

Labyrinth Lord™ Reference Sheets

For use with Labyrinth Lord™

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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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version 1.1

Please visit my blog for information about my own campaign and more material for Labyrinth Lord™.

Back to the Keep

<http://backtothekeep.blogspot.com>

version 1.1 (July 29, 2010): added social class information; treasure, labyrinth stocking, wandering monsters tables; and npc party information

Score	Base Modifier	Dexterity		Intelligence	Charisma			Prime Requisite
		Armor Class Modifier	Optional Initiative Modifier*	Additional Languages	Reaction Adjustment	Retainers	Retainer Morale	Experience Adjustment
3	-3	+3	-2	0	+2	1	4	-10%
4-5	-2	+2	-1	0	+1	2	5	-10%
6-8	-1	+1	-1	0	+1	3	6	-5%
9-12	0	0	0	0	0	4	7	0
13-15	+1	-1	+1	1	-1	5	8	+5%
16-17	+2	-2	+1	2	-1	6	9	+10%
18	+3	-3	+2	3	-2	7	10	+10%

* Only used if the optional individual initiative rules are used

Base Modifier applies to the following for each ability:

Strength – to hit, damage, and forcing doors (note all hits will score at least 1 point of damage)

Dexterity – missile attacks to hit

Constitution – hit points per hit die (a character will always receive a minimum of 1 hp per level, regardless of modifiers)

Wisdom – saving throw modifier against magical effects (excluding breath weapons)

Class	Requirements	Prime Requisite	Hit Dice	Maximum Level
Clerics	None	WIS	1d6	None
Dwarves	CON 9	STR	1d8	12
Elves	INT 9	STR and INT	1d6	10
Fighters	None	STR	1d8	None
Halflings	DEX 9, CON 9	STR and DEX	1d6	8
Magic-Users	None	INT	1d4	None
Thieves	None	DEX	1d4	None

Cleric Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
1,565	2	2
3,125	3	3
6,251	4	4
12,501	5	5
25,001	6	6
50,001	7	7
100,001	8	8
200,001	9	9
300,001	10	+1 hp only*
400,001	11	+2 hp only*
500,001	12	+3 hp only*
600,001	13	+4 hp only*
700,001	14	+5 hp only*
800,001	15	+6 hp only*
900,001	16	+7 hp only*
1,000,001	17	+8 hp only*
1,100,001	18	+9 hp only*
1,200,001	19	+10 hp only*
1,300,001	20	+11 hp only*

Cleric Spell Progression

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	2	1	0	0	0	0
6	3	3	2	0	0	0	0
7	4	3	2	1	0	0	0
8	4	3	3	2	0	0	0
9	4	4	3	2	1	0	0
10	5	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	5	5	4	3	3	2	0
13	6	5	4	4	3	2	0
14	6	5	5	4	3	3	0
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

*Hit point modifiers from constitution are ignored

Turning Undead Table

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 Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5
32,501	6	6
65,001	7	7
120,001	8	8
240,001	9	9
360,001	10	+2 hp only*
480,001	11	+4 hp only*
600,001	12	+6 hp only*
720,001	13	+8 hp only*
840,001	14	+10 hp only*
960,001	15	+12 hp only*
1,080,001	16	+14 hp only*
1,200,001	17	+16 hp only*
1,320,001	18	+18 hp only*
1,440,001	19	+20 hp only*
1,560,001	20	+22 hp only*

Thief Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
1,251	2	2
2,501	3	3
5,001	4	4
10,001	5	5
20,001	6	6
40,001	7	7
80,001	8	8
160,001	9	9
280,001	10	+2 hp only*
400,001	11	+4 hp only*
520,001	12	+6 hp only*
640,001	13	+8 hp only*
760,001	14	+10 hp only*
880,001	15	+12 hp only*
1,000,001	16	+14 hp only*
1,120,001	17	+16 hp only*
1,240,001	18	+18 hp only*
1,360,001	19	+20 hp only*
1,480,001	20	+22 hp only*

*Hit point modifiers from constitution are ignored

Thief Skills Table

Level	Pick Locks	Find and 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%.

