free!). There is a 2-handed sword in a rack over the fireplace, an elaborate shield hung behind the bar, and a morning star beneath the bar.

If the party is short of characters, they can find some hirelings or new members here. Well – at least for a day or two until all the people in the tavern will become violent and will all murder one another in a wild rampage.

Savage World

In the savage realm, the tavern is the lair of fanged, bestial, carnivorous versions of the mortal inhabitants.

Carnivorous villagers: [#Enc. 2d6, AL N, MV 150' (50'), DAC 7, HD 1+1, #AT 2 (bite, claw), DG 1-2/1-2, SV F1, ML 7, HC none]

The same décor and weapons hang on the walls. The cash box holds 46 copper pieces, 25 silver pieces and 9 gold pieces.

Horror World

The tavern has become a weird, black glass structure decorated with skulls. The inside of the tavern room holds withered, desiccated zombified versions of the tavern's usual inhabitant – bard, waitress, cook, owner and 2D6 patrons. They will attack anyone who enters the tavern.

Zombie villagers: [#Enc. 2d6+4, AL C, MV 120' (40'), DAC 8, HD 2, #AT 1, DG 1d8, SV F1, ML 12, HC None]

The zombie bard will scream a numbing scream while striking a cord on their lute. All living creatures within 60 feet must save vs magic or fall stunned. They may re roll a save each round to attempt to recover.

The two handed sword over the fireplace here is a vicious looking thing that is a +1 2-handed sword that does +1D3 damage to living creatures due to chilling cold.

11: The Temple

Mortal World

This walled garden once held a temple building. That building has now been destroyed in an explosive blast that occurred when the clerics attempted to recharge the Heart of Traviya. Currently, the main building has completely collapsed. The priests and acolyte's quarters have burned down. Anyone who combs through the ashes can find a silver holy symbol, and a small clear bottle labeled "healing potion" that contains – well – a healing potion!

There is a glowing blue hemisphere of light sitting at the centre point of the explosion damage. This is a

portal that links the mortal realm with the savage realm. Anyone who enters the light here will be instantly transported to the same point in the savage realm. People who were present in the village area when the explosion occurred and not capable of seeing the glowing light, but are still able to pass through the portal.

Savage World

The temple garden is the site of a considerable crater. Inside this crater sits a hemisphere of blue light – a portal from the world to the same position in the mortal world.

The temple is filled with weird giant mushrooms and bizarre tropical trees. Some saber-tooth squirrels chitter up in the trees.

A hemisphere of flickering grey light stands over near the entry gate. This is an entry portal to the same location in the realm of horror.

A pair of brilliantly colored giant flightless toucans are rooting through the garden. These mated creatures might attack – but an animal friendship spell or concerted effort by a friendly character might secure these big birds as pets or riding beasts. They are very keen on cakes, fruit and ale.

Giant flightless toucans: [#Enc. 2, AL N, MV 240' (80'), DAC 6, HD 3 (20 hp), #AT 3 (bite, claws), DG 2d4/1-3/1-3, SV F3, ML 9, HC None]

Horror World

The garden is slick surface of black obsidian, through which dozens of tortured figures can be seen – frozen as if they were trying to fight up through the surface when it set solid.

A hemisphere of flickering grey light stands over near the entry gate. This is an entry portal to the same location in the savage realm.

12, 14, 15, 18, 20, 21, 22: Half-Timber Houses

Mortal World

These are the houses of well-to-do citizens. Each is home to 1D3 adults, 1D6 children, and 1D3 servants or assorted relatives, with a 50% chance that the residents are currently at home. There is a 50% chance that the residents will be too paranoid to speak to visitors. After the first day, the residents will be quite insane and hostile.

These houses have a 50% chance of having each of the following resources inside. Leather armour, scale armour, spear, shield, battle axe, short bow and 12 arrows, 2D6 gold pieces, 2D20 silver pieces, 6 skins of wine, a barrel of ale, 30 man/days of preserved rations.

Savage World

As above – but the residents will all be savage cannibalistic villagers. The houses are horribly overgrown with vines and exotic (possibly toxic) plants.

Savage cannibalistic villagers: Armour Class 7, fangs and claws (1-2,1-2, 1-2), Hit Dice 1.

Horror World

As above – but the residents will all be hungry zombies. The houses are covered with blood stains, and occasionally have bodies hanging from the eaves. Any food or ale in these houses is poisonous.

Zombie villagers: Armour Class 9, bludgeon and bite(1-8), Hit Dice 2.

