

Advanced Labyrinth Lord Screen

For use with *Labyrinth Lord*™ and the *Advanced Edition Companion*

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Goblinoid Games

<http://www.goblinoidgames.com/>

Labyrinth Lord™

<http://www.goblinoidgames.com/labyrinthlord.html>

Labyrinth Lord Society

<http://www.goblinoidgames.com/lldociety.html>

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Orcus illustration by Sean Åaberg (<http://goblinko.com/>)

This sheet was compiled and designed by Shane Mangus. If you find this useful then you should also check out my blog for additional Labyrinth Lord™ supplements and materials.

SWORDS AGAINST THE OUTER DARK

"WHERE SWORD & SORCERY GAMING MEETS CTHULHIANA AND YOG-SOTHOTHERY"

[HTTP://SWORDANDSANITY.BLOGSPOT.COM/](http://swordandsanity.blogspot.com/)

PSMANGUS@GMAIL.COM

Drcus commands you to play
Labyrinth Lord,
whelp!

The **Demon Lord of the**
Undead plays
...and so should you!



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Labyrinth Lord Society



The most dangerous monster in this game is the **Labyrinth Lord!**



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Labyrinth
Lord

**Labyrinth
Lord
Society**

Labyrinth Lord

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																
Level Ranges			-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
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

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	

Cleric, Druid & Monk Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells 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

Fighter, Paladin and Ranger Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells 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 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 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

Labyrinth Lord

Sequence of Combat

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. 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; attacks/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

Attack Adjustment for Range

Weapon	+1	0	-1
	Short Range	Medium Range	Long Range
Axe	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	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

Movement & 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.

Monster Reaction Table

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

Reaction to Hiring Offer

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

*Accepted with very good spirit, retainer gets +1 morale bonus the rest of the adventure.

**Very negative reaction, potential retainer spreads negative rumors, results in +1 to future hiring rolls when recruiting in the area.

Losing Direction

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

Wilderness Movement

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

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%

Thief Skill Table

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

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

Turning Undead Table

Cleric Level														
Undead HD	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

Coin 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	1/10
Platinum Piece (pp) =	1,000	100	20	10	1

Labyrinth Lord

Weapons			
Weapon	Cost	Variable Damage	Weight
Axe, battle*	6 gp	1d8	6 lb.
Axe, hand	1 gp	1d6	3 lb.
Club	3 gp	1d4	3 lb.
Crossbow, heavy	25 gp		8 lb.
Heavy quarrels (10)			
and case	3 gp	1d8	1 lb.
Crossbow, light	16 gp		4 lb.
Light quarrels (10)			
and case	3 ep	1d6	1 lb.
Dagger	3 gp	1d4	1 lb.
Dagger, silver	30 gp	1d4	1 lb.
Dart	5 sp	1d4	1/2 lb.
Flail	3 gp	1d6	5 lb.
Flail, heavy*	8 gp	1d8	10 lb.
Hammer, light	1 gp	1d4	2 lb.
Hammer, war*	7 gp	1d6	5 lb.
Javelin	1 gp	1d6	2 lb.
Lance	7 gp	1d6	10 lb.
Longbow	40 gp		3 lb.
Quiver and arrows (20)	5 gp	1d8	3 lb.
Mace	5 gp	1d6	3 lb.
Morningstar*	5 gp	1d6	6 lb.
Pick, heavy*	8 gp	1d8	6 lb.
Pick, light	5 gp	1d6	3 lb.
Pole Arm*	7 gp	1d10	15 lb.
Quarterstaff*	2 gp	1d6	4 lb.
Scimitar	15 gp	1d8	4 lb.
Shortbow	25 gp		2 lb.
Quiver and arrows (20)	5 gp	1d6	3 lb.
Sling	2 gp		0 lb.
Bullets, sling (10)	nil	1d4	5 lb.
Spear	3 gp	1d6	6 lb.
Sword, long	10 gp	1d8	4 lb.
Sword, bastard**	20 gp	1d8	6 lb.
Two-handed		2d4	
Sword, short	7 gp	1d6	2 lb.
Sword, two-handed*	15 gp	1d10	15 lb.
Trident*	4 gp	1d6	4 lb.

*These are classified as two-handed weapons.

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

Herbs		
Item	Cost	Weight
Belladonna (per ounce)	4 sp	--
Feverfew (per ounce)	5 cp	--
Garlic (per bud)	4 cp	--
Hollyhock (per ounce)	4 cp	--
Rue (per ounce)	3 sp	--
Sage (per ounce)	4 cp	--
Spiderwort (per ounce)	2 sp	--
Wolfsbane (per ounce)	8 sp	--
Yarrow (per ounce)	4 cp	--

Armor			
Armor	Cost	Armor Class	Weight
Banded mail	85 gp	4	35 lb.
Chain mail	70 gp	5	30 lb.
Helmet	10 gp	-	5 lb.
Horse barding	150 gp	5	60 lb.
Leather	6 gp	8	15 lb.
Padded	4 gp	8	10 lb.
Plate mail	450 gp	3	50 lb.
Scale mail	50 gp	6	40 lb.
Shield	10 gp	1 less*	10 lb.
Splint mail	75 gp	4	45 lb.
Studded leather	30 gp	7	20 lb.
Unarmored	0 gp	9	nil

*Using a shield reduces armor class by 1.