Magic-User Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+1 hp only*
610,001	11	+2 hp only*
760,001	12	+3 hp only*
910,001	13	+4 hp only*
1,060,001	14	+5 hp only*
1,210,001	15	+6 hp only*
1,360,001	16	+7 hp only*
1,510,001	17	+8 hp only*
1,660,001	18	+9 hp only*
1,810,001	19	+10 hp only*
1,960,001	20	+11 hp only*

Magic-User and Elf Spell Progression

Class	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

*Hit point modifiers from constitution are ignored

**This is the maximum spell ability for an elf.

Dwarf Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,187	2	2
4,375	3	3
8,751	4	4
17,501	5	5
35,001	6	6
70,001	7	7
140,001	8	8
280,001	9	9
400,001	10	+3 hp only*
540,001	11	+6 hp only*
660,001	12	+9 hp only*

Elf Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
4,065	2	2
8,125	3	3
16,251	4	4
32,501	5	5
65,001	6	6
130,001	7	7
200,001	8	8
400,001	9	9
600,001	10	+2 hp only*

Halfling Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5
32,501	6	6
65,001	7	7
130,001	8	8

*Hit point modifiers from constitution are ignored

Social Status (Soc)

Social Status (Soc) measures a character's position in society. High or low social status will increase or decrease a character's starting money available to purchase equipment and may affect their relations with other characters in the game. A high social status is useful for any character.

A character's social status will likely change during the course of the campaign, at the discretion of the game master.

Score	Social Class	Modifier to Starting Money	Examples
3-4	Lower lower class	-10%	peasants, beggars, criminals, herdsmen, laborers
5-7	Upper lower class	-5%	performers, fences, freemen, men-at-arms, poor traders, tradesmen
8-10	Lower middle class	-	craftsmen, petty officials, lesser military officers, poor merchants
11-15	Upper middle class	-	guild masters, gentry, political officials, merchants, poor knights
16-17	Lower upper class	+5%	knights and wardens, political ministers, senior officers
18	Upper upper class	+10%	titled nobility and royalty

Equipment

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 gp	1d6	1 lb.
Dagger	3 gp	1d4	1 lb.
Dagger, silver	30 gp	1d4	1 lb.
Dart	5 sp	1d4	½ 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	1d8/2d4	6 lb.
Sword, short	7 gp	1d6	2 lb.
Sword, two-handed*	15 gp	1d10	15 lb.
Trident*	4 gp	1d6	4 lb.

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

*These are classified as two-handed weapons.

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

***Using a shield reduces armor class by 1.

ADVENTURING GEAR

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	-
Candles (10)	10 cp	-
Case, map or scroll	1 gp	½ 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, 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.
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	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, for ink, potion, or holy water	1 gp	1/10 lb.
Waterskin/Wineskin	1 gp	4 lb.
Wine (2 pints)	1 gp	½ lb.
Wolfsbane (fist full)	10 gp	-

ANIMALS, LAND AND WATER TRANSPORT

Animals and Land Transport

	Cost
Cart	100 gp
Dog	3 sp
Dog, guard	25 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, draft	40 gp
Horse, riding	75 gp
Horse, war	250 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp

Water Transport

	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

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

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.

Cleric Spells by Level

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

Magic-User and Elf Spells by Level

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

	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	

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

Mercenary Type	Base Morale
Commoner Militia	6
Barbarians or humanoids	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

*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.

MERCENARIES

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

SPECIALISTS

Specialist	Rate
Alchemist	800 gp + 1d4x100 gp, per month
Animal Trainer	400 gp + 1d2 x 100 gp, per month
Blacksmith	80 gp + 1d4 x 10 gp, per month
Engineer	700 gp + 2d4 x 10 gp, per month
Sage	1,800 gp + 1d4 x 100 gp, per month
Seafarer, Rower	3 gp per month
Seafarer, Sailor	12 gp per month
Seafarer, Navigator	175 gp (+/- 1d4 x 10 gp) per month
Seafarer, Captain	275 gp (+/- 1d4 x 10 gp) per month
Spy	400 gp + 1d2 x 100 gp, per month

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. 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.