13: The Stables

Mortal World

A large shed contains 2 wagons and a small cart. The stable yard has 2 riding horses, a pair of draft oxen and a donkey. 2 peasants sit playing cards in the shed, and they will rent out horses for 1 GP a day, or the donkey for 3 SP per day.

Savage World

The oxen, horses and donkey here are savage and carnivorous. Keep away!

Carnivorous critters: [#Enc. 4, AL N, MV 240' (80'), DAC 7, HD 3+3 (horses and oxen) or 2 (donkey), #AT 1 (butt) or bite, DG 1d6/1d6, SV F1, ML 5, HC none]

Horror World

Skeletal horses, oxen and a skeletal donkey stand in the pen (see previous statistics). They will follow after anyone who places a headstall onto them.

16: The Ramshackles

Mortal World

This is a confused collection of a dozen wattle and daub houses, shacks and lean-tos occupied by impoverished families (probably 2D4 peasants in each shack). The area is a tangle of little lanes, stray cats, dirty alleys and trash piles.

Peasants will not let visitors explore their houses. Combing through these alleys gives a party a 20% chance of being pick pocketed by swarms of grotty children.

Savage World

The area is a tangle of berry vines interwound through the shacks and lean-to's to make a dark region of tunnels. Exploring the region means characters must make a saving throw vs 'death' to avoid being covered in a sweet, gluey fluid that exudes from the vines. This fluid attracts swarms of flies.

Horror World

The area is a maze of entangled vines and shacks. An armoured figure can be seen hanging amongst the vines deep inside the tangled mass. This is a dead warrior wearing plate armour. His sword is on the ground below him. His flesh had been scorched off by corrosive fluids.

The vines are covered in grey pods. These have a 1 in 6 chance of bursting and covering intruders with fluid.

This fluid smokes and burns. Anyone soaked in the fluid must immediately be cleaned off with a great deal of water (save vs 'death'), otherwise the substance will change their body structure. Roll below.

17: The Shambles

Mortal World

A tangle of storage sheds, old huts and lean-to's. These house a few peasant families, house livestock, and also store large sacks of oats, lupins and hay for fodder. A group of nasty, barking dogs roams the area. They will bark, but are not really dangerous.

Savage World

The zone is heavily overgrown by trees, giant shelf fungi and giant toadstools.

A pack of savage, stealthy wild dogs lurks in the area. The lead dog has one piece of the Heart of Traviya imbedded in its forehead.

Wild dogs: [#Enc. 5, AL N, MV 90' (30'), DAC 9, HD 1d4 hp, #AT 1, DG 1d3 rocks or kitchen knife, SV F0, ML 7]

Horror World

The region is made up from the bones of massive animals.

19: Recogimiento's Villa

Mortal World

This small tower has three levels. The door is trapped with an explosive sigil (1D6 damage to everything within 10'), but can be armed by a burglar if discovered.

BODY CHANGES	
Roll 1d6	Change
1	A hand becomes a demonic claw. +1 STR, -1 CHA.
2	A hand becomes a crab-like claw (-1 DEX and CHA, but can attack for 1D6).
3	Character gains demonic tail and +1 CHA.
4	Character gains horns and +1 CHA.
5	Skin becomes slick and glassy. -4 CHA.
6	Gains +2 STR, -4 CHA, and skin becomes bright red.

The lower level consists of a kitchen, pantry and dining room. The pantry contains some decent ale, wine, some preserved ham and duck, as well as beans, peas, pickles, butter, flour etc.

The second level has a bedroom at is decorated with some very strange paintings and portraits. A wardrobe contains several weird robes. One of these is a luxurious giant skunk skin robe worth 200 gold pieces.

The third level is a study. A parrot in a cage is in need of water and food (seed is in bag by the table). There is a table covered in notes that explain the wizard's belief that the crystal is somehow rooted in three layers of reality and blends those powers. There is a spell book that has a random choice of spells from 1st to 4th level.

A rack of bottles along one wall are three well-labeled *healing* potions, and one *potion of invisibility*.

Savage World

The tower is overgrown by strange vines that are home to some large bees. The bees are not currently dangerous.

The inside of the tower is a weird, psychedelic version of the one from the mortal world. The tower is occupied by an insane giant carnivorous parrot.

Insane giant carnivorous parrot: "Polly want a spinal column!" [#Enc. 1, AL N, MV 240' (80'), DAC 7, HD 3 (20 hp), #AT 1 (bite), DG 1d10, SV F3, ML 9, HC none]

The wardrobe on the second floor this time has a spider silk robe worth 200 gold pieces, as well as a pair of bracer of defence AC4.