Clothing		
Item	Cost	Weight
Belt, leather	4 sp	
Belt, wide leather	6 sp	1/2 lb.
Boots, high hard leather	5 ep	3 lb.
Boots, low hard leather	3 ep	2 lb.
Boots, high soft leather	3 ep	2 lb.
Boots, low soft leather	15 sp	1 lb.
Cap, cloth	5 cp	
Cap, leather	4 sp	
Cloak, cloth	5 sp	3 lb.
Cloak, fur	8 gp	5 lb.
Girdle	1 ep	1 lb.
Hat	6 sp	
Robe, cloth	7 sp	5 lb.
Robe, silk	10 gp	3 lb.
Shirt, cloth	3 sp	1/2 lb.
Shirt, leather patched	6 sp	1 lb.
Trousers, heavy	8 sp	4 lb.
Trousers, light	3 sp	2 lb.

Water Transport Cost	
Item	Cost
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Canoe	55 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot
Sailing Ship, large	22,000 gp
Sailing Ship, small	7,000 gp
Sailing Ship, transport	30,000 gp

Adventuring Gear & Items		
Gear	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Barrel, wooden	1 gp	40 lb.
Bedroll	1 sp	5 lb.
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	
Box, large iron	30 gp	60 lb.
Box, small iron	10 gp	8 lb.
Candles (10)	10 cp	
Case, map or scroll	1 gp	1/2 lb.
Cask, wooden	1 ep	15 lb.
Chest, large wooden	1 gp	40 lb.
Chest, small wooden	1 ep	5 lb.
Chain (10 ft.)	30 gp	2 lb.
Crowbar	2 gp	5 lb.
Flask (empty)	3 cp	1 ½ lb.
Flint and steel	2 gp	
Garlic (3 cloves)	5 gp	
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Holy symbol, wooden	1 gp	
Holy symbol, silver	25 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Ink (1 oz. Vial)	8 gp	
Quill pen	1 sp	
Ladder, 10-foot	5 cp	20 lb.
Lantern	9 gp	3 lb.
Lock	20 gp	1 lb.
Manacles	15 gp	2 lb.
Mirror, large metal	15 gp	8 lb.
Mirror, small silver	25 gp	½ lb.
Mirror, small steel	10 gp	½ 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.
Pouch, large belt	18 sp	½ lb.
Pouch, small belt	1 ep	
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty)	2 sp	½ lb.
Sack, small (empty)	1 sp	½ lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	½ lb.
Spade or shovel	2 gp	8 lb.
Spell book (blank)	15 gp	3 lb.
Spikes, iron (12)	1 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Stakes, wooden (3)	5 cp	1 lb.
Thieves' tools	30 gp	1 lb.
Torches (8)	3 sp	8 lb.
Vial, empty	1 gp	1/10 lb.
Waterskin/Wineskin	1 gp	4 lb.
Wine (2 pints)	1 gp	½ lb.

Food, Drink, Provisions & Lodging		
Item	Cost	Weight
Ale, gallon	1 ep	10 lb.
Ale, pint	1 sp	
Beer, gallon	4 sp	10 lb.
Beer, pint	5 cp	
Bread, per loaf	2 cp	1/2 lb.
Cheese, brick of	6 sp	5 lb.
Eggs, pickled, cask	12 sp	20 lb.
Fish,	.	
dry salted (barrel)	40 gp	60 lb.
Inn stay (1 night)		
Good	5 sp	
Common	3 sp	
Poor	1 sp	
Meal, good	5 sp	
Meal, common	3 sp	
Meal, poor	1 sp	
Mead, pint 5 sp		
Mead, bottle	12 sp	1 ½ lb.
Rations,	2 sp	1 lb.
Unpreserved (per day)		
Rations, trail	5 sp	1 lb.
Preserved (per day)		
Wine,		
Common pint	5 sp	
Common bottle	12 sp	1 ½ lb.
Good pint	10 sp	
Good bottle	22 sp	1 ½ lb.

Animals and Land Transport Cost	
Item	Cost
Cart	100 gp
Chicken	4 cp
Calf	3 gp
Cow, beef	8 gp
Cow, milk	7 ep
Dog	3 sp
Dog, guard	25 gp
Donkey	8 gp
Feed (per day)	5 cp
Goat	15 sp
Hawk	30 gp
Horse, draft	40 gp
Horse, riding	75 gp
Horse, war	250 gp
Mule	30 gp
Pigeon, carrier	3 sp
Pig	3 gp
Piglet	18 sp
Pony	30 gp
Stabling (per day)	5 sp
Sheep	15 sp
Wagon	200 gp

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