

DUNGEONS & DRAGONS

REFERENCE SHEETS



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STATISTICS REGARDING CLASSES:

<u>Fighting-Men</u>	<u>Dice for Accumulative Hits</u>	<u>Fighting Capability</u>	<u>Spells & Level</u>
			<u>1</u> <u>2</u> <u>3</u> <u>4</u> <u>5</u> <u>6</u>
Veteran	1 + 1	Man +1	NIL
Warrior	2	2 Men +1	NIL
Swordsman	3	3 Men or Hero -1	NIL
Hero	4	Hero	NIL
Swashbuckler	5 + 1	Hero +1 or 5 Men	NIL
Myrmidon	6	Hero +1 or 6 Men	NIL
Champion	7 + 1	Superhero -1	NIL
Super Hero	8 + 2	Superhero	NIL
Lord	9 + 3	Superhero +1	NIL
Lord, 10th Level	10 + 1	Superhero +1	NIL

Magic-Users

Medium	1	Man	1 - - - - -
Seer	1 + 1	Man +1	2 - - - - -
Conjurer	2	2 Men	3 1 - - - -
Theurgist	2 + 1	2 Men +1	4 2 - - - -
Thaumaturgist	3	3 Men	4 2 1 - - -
Magician	3 + 1	3 Men +1	4 2 2 - - -
Enchanter	4	Hero -1	4 3 2 1 - -
Warlock	5	Hero	4 3 3 2 - -
Sorcerer	6 + 1	Hero +1	4 3 3 2 1 -
Necromancer	7	Wizard	4 4 3 3 2 -
Wizard	8 + 1	Wizard	4 4 4 3 3 -
Wizard, 12th Level	8 + 2	Wizard	4 4 4 4 4 1
Wizard, 13th Level	8 + 3	Wizard	5 5 5 4 4 2
Wizard, 14th Level	8 + 4	Wizard +1	5 5 5 4 4 3
Wizard, 15th Level	9 + 1	Wizard +1	5 5 5 4 4 4
Wizard, 16th Level	9 + 2	Wizard +2	5 5 5 5 5 5

Clerics

Acolyte	1	Man	- - - - -
Adept	2	Man +1	1 - - - -
Village Priest	3	2 Men	2 - - - -
Vicar	4	3 Men	2 1 - - -
Curate	4 + 1	3 Men +1	2 2 - - -
Bishop	5	Hero -1	2 2 1 1 -
Lama	6	Hero	2 2 2 1 1 -
Patriarch	7	Hero +1	2 2 2 2 2 -
Patriarch, 9th Level	7 + 1	Superhero -1	3 3 3 2 2 -
Patriarch, 10th Level	7 + 2	Superhero -1	3 3 3 3 3 -

SPELLS TABLE

Magic-Users:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1. Detect Magic	Detect Invisible	Fly
2. Hold Portal	Levitate	Hold Person
3. Read Magic	Phantasmal Forces	Dispell Magic
4. Read Languages	Locate Object	Clairvoyance
5. Protection/Evil	Invisibility	Clairaudience
6. Light	Wizard Lock	Fire Ball
7. Charm Person	Detect Evil	Lightning Bolt
8. Sleep	ESP	Protection/Evil, 10' r.
9.	Continual Light	Invisibility, 10' r.
10.	Knock	Infravision
11.		Slow Spell
12.		Haste Spell
13.		Protection/Normal Missiles
14.		Water Breathing
<u>4th Level</u>	<u>5th Level</u>	<u>6th Level</u>
1. Polymorph Self	Teleport	Stone-Flesh
2. Polymorph Others	Hold Monster	Reincarnation
3. Remove Curse	Conjure Elemental	Invisible Stalker
4. Wall of Fire	Telekinesis	Lower Water
5. Wall of Ice	Transmute Rock-Mud	Part Water
6. Confusion	Wall of Stone	Projected Image
7. Charm Monster	Wall of Iron	Anti-Magic Shell
8. Growth/Plant	Animate Dead	Death Spell
9. Dimension Door	Magic Jar	Geas
10. Wizard Eye	Contact Higher Plane	Disintegrate
11. Massmorph	Pass-Wall	Move Earth
12. Hallucinatory Terrain	Cloudkill	Control Weather
13.	Feeblemind	
14.	Growth/Animal	

