A referee screen for

Labyrinth Lord

Dungeon Levels 1–3 Wandering Monsters

d20	Level 1	Level 2	Level 3
1	Bee, Gnt	Bat, Gnt	Ant, Gnt
2	Beetle, Fr	Baboon, Hghr	Ape, Alb
3	Centipd, G	Beetle, Spt	Beetle, Crn
4	Dwarf	Cat, Mnt Lion	Bugbear
5	Gnome	Elf	Cat, Panthr
6	Goblin	Ghoul	Carcass Scv
7	Grn Slime	Gnoll	Dopplgngr
8	Halfling	Gray Ooze	Fly, Gnt Crn
9	Kobold	Hobgoblin	Gargoyle
10	Lizrd, G Gko	Lizrd, G Drco	Gel Cube
11	Morlock	Lizardfolk	Harpy
12	Orc	Locust, Sub	Lyc, Wererat
13	Rat, Gnt	Neanderthal	Medusa
14	Snk, Spt Cbr	Pixie	NPC Grp
15	Skeleton	Snk, Pt Vpr	Ochr Jelly
16	Spdr, G Crb	Spdr, G B Wid	Ogre
17	Stirge	Toad, Gnt	Shadow
18	Toad, G	Troglodyte	Spdr, G Trnl
19	Wolf	Yellow Mold	Throghrin
20	Zombie	Zombie	Wight

Dungeon Levels 4–7 Wandering Monsters

d20	Levels 4–5	Levels 6–7
1	Bear, Cave	Basilisk
2	Blink Dog	Bear, Cave
3	Cockatrice	Black Pudding
4	Doppelganger	Dragon, White
5	Gray Ooze	Gorgon
6	Hell Hound	Hell Hound
7	Lizrd, G Tuatara	Hydra
8	Lyc, Wereboar	Lyc, Weretiger
9	Lyc, Werewolf	Minotaur
10	Minotaur	Mummy
11	Mummy	NPC Group
12	NPC Group	Ochre Jelly
13	Ochre Jelly	Owl Bear
14	Owl Bear	Phase Tiger
15	Rhagodessa	Rust Monster
16	Rust Monster	Salamander, Flame
17	Spectre	Scorpion, Giant
18	Troll	Spectre
19	Worm, Gray	Troll
20	Wraith	Worm, Gray

Initial encounter distance

2d6 × 10′

Monster Reactions

2d6	Reaction
2	Friendly, helpful
3–5	Indifferent, uninterested
6–8	Neutral, uncertain
9–11	Unfriendly, may attack
12	Hostile, attacks!

Charisma

CHR	Reaction	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

Individual Initiative Monster Modifiers

Monster Movement	Initiative Modifier
3–10′	-2
30–60′	-1
90–120′	0
150–210′	+1
240′+	+2

Dexterity

DEX	AC Mod	Missile To-Hit Mod	Initiative
3	+3	-3	-2
4–5	+2	-2	-1
6–8	+1	-1	-1
9–12	0	0	0
13–15	-1	+1	+1
16–17	-2	+2	+1
18	-3	+3	+2

Missile Range To-Hit Adjustments

Weapon	Close (+1)	Medium	Far (-1)
Axe	0–10′	11–20′	21–30′
Bow, Long	0–70′	71–140′	141–210′
Bow, Short	0–50′	51–100′	101–150′
Crossbow	0–80′	81–160′	161–240′
Dagger	0–10′	11–20′	21–30′
Dart	0–15′	16–30′	31–45′
Holy Water	0–10′	11–30′	31–50′
Javelin	0–20′	21–40′	41–60′
Oil	0–10′	11–30′	31–50′
Sling	0–40′	41–80′	81–160′
Spear	0–20′	21–80′	81–160′

Strength

STR	Mêlée To-Hit Mod
3	-3
4–5	-2
6–8	-1
9–12	0
13–15	+1
16–17	+2
18	+3

Armor Classes

AC	Armor
9	No armor
8	Shield only
8	Padded
7	Studded
6	Scale mail
5	Chain mail
4	Banded mail
3	Plate mail
2	Plate w/ shield

Trap & Secret Detection, Listening

Detection Attempt	Odds
Secret door (1 turn)	1 in 6
Secret door (elf)	2 in 6
Listen at door	1 in 6
Listen (elf, dwarf)	2 in 6
Spot trap	1 in 6
Spot trap (dwarf)	2 in 6

Other Odds

Situation	Odds
Surprise	2 in 6
Drop held item if surprised	1 in 6
Trigger trap (per PC)	2 in 6
Break down door	2 in 6 (+ STR mod)
Wandering monster	1 in 6 (every other turn)

$\frac{1}{10}$ pp = **1 GP** = 2 ep = 10 sp = 100 cp

Light

Light	Radius	Lasts
Candle	5′	6 turns
Torch	30′	6 turns
Lantern	30′	24 turns

Monster To-Hit by Target AC (d20, roll over)