Character Attack Table

Classes			Attack Values: Roll 1d20 and hit the Armor Class with the listed value or higher															
Cleric and Thief	Dwarf, Elf, Fighter, and Halfling	Magic-User	Armor Class															
	Level Ranges		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
	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

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

Missile Weapon Ranges

Weapon	Short Range (+1)	Medium Range (0)	Long Range (-1)
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.

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

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

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

* Maximum category for halflings

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

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

Monster Experience Points Table

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+	2,250		1,000
21+*	3,000		2,000

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 Modifiers from Social Class

	LLC	ULC	LMC	UMC	LUC	UUC
LLC	0	1	1	2	2	3
ULC	1	0	1	1	2	2
LMC	1	1	0	1	1	2
UMC	2	1	1	0	1	1
LUC	2	2	1	1	0	1
UUC	3	2	2	1	1	0

Cross-reference the character's social class with that of the NPC. Adjust the reactions plus or minus the number shown. There is an equal chance for a positive or negative adjustment due to social class.

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

Labyrinth Stocking Table

Roll d00	Contents	Treasure
01-30	Empty	15%
31-60	Monster	50%
61-75	Trap	30%
76-00	Unique*	Variable

* Special encounter or area that stands out from other encounters.

Unprotected Treasure Table

Labyrinth Level	SP	GP	Gems	Jewelry	Magic Item (1)
1	2d4 x100	1d4 x10 (50%)	1d4 (7%)	1d4 (5%)	3%
2	2d6 x100	1d6 x100 (50%)	1d6 (13%)	1d6 (8%)	5%
3	2d8 x100	2d4 x100 (50%)	1d6 (15%)	1d6 (10%)	7%
4-5	1d8 x1000	3d4 x100	1d8 (20%)	1d8 (10%)	9%
6-7	1d8 x2000	1d4 x1000	1d8 (30%)	1d8 (15%)	15%
8+	1d8 x4000	2d4 x1000	2d6 (40%)	2d6 (20%)	20%

Treasure Hoard Classes

Hoard Class	Small Hoards (Individuals)							
	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	4d6	-	-	-	-	-	-	-
II	-	2d8+1	-	-	-	-	-	-
III	-	-	1d10+1	-	-	-	-	-
IV	-	-	-	1d8	-	-	-	-
V	-	-	-	-	1d6	-	-	-
VI	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
VII	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any
Hoard Class	Larger Hoards (Lairs)							
	CPx1000	SPx1000	EPx1000	GPx1000	PPx100	Gems	Jewelry	Magic
VIII	-	-	-	-	-	-	-	1d4 scrolls (45%)
IX	-	-	-	-	-	-	-	2d4 potions (45%)
X	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
XI	-	-	-	-	-	1d6 (40%)	-	-
XII	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
XIII	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
XIV	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
XV	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
XVI	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
XVII	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
XVIII	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
XIX	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
XX	1d12 (25%)	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
XXI	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
XXII	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

Gems		Jewelry		Random Magic Type	
Roll d%	Gem Value (gp)	Roll d%	Jewelry Value (gp)	Roll d00	Magic Type
01-15	10	01-20	1d4x10	01-20	Potions
16-30	25	21-30	2d4x10	21-25	Rings
31-45	50	31-40	1d4x100	26-56	Scrolls
46-60	75	41-50	2d4x100	57-61	Rods, Staves, and Wands
61-75	100	51-60	2d6x100	62-66	Miscellaneous Magic
76-85	250	61-00	3d6x100	67-87	Swords
86-90	500			88-92	Miscellaneous Weapon
91-95	750			93-00	Armor
96-00	1,000				

