

Labyrinth Lord

Haldo's House Rules

By John Adams



These house rules offer an exciting adjustment to Labyrinth Lord. They often require a bit more strategy and planning on the part of the players. Low-level monsters remain a serious threat, each high-level monster is an epic adventure and even miscellaneous magic items are highly valued and useful.

This toolkit was forged out of the great ideas of many others and tested at my gaming table. I made use of ideas and concepts of many in the OSR including John Higgins, Geoffrey McKinney, Zachary Howard, Robert Conley, Golan, Stuart Robertson, and Matt Finch.

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Table of Contents

Rule Changes	P. 3
Tables	P. 5
OGL	P. 7

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Everything following is optional and only meant as a tweak to the Labyrinth Lord Core Rules. What these rules do not change remains as they appear in Labyrinth Lord. Please feel free to use, tweak, change, or discard anything. In no way are they meant to be a comment or critique of old-school games or gaming. They are simply my house rules for Labyrinth Lord.

Rule Changes

Class Skill Rolls

A single d6 is rolled for class skills. At the Referee's discretion, a -1 or -2 penalty may be added to a particular skill roll to reflect difficulty. A -1 penalty to a skill roll against opponents 3 levels higher than the character is also suggested.

Damage

Variable weapons damage for characters is not used.

Fighters

Fighters may attack twice per round. When using a two-handed weapon fighters receive a +2 to damage rolls. However, they may only make 1 attack with 1 free parry per round while wielding a two-handed weapon.

Elves

After 3rd level, a player may chose to have their elf character halt advancement as either a Fighter or Magic-User in order to focus on just one class. If they choose to do so, they should follow the progression for levels 4-6 of the class they are focusing on.

Halflings

May be Thieves.

Hit Points

Each Character may add 1 extra hit point to their total hit points after each successful adventure is completed, up to their maximum number of hit points for their current level.

Level Progression

In these house rules, characters of 1st to 3rd level are **Beginning Heroes**, characters of 4th to 5th level are **True Heroes** and 6th level characters are **Legendary Heroes**. Levels 7+ are beyond the ability of mortals. Experience points needed for level advancement are as normal through 3rd Level. However, to reach 4th level, a character needs 3 times the number of XP needed for 3rd level. For 5th level, a character needs 4 times the XP needed to reach 4th level. And for 6th level, a character needs 5 times the number of experience points needed for 5th level (i.e. 4th Level - x3; 5th level x4; 6th level x 5).

Magic Item Creation

Magic-Users may begin making spell scrolls at 4th level, brewing potions at 5th level and creating magic items (always a Major Ritual) at 6th level. Clerics may begin making spell scrolls at 5th level and creating magic items (always a Major Ritual) at 6th level.

Magic Users

Human Magic-Users may memorize and cast one extra 1st level spell each day.

Minor Rituals

Many 4th and 5th Level Magic-User/Elf Spells (or 3rd and 4th level Cleric spells) are converted into Minor Rituals, taking an entire turn to cast, requiring arcane or sacred materials and possibly a manuscript to perform.

Parry

In any round when a character forgoes an attack or casting a spell, they may instead parry 1 incoming melee attack. Parrying reduces the character's armor class by -2 (-4 for fighters). In addition, they may also add any magical to-hit bonuses from the melee weapon they are using.

Saving Throws

A single saving throw system replaces the standard 5-fold saving throw system. A simple method to determine the Saving Throw for a Monster is to subtract the Monster's Hit Dice from 19.

Thieves

Thieves throw a 1d6 for their skill rolls and the standard list of skills is replaced by the following:

- **Climbing walls or cliffs.** The percentage chance is what the thief needs to climb a wall others cannot climb. If the wall is more difficult than normal (very slippery, for example), the referee may lower a thief's chances of success. In general, if a normal person has a chance to climb a wall, a thief can do it automatically.
- **Delicate tasks.** This percentage chance is used for disabling small mechanical traps like poisoned needles, and is also used for picking pockets. The skill is also used to detect whether a mechanism, keyhole, or other small location contains a removable trap.
- **Hearing sounds.** A thief can hear well while concentrating; this mainly includes listening at doors.
- **Hiding in shadows.** Thieves can make themselves very difficult to see while lurking in the shadows. Anyone can hide, of course, but thieves are virtually invisible and can move around while hiding.
- **Moving silently.** Thieves can move quietly, without being heard.
- **Opening Locks.** Thieves can pick locks but some locks might be unusually difficult, in which case the Referee might reduce the chance as appropriate.

Tables

Cleric Spells and Rituals

Character Level	1st Level Spells	2nd Level Spells	Minor Rituals	Major Rituals
1	-	-	-	-
2	1	-	-	-
3	2	-	-	-
4	2	1	-	-
5	2	2	1	-
6	3	2	2	1

Magic-User & Elf Spells and Rituals

Character Level	1st Level Spells	2nd Level Spells	3rd Level Spells	Minor Rituals	Major Rituals
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	1	-
6	2	2	2	2	1

Character Combat Table

Fighter Level	Cleric & Thief Level	Magi-User Level	Target's Armor Class							
			9	8	7	6	5	4	3	2
			Attack Roll (1d20) Needed to Hit							
1-3	1-3	1-4	10	11	12	13	14	15	16	17
4	4-5	5-6	8	9	10	11	12	13	14	15
5	6	-	6	7	8	9	10	11	12	13
6	-	-	4	5	6	7	8	9	10	11

Character Level	Class Skill	Saving Throw
1	3 in 6	15
2	3 in 6	14
3	3 in 6	13
4	4 in 6	11
5	4 in 6	9
6	5 in 6	7

Class Bonuses to Saving Throws:

Clerics: +2 bonus vs. being paralyzed or poisoned.

Dwarves: +4 bonus vs. any magic.

Elves: +2 bonus vs. any magic

Fighters: +2 bonus vs. death and poison.

Halflings: +4 bonus vs. any magic.

Magic-Users: +2 bonus vs. spells, including spells from magic wands and staves.

Thieves: +2 bonus vs. devices, including traps, magical wands or staves, and other magical devices.

Demi - Human Skills

Dwarves	Can detect slanting passages, traps shifting walls and new construction.	2 in 6 (by just passing by) 4 in 6 (searching)
Elves	Can detect secret / hidden doors.	2 in 6 (by just passing by) 4 in 6 (searching)
Halflings	Can hide.	1 in 5 (in woods / under brush) 1 in 2 (in dungeon with shadows / cover)

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