SPELLS TABLE

Clerics:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1. <u>Cure Light Wounds</u>	Find Traps	Remove Curse
2. <u>Purify Food & Water</u>	Hold Person	<u>Cure Disease</u>
3. Detect Magic	Bless	Locate Object
4. <u>Detect Evil</u>	Speak with Animals	<u>Continual Light</u>
5. <u>Protection/Evil</u>		
6. <u>Light</u>		
<u>4th Level</u>	<u>5th Level</u>	
1. Neutralize Poison	<u>Dispell Evil</u>	
2. <u>Cure Serious Wounds</u>	<u>Raise Dead</u>	
3. <u>Protection/Evil, 10' r.</u>	Commune	
4. Turn sticks to snakes	Quest	
5. Speak with plants	Insect Plague	
6. Create Water	Create Food	

Clerics verses Undead Monsters:

Monster Type	<u>Acolyte</u>	<u>Adept</u>	<u>Village Priest</u>	<u>Vicar</u>	<u>Curate</u>	<u>Bishop</u>	<u>Lama</u>	<u>Patriarch</u>
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	N	11	9	7	T	T	D	D
Wraith	N	N	11	9	7	T	T	D
Mummy	N	N	N	11	9	7	T	T
Spectre	N	N	N	N	11	9	7	T
Vampire	N	N	N	N	N	11	9	7

Numbers are the score to match or exceed in order to turn away, rolled with two six-sided dice.

T = Monster turned away, up to two dice in number.

D = Dispelled/dissolved, up to two dice in number.

N = No Effect.

BASIC EQUIPMENT AND COSTS:

It will be necessary for players to equip their characters with various basic items of equipment. Selection of items is strictly up to the players, and Gold Pieces are taken away accordingly (players may sell to one another, of course, and then Gold Pieces would be transferred).

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Dagger	3	Leather Armor	15
Hand Axe	3	Chain-type Mail	30
Mace	5	Plate Mail	50
Sword	10	Helmet	10
Battle Axe	7	Shield	10
Morning Star	6	Barding (Horse Armor)	150
Flail	8	50' of Rope	1
Spear	2	10' Me	1
Pole Arm	7	12 Iron Spikes	1
Halberd	7	Small Sack	1
Two-Handed Sword	15	Large Sack	2
Lance	4	Leather Back Pack	5
Pike	5	Water/Wine Skin	1
Short Bow	25	6 Torches	1
Long Bow	40	Lantern	10
Composite Bow	50	Flask of Oil	2
Light Crossbow	15	3 Stakes & Mallet	3
Heavy Crossbow	25	Steel Mirror	5
Quiver of 20 Arrows	10	Silver Mirror, Small	15
Case with 30 Quarrels	10	Wooden Cross	2
20 Arrows/30 Quarrels	5	Silver Cross	25
Silver Tipped Arrow	5	Holy Water/Vial	25
Mule	20	Wolfsbane, bunch	10
Draft Horse	30	Belladonna, bunch	10
Light Horse	40	Garlic, bud	5
Warhorse, Medium	100	Wine, quart	1
Warhorse, Heavy	200	Iron Rations (for dungeon expeditions)	
Saddle	25	1 person/1 week	15
Saddle Bags	10	Standard Rations for 1 person, 1 week	5
Cart	100		
Wagon	200	Other items cost may be	
Raft	40	calculated by comparing to	
Small Boat	100	similar items listed above.	
Small Merchant Ship	5000		
Large Merchant Ship	20000		
Small Galley	10000		
Large Galley	30000		

ATTACK MATRIX I. : MEN ATTACKING

TARGET:

Armor Class	Description	20-Sided Die Score to Hit by Level*					
		1-3	4-6	7-9	10-12	13-15	16 & +
2	Plate Armor & Shield	17	15	12	10	8	5
3	Plate Armor	16	14	11	9	7	4
4	ChainMail & Shield	15	13	10	8	6	3
5	Chain Mail	14	12	9	7	5	2
6	Leather & Shield	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	Shield Only	11	9	6	4	2	1
9	No Armor or Shield	10	8	5	3	1	1

* Fighting-Men: Motic-Users advance in steps based on five levels/group (1-5, 6-10, etc.), and Clerics in steps based on four levels/group (1-4, 5-8, etc.). Normal men equal 1st level fighters.