Potions	
Roll d00	Potion
01-03	Animal Control (roll d20):
	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
04-06	Clairaudience
07-09	Clairvoyance
10-12	Climbing
13-17	Delusion
18-20	Diminution
21-23	Dragon Control (roll d10):
	1-2 Black
	3 Blue
	4-5 Green
	6 Red
	7-9 White
	0 Gold
24-26	ESP
27-28	Extra-healing
29-31	Fire Resistance
32-36	Flying
37-40	Gaseous Form
41-43	Giant Control (roll d20):
	1-2 Cloud
	3-6 Fire
	7-10 Frost
	11-15 Hill
	16-19 Stone
	20 Storm
44-47	Giant Strength
48-50	Growth
51-54	Healing
55-58	Heroism
59-61	Human Control (roll d12):
	1-2 Dwarves
	3-4 Elves
	5 Elves and Humans
	6-7 Gnomes
	8-9 Halflings
	10-11 Humans
	12 Other humanoids (orcs, gnolls, goblins, etc.)
62-64	Invisibility
65-66	Invulnerability
67-69	Levitation
70-71	Longevity
72-73	Oil of Ethernalness
74-75	Oil of Slipperiness
76-78	Philter of Love
79-81	Plant Control
82-83	Poison
84-85	Polymorph
86-88	Speed
89-90	Super-heroism
91-93	Sweet Water
94-95	Treasure Finding
96-97	Undead Control
98-00	Water Breathing

Rings	
Roll d00	Ring
01-04	Animal Command
05-09	Command Human
10-15	Command Plant
16-25	Delusion
26-27	Djinni Calling
28-38	Fire Resistance
39-49	Invisibility
50-70	Protection (roll d00):
	01-80 +1
	81-91 +2
	92 +2, 5' radius
	93-99 +3
	00 +3, 5' radius
71-72	Regeneration
73-74	Spell Storing
75-79	Spell Turning
80-81	Telekinesis
82-87	Water Walking
88-94	Weakness
95-97	Wishes
98-00	X-ray Vision

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)
00	Treasure Map (Value 5d6 gems, 2 magic items)

* Scroll of Spells (d4: 1-3 Magic-user/Elf, 4 Cleric)

Scroll Type	Magic User/Elf/Cleric	Roll d00	Spell Level	Roll d00	Spell Level
		01-25	1	01-25	1
		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		
		00	9		

Rods, Staves, and Wands*

Roll d00	Type
01-06	Rod of Cancellation
07-08	Rod of Resurrection
09-10	Staff of Commanding [C]
11-20	Staff of Healing** [C]
21-22	Staff of Power [MU/E]
23-26	Staff of Striking [C]
27-28	Staff of Withering [C]
29	Staff of Wizardry [MU/E]
30-36	Staff of the Serpent** [C]
37-40	Wand of Cold
41-45	Wand of Detecting Enemies
46-50	Wand of Detecting Magic
51-55	Wand of Detecting Metals
56-60	Wand of Detecting Secret Doors
61-64	Wand of Detecting Traps
65-69	Wand of Device Negation
70-74	Wand of Fear
75-79	Wand of Fire Balls
80-84	Wand of Illusion
85-88	Wand of Lightning Bolts
89-93	Wand of Magic Missiles
94-96	Wand of Paralyzation
97-00	Wand of Polymorphing

* Charges: rod (2d6), staff (3d10), wand (2d10)

** Does not use charges.

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 AC 9 (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-00	Shield AC 9 (cursed)

Magic Armor Type

Roll d00	Armor Type	Unmodified AC	Magic Weight (lbs)
01-10	Banded mail	4	15
11-30	Chain mail	5	20
31-60	Leather	7	10
61-67	Padded	8	5
68-85	Plate mail	3	25
86-90	Scale mail	6	15
91-95	Splint mail	4	20
96-00	Studded leather	6	15