	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
1 HD or less	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
1+ and 2 HD	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
2+ and 3 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
3+ and 4 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
4+ and 5 HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
5+ and 6 HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
6+ and 7 HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
7+ to 9 HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
9+ to 11 HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11+ to 13 HD	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13+ to 15 HD	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
15+ to 17 HD	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
17+ to 19 HD	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
19+ to 21 HD	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
21+ HD	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11

Player Character To-Hit by Target AC (d20, roll over)

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

Turn Undead by Cleric Level (2d6, roll over; turns 2d6 HD worth of undead)

Undead HD	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9	Lvl 10	Lvl 11	Lvl 12	Lvl 13	Lvl 14+
1 HD	7	5	3	T	T	D	D	D	D	D	D	D	D	D
2 HD	9	7	5	3	T	T	D	D	D	D	D	D	D	D
3 HD	11	9	7	5	3	T	T	D	D	D	D	D	D	D
4 HD	-	11	9	7	5	3	T	T	D	D	D	D	D	D
5 HD	-	-	11	9	7	5	3	T	T	D	D	D	D	D
6 HD	-	-	-	11	9	7	5	3	T	T	D	D	D	D
7 HD	-	-	-	-	11	9	7	5	3	T	T	D	D	D
8 HD	-	-	-	-	-	11	9	7	5	3	T	T	D	D
9 HD	-	-	-	-	-	-	11	9	7	5	3	T	T	D
Infernal	-	-	-	-	-	-	-	11	9	7	5	3	T	T

Fighter Saving Throws (d20, roll over)

Level	Breath	Poison/Death	Petrify	Wands	Spells
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

Spells includes spell-like devices.

Magic-User Saving Throws (d20, roll over)

Level	Breath	Poison/Death	Petrify	Wands	Spells
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

Spells includes spell-like devices.

Weapons Damage

Weapon	Damage
Axe, battle*	1d8
Axe, hand	1d6
Club	1d4
Crossbow, heavy	1d8
Crossbow, light	1d6
Dagger	1d4
Dart	1d4
Flail	1d6
Flail, heavy*	1d8
Hammer, light	1d4
Hammer, war*	1d6
Javelin	1d6
Lance	1d6
Longbow	1d8
Mace	1d6
Morningstar*	1d6
Pick, heavy*	1d8
Pick, light	1d6
Pole Arm*	1d10
Quarterstaff*	1d6
Shortbow	1d6
Sling	1d4
Spear	1d6
Sword, bastard	1d8, 2d4*
Sword, long	1d8
Sword, short	1d6
Sword, two-handed*	1d10
Trident*	1d6
Unarmed	1d2 + STR mod

* Two-handed weapon

Encumbrance & Movement

Weight Carried	Move/Turn	Combat Move	Running
0–40 lbs.	120′/turn	40′/round	120′/round
41–60 lbs.	90′/turn	30′/round	90′/round
61–80 lbs.	60′/turn	20′/round	60′/round
81–160 lbs.	30′/turn	10′/round	30′/round

Wilderness Movement

Terrain	Movement
Normal terrain per turn	Base movement (ft) $\times$ 3
Normal terrain per day	Base movement (ft) $\div$ 5, in miles
Hilly, wooded, desert	-$\frac{1}{3}$ penalty
Mountains, swamp, jungle	-$\frac{1}{2}$ penalty
Good trails, roads	+$\frac{1}{2}$ bonus

Container Capacity

Container	Capacity
Backpack	40 lbs. (400 coins)
Sack, large	60 lbs. (600 coins)
Sack, Smal	20 lbs. (200 coins)
Saddle Bag	30 lbs. (300 coins)
Vial	1 fl. oz.
Waterskin	1 qt.

Labyrinth Room Stocking

d100	Room Contents	Treasure?
01–30	Empty	15%
31–60	Monster	50%
61–75	Trap	30%
76–00	Special	Maybe

Running Away

One side can always run before combat starts. If the PC's run, monsters give chase on 7–12 in 2d6. The faster side wins, but dropping dropping treasure or food may distract pursuers (3 in 6 chance).

Disfigurement

Once per delve, a character who would otherwise be killed can instead opt to survive with 1 HP by rolling on the Disfigurement table.

2d6	Disfigurement
2	Arm severed at shoulder
3	Arm severed at elbow
4	Hand severed
5	Eye plucked out
6	Ear lopped off
7	Lost a finger
8	Ear chopped off
9	Nose cut off
10	Foot severed
11	Leg severed at knee
12	Leg severed at hip

Encounters

1. Encounter distance: 2d6 $\times$ 10′
2. Surprise: 1–2 on d6
   Drop held item 1–2 on d8 if surprised
3. Do you want to run?
4. Monster reaction
5. Initiative: d6, higher is better
6. Ranged attacks
7. Morale check: 2d6, roll under
8. Mêlée
9. Award XP for defeated monsters

Intelligent monsters should taunt, banter, and kibitz during combat (perhaps after each successful morale check).

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