ATTACK MATRIX II. : MONSTERS ATTACKING

TARGET:

Armor Class	Description	20-Sided Dice Score to Hit by Monster's Dice #							
		Up to 1	1+1	2-3	3-4	4-6	7-8	9-10	11 & +
2	All as in Table	17	16	15	13	12	11	9	7
3	I. above ...	16	15	14	12	11	10	8	6
4		15	14	13	11	10	9	7	5
5		14	13	12	10	9	8	6	4
6		13	12	11	9	8	7	5	3
7		12	11	10	8	7	6	4	2
8		11	10	9	7	6	5	3	1
9		10	9	8	6	5	4	2	0

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at long range and decreasing Armor Class by 1 at medium and 1 at short range.

SAVING THROW MATRIX:

<u>Class & Level</u>		<u>Death Ray or Poison</u>	<u>All Wands — Including Polymorph or Paralization</u>	<u>Stone</u>	<u>Dragon Breath</u>	<u>Staves & Spells</u>
Fighting-Men	1-3	12	13	14	15	16
Magic-User	1-5	13	14	13	16	15
Cleric	1-4	11	12	14	16	15
Fighter	4-6	10	11	12	13	14
Magic User	6-10	11	12	11	14	12
Cleric	5-8	9	10	12	14	12
Fighter	7-9	8	9	10	10	12
Magic-User	11-15	8	9	8	11	8
Cleric	9-12	6	7	9	11	9
Fighter	10-12	6	7	8	8	10
Magic-User	16 +	5	6	5	8	3
Cleric	13 +	3	5	7	8	7
Fighter	13 +	4	5	5	5	8

Failure to make the total indicated above results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralization, stone, or spell) or one-half effect (poison scoring one-half of the total possible hit damage and dragon's breath scoring one-half of its full damage). Wands of cold, fire balls, lightning, etc. and staves are treated as indicated but saving throws being made result in one-half damage.

THE MONSTERS

MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES:

Special characteristics are dealt with in the separate paragraphs pertaining to each monster which follow this table.

Monster Type	Number Appearing*	Armor Class	Move in Inches**	Hit Dice	% In Lair	Type or Amount of Treasure
Men	30 — 300	All variable	— — — — —	— — — — —	15%	Type A
Goblins/Kobolds	40 — 400	6/7	6	1-1/2	50%	1-6 G.P. ea.
Orcs	30 — 300	6	9	1	50%	Type D
Hobgoblins/ Gnolls	20 — 200	5	9	1+1/2	30%	Type D
Ogres	3 — 18	5	9	4+1	30%	1,000 G.P. + Type C
Trolls	2 — 12	4	12	6+3	50%	Type D
Giants	1 — 8	4	12	8-12+2	30%	5,000 G.P. + Type E
Skeletons/ Zombies	3 — 30	7/8	6	1/2/2	Nil	Nil
Ghouls	2 — 24	6	9	2	20%	Type B
Wights	2 — 24	5	9	3	60%	Type B
Wraiths	2 — 16	3	12/24	4	20%	Type E
Mummies	1 — 12	3	6	5+1	30%	Type D
Spectres	1 — 8	2	15/30	6	25%	Type E
Vampires	1 — 6	2	12/18	7-9	20%	Type F
Cockatrices	1 — 8	6	9/18	5	35%	Type D
Basilisks	1 — 6	4	6	6+1	40%	Type F
Medusae	1 — 4	8	9	4	75%	Type F
Gorgons	1 — 4	2	12	8	50%	Type E
Manticores	1 — 4	4	12/18	6+1	25%	Type D
Hydras	5-12 heads	5	12	5-12	25%	Type B
Chimeras	1 — 4	4	12/18	9	50%	Type F
Wyverns	1 — 6	3	9/24	7	60%	Type E
Dragons***	1 — 4	2	9/24	5-12	60%	Type H
Gargoyles	2 — 20	5	9/15	4	25%	Type C
Lycanthropes***	2 — 20	Variable	— — — — —	— — — — —	15%	Type C
Purple Worms	1 — 4	6	6	15	25%	Type D
Sea Monsters	All variable and at referee's discretion — — — — —					
Minotaurs	1 — 8	6	12	6	10%	Type C