Miscellaneous Magic Items

Roll d00	Item
01-02	Amulet versus Crystal Balls and ESP
03	Apparatus of the Crab
04-05	Bag of Devouring
06-10	Bag of Holding
11	Boat, Folding
12-14	Boots of Levitation
15-17	Boots of Speed
18-20	Boots of Traveling and Springing
21	Bowl of Commanding Water Elementals
22-23	Bracers of Armor (d20: 1 cursed AC 9, 2-20 roll d00):
01-06	AC 8
07-16	AC 7
17-36	AC 6
37-51	AC 5
52-71	AC 4
72-86	AC 3
87-00	AC 2
24	Brazier of Commanding Fire Elementals
25-26	Brooch of Shielding
27-29	Broom of Flying
30	Censer of Controlling Air Elementals
31	Chime of Opening
32-33	Cloak of Protection
01-80	+1
81-91	+2
92-00	+3
34-36	Crystal Ball
37-38	Crystal Ball with Clairaudience
39	Crystal Ball with ESP
40	Cube of Force
41	Cube of Frost Resistance
42-43	Decanter of Endless Water
44-45	Displacer Cloak
46	Drums of Panic
47-49	Dust of Appearance
50-52	Dust of Disappearance
53	Efreeti Bottle
54-57	Elven Cloak
58-61	Elven Boots
62	Eyes of Charming
63-64	Eyes of the Eagle
65-67	Eyes of Petrification
68-71	Flying Carpet
72-74	Gauntlets of Ogre Power
75-77	Girdle of Giant Strength
78-80	Helm of Alignment Changing
81-84	Helm of Comprehend Languages and Read Magic
85	Helm of Telepathy
86	Helm of Teleportation
87	Horn of Blasting
88-90	Medallion of thoughts
91-92	Medallion of thoughts (90')
93	Mirror of Life Trapping
94	Mirror of Opposition
95	Necklace of Adaptation
96-97	Rope of Climbing
98-99	Scarab of Protection
00	Stone of Controlling Earth Elementals

Miscellaneous Weapons

Roll d00	Weapon
01-10	Arrows +1 (quantity 2d6)
11-12	Arrows +1 (quantity 3d10)
13-18	Arrows +2 (quantity 1d6)
19-21	Arrows +3 (quantity 1d4)
22	Arrow +3, Slaying Arrow
23-31	Axe +1
32-34	Axe +2
35-41	Bow +1
42-51	Crossbow Bolts +1 (quantity 2d6)
52-53	Crossbow Bolts +1 (quantity 3d10)
54-60	Crossbow Bolts +2 (quantity 1d6)
61-63	Crossbow Bolts +3 (quantity 1d4)
64-68	Dagger +1
69	Dagger +2, +3 vs. goblins, kobolds and orcs
70-75	Sling +1
76-82	Spear +1
83-86	Spear +2
87	Spear +3
88-94	War Hammer +1
95-99	War Hammer +2
00	War Hammer +2, Dwarven Thrower

Swords

Roll d00	Item
01-39	Sword +1
40-44	Sword +1, +2 versus lycanthropes
45-49	Sword +1, +2 versus spell casters
50-53	Sword +1, +3 versus undead
54-57	Sword +1, +3 versus dragons
58-62	Sword +1, +3 versus regenerating monsters
63-67	Sword +1, +3 versus magical monsters
68-75	Sword +1, light 30' radius
76-80	Sword +1, Flame Tongue
81	Sword +1, Life Drinker
82-84	Sword +1, locate objects
85-86	Sword +1, Luck Blade
87	Sword +1, Wish Blade
88-90	Sword +2
91-92	Sword +2, charm person
93-94	Sword +3
95	Sword +3, Frost Brand
96-97	Sword -1 (cursed)
98-99	Sword -2 (cursed)
00	Sapient Sword*

*These swords should be very rare, and used with discretion.

Sapient Sword Motivations* (5%)

Roll d6	Destroy Opponent Type...
1	Clerics
2	Dwarves, fighters, and halflings
3	Elves and magic-users
4	Chaotic beings (if sword is lawful)
5	Lawful beings (if sword is chaotic)
6	Monster type (determine randomly)

* If a sword has a motivation, raise its INT and psyche each to 12.