There is no spellbook on the top floor – just skins covered in mad scrawls. The potions in the rack in the study have the same effects as their mortal counterparts – but additionally cause the imbiber to lose all fear, and believe they are invincible (they do not perceive wounds to themselves for the next 24 hours).

Horror World

The tower in the realm of horror is a haunted, ghastly place. Anyone entering the tower must save vs spells each turn, or lose 1 hit point.

The food in the pantry is poisonous.

The clothes on the second level include a sinister black dress. This adds 25% to the wearer's chance of hiding in shadows.

In the study on the third level, there is a scroll that has the following spells. 2x *magic missile* (5th level), *ventriloquism* and *floating disk*.

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; others are left to the Labyrinth Lord to detail.

Known Lands

The lands provided on 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. 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

Dolmvay: This town is the largest in the Duchy of Valnwall. Its population is 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 an important 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 Dolmvay by the river. 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. The 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's 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 are generally friendly to humans. They are quite militant, as their borders are often encroached by orcs and kobolds, and they are prepared for battle at all times.

There are small communities of elves in the woods on the east side of the map. These elves are more open with nearby humans, and trade is not uncommon. They share a close friendship with the dwarven Emberstone Kingdom to the north.

Dwarf Strongholds

The largest dwarven stronghold, home of the Emberstone Kingdom, is in the eastern mountains. They war frequently with the orcs of the region, but they have an informal alliance and friendship with the eastern elves. The current king is ancient and in decline, with the line of succession in dispute. This has caused internal strife which has made the kingdom more vulnerable to its enemies.

Orc Territories

Orcs are almost ubiquitous in the Known Lands, but the largest tribes are concentrated on the western and eastern sides of the map. The largest orc clan is the Venomspine Horde, which is named after the valley in which they keep their largest settlement.

Kobold Caves

Like orcs, kobolds occupy wide swathes of territory throughout the Known Lands, albeit generally in small numbers. The kobolds of the northwestern portion of the Known Lands are rumored to worship demonic forces, and they have resources at hand that are unusual for these usually weak and cowardly goblinoid monsters.

Ghoul Keep

Once a powerful and benevolent kingdom (the name of which is lost to sages), all that is left of their ancient civilization is a keep occupied by ghouls and other undead. Rumors persist that the keep is under the control of a ghoulish lord, who plots conquest.

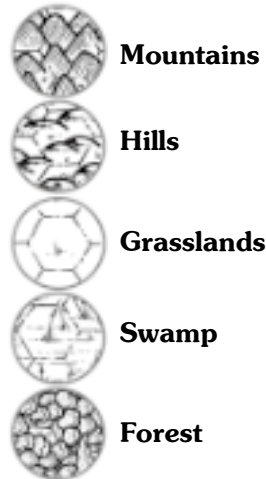
Ruins of Mor

These ruins represent the last surviving structures (as far as sages can determine) of a powerful people from another plane or reality. Few adventurers seek their

fortunes in this region, and even fewer return to describe their experiences.

The ruins contain inscriptions of indecipherable languages, and monuments to terrifying beings that could be gods, demons, or alien horrors.

Map Key



Encounter Hooks

The following encounter hooks are to tap the referee's imagination.

- 1. Singing Stones:** Circle of ancient stones emit haunting melodies when the wind blows through them.
- 2. Living Library:** A hidden library where the books float and rearrange themselves, sometimes offering cryptic advice.
- 3. Eternal Bonfire:** Bonfire that has burned for centuries, with nearby carvings of forgotten gods.
- 4. Whispering Well:** A deep well that whispers secrets of those who lean in to listen, but demands a secret in return.
- 5. Skeleton's Ballroom:** A grand hall beneath an abandoned manor where skeletons dance eternally, seeking new partners for their macabre revelry.
- 6. Floating Island:** A small island that floats in midair, tethered by thick vines and inhabited by exotic creatures.
- 7. Mirror Pool:** A serene pool showing a reflection of their heart's desire, often leading them astray.
- 8. Cursed Carousel:** An abandoned carousel in the middle of the forest that plays ghostly music and tells the fortunes of those who ride it.
- 9. Giant's Footprint:** Enormous footprint embedded in stone, filled with water and mutated creatures.
- 10. Frozen Flame:** A bizarre, icy blue flame that neither melts nor extinguishes, hovering above a cracked altar.

