

Character Attack Table

Classes			Attack Values: Roll 1d20 and hit the Armor Class with the listed value or higher															
Cleric, Druid, Thief, Monk, Assassin	Fighter, Ranger, Paladin	Magic-User, Illusionist	Armor Class															
			Level Ranges	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8
		0 Level 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

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

Fighter, Paladin, and Ranger 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

Magic-User & Illusionist Saving Throws

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

Thief & Assassin Saving Throws

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

Cleric, Druid and Monk Saving Throws

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

Movement and Encumbrance Table

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

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

Getting Lost

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

Effects Of Terrain On Movement

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

Monster Attack Table

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

Combat Sequence

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

Missile Weapon Ranges

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

Monster Reaction Table

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