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/day
36-45	Metals (any specified)	60', lead blocks
46-60	Moving walls and rooms	10' range
61-80	Sloping passages	10' range
81-96	Traps	10' range, 3/day
97	Roll two times	
98-00	Spell-like Power (1)	

Slaying Arrow Type

Roll 1d20	Type
1	Avians
2	Chimera
3	Clerics
4	Dragons
5	Dwarves
6	Efreeti
7	Elementals
8	Elves
9	Fighters
10	Giants
11	Giant animals
12	Golems
13	Halflings
14	Magic-users
15	Mammals
16	Reptiles
17	Sea creatures
18	Spiders
19	Thieves
20	Undead

Sapient Swords – Mental Character and Alignment

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

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

Roll d00 Sword Alignment

01-10	Chaotic
11-30	Neutral
31-00	Lawful

Psyche (roll d12)

Willpower (INT + Psyche + 1/spell-like power)

Spell-like Powers

Roll d00	Power	Additional Details
01-10	Clairaudience	As clairvoyance, 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 the 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 doubled for 1d10 rounds. If rolled twice, damage x4; if rolled three times, damage x6. Does not influence roll to hit.

** Can regenerate 1 hp per round, to a maximum of 6 hp per day. If rolled twice, up to 12 hp may be healed, if rolled three times, up to 18 hp may be healed. Note: the rate of healing does not change.

Labyrinth Wandering Monster Table

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	Halfling	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 Tarantella	Troll	Spectre	Salamander, Flame
19	Wolf	Yellow Mold	Throghrin	Worm, Gray	Troll	Salamander, Frost
20	Zombie	Zombie	Wight	Wraith	Worm, Gray	Vampire

Wilderness Random Encounters

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

Stronghold Encounter Table

Ruler Class	Level	Patrol Type	Ignore	Reaction 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
Magic-user	10+1d4	Heavy infantry, 2d6	1-4	5	6

Wilderness Monster Encounter Table

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	Halfling	Halfling	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Men, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Men, Merchant	Men, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Men, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Men, Brigands	Ogre	Ogre	Medusa
13	Men, Nomad	Orc	Orc	Orc	Men, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Men, 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	Harpy	Leech, Giant	Goblin
8	Giant, Hill	Elf	Hawk, Giant	Lizard, Giant Draco	Halfling
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Men, Merchant	Medusa	Men, Brigand
11	Halfling	Hydra, Aquatic	Men, Pirate	Men, Brigand	Men, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Men, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Men, 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

Groups of NPCs

1. Determine number of party members (1d4+4).

2. Determine the class of each NPC.

Roll d10	Class	Roll d10	Class
1-2	Cleric	8	Halfling
3	Dwarf	9	Magic-User
4	Elf	10	Thief
5-7	Fighter		

3. Determine each character's alignment.

Roll d6	Alignment
1-2	Neutral
3-4	Lawful
5-6	Chaotic

4. Determine each character's level.

Roll d6	Level in Dungeon	Level in Wilderness
1-2	Same level as labyrinth level or average group level	Average group level -1d4
3-4	Labyrinth level or average group level +1	Same level as average group level
5-6	Labyrinth level or average group level +2	Average group level +1d4

Note: If the level indicated is higher than the maximum level possible for a demi-human, make the demi-human the highest maximum level for the NPC's class.

5. Randomly assign spells for clerics, elves, and magic-users.

6. Determine magic items.

All characters will have a 5% chance per level of having a magic item of each type (potions; rings; scrolls; rods, staves, and wands; miscellaneous magic items; and swords). If a character cannot use a particular item that is randomly generated, the character will not have the item. Do not roll to replace items a character cannot use. If the chance for a particular magic item exceeds 100%, the character will automatically have one of that particular kind of item. They will also have a percentage chance equal to the chance over 100% of having a second item of that type.

7. Determine normal equipment.

All characters will have normal equipment appropriate to their class and level. When encountering a group in the wilderness, they will have mounts 75% of the time.

8. Determine the NPC group's marching order.

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