

Cleric Saving Throws

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

Dwarf and Halfling Saving Throws

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

Elf Saving Throws

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

Fighter Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

Magic-User Saving Throws

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

Thief Saving Throws

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

Combat Sequence

1. Players declare character movement or actions.
2. Initiative: 1d6 is rolled for each opposing side.
3. The winner of initiative acts first. The Labyrinth Lord may check morale for monsters.
4. Movement 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.

Character Attack Table

Cleric and Thief	Dwarf, Elf, Fighter, and Halfling	Magic-User																
	Level Ranges		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
	0		20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1-3	1-2	1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-5	3	4-7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6-8	4	8-10	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9-10	5	11-12	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	6	13	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	7-8	14-15	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
13-14	9	16-18	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
15-16	10-11	19-20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
17-18	12	21-23	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
19-20	13	24+	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
21+	14		15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
	15		14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
	16		13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
	17		12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
	18		11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2
	19+		10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2

Monster Attack Table

Attacking Monster HD	-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

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.

Wandering Monsters		
Area	Frequency	Chance
Labyrinth	2 turns	1
Plains, Town, Settled	6 or 8 hours	1
Air, Desert, Forest, River	6 or 8 hours	1 or 2
Hills, Sea	6 or 8 hours	1 or 2
Mountains, Swamp, Jungle	6 or 8 hours	1-3

Encounter Distance	
Area	Distance
Labyrinth	2d6 x 10'
Wilderness	4d6 x 10 yards

Monster Reaction Table	
Roll	Result
2	Friendly, Helpful
3-5	Indifferent, Uninterested
6-8	Neutral, Uncertain
9-11	Unfriendly, may attack
12	Hostile, attacks

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

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'

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

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

Wilderness Retreat Table				
Fleeing Group Size	Base	Relative Monster Group Size		
		Up to 25%	26-75%	76%+
		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%

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

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

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