MONSTER REFERENCE TABLE, CONTINUED

Monster Type	Number Appearing*		Armor Class	Move in Inches**	Hit Dice	% In Lair	Type or Amount of Treasure
Centaurs	2	— 20	5	18	4	05%	Type A
Unicorns	1	— 4	2	24	4	Nil	Nil
Nixies	10	— 100	7	12	1	100%	Type B
Pixies	10	— 100	6	9/18	1	25%	Type C
Dryads	1	— 6	5	12	2	20%	Type D
Gnomes	40	— 400	5	6	1	60%	Type C
Dwarves	40	— 400	4	6	1	50%	Type G
Elves	30	— 300	5	12	1 +1	25%	Type E
Treants	2	— 20	2	6	8	Nil	Nil
Pegasi	1	— 12	6	24/48	2 +2	Nil	Nil
Hippogriffs	2	— 16	5	18/36	3 +1	Nil	Nil
Rocs	1	— 20	4	6/48	6	20%	Type I
Griffons	2	— 16	3	12/30	7	10%	Type E
Invisible Stalkers	-----		3	12	8	Nil	Nil
Elementals	1		2	Variable	-----	Nil	Nil
Djinn	-----		5	9/24	7 +1	Nil	Nil
Efreets	-----		3	9/24	10	Nil	Nil
Ochre Jelly	1		8	3	5	Nil	Nil
Black Pudding	1		6	6	10	Nil	Nil
Green Slime	-----		—	Nil	2	Nil	Nil
Gray Ooze	-----		8	1	3	Nil	Nil
Yellow Mold	-----		—	—	—	Nil	Nil
Light Horse	-----		7	24	2	Nil	Nil
Medium Horse	-----		7	18	2 +1	Nil	Nil
Heavy Horse	-----		7	12	3	Nil	Nil
Draft Horse	-----		7	12	2 +1	Nil	Nil
Mule	-----		7	12	2 +1	Nil	Nil
Small Insects or Animals	6	— 36	Variable -----				
Large Insects or Animals	2	— 16	Variable -----				

*Referee's option: increase or decrease according to party concerned (used primarily only for out-door encounters).

**Number after slash is flying speed. Creature may "charge" also and get bonus to normal move.

***See separate paragraphs regarding each monster for various possibilities.

REFEREE'S MAP is a wilderness map unknown to the players. It should be for the territory around the dungeon location. When players venture into this area they should have a blank hexagon map, and as they move over each hex the referee will inform them as to what kind of terrain is in that hex. This form of exploring will eventually enable players to know the lay of the land in their immediate area and thus be able to select a site upon which to build their castles. (Castle building and its attendant requirements will be covered hereafter.) Exploratory adventures are likely to be the most exciting, and their incorporation into the campaign is most desirable. Exploration by foot is at normal speed. Horsed parties will travel at the speed of a draft horse, and exploration by air will be at half normal flying speed.

MOVEMENT:

Type	# of Hexes	Type: (Flying)	# of Hexes
Man on foot	3		
Wagon or Cart	4	Dragon	24
Draft Horse	5	Griffon	30
Heavy Horse	6	Hippogriff	40
Medium Horse	8	Roc	48
Light Horse	10	Pegasus	48
Raft	10 (3)	Broom	40
Boat	15 (5)	Carpet	30
Merchant Ship	12	Efreit	20
Galley	20 (6)	Djinn or Air Elemental	30

(Numbers in parenthesis are for swamp movement)

MONSTER DETERMINATION AND LEVEL OF MONSTER MATRIX:

Level Beneath the Surface		Consult Monster Level Table Number					
		1	2	3	4	5	6
1	Die	1-2	3-4	5	6	—	—
2		1	2	3-4	5	6	—
3		—	1	2	3-4	5	6
4-5		—	—	1	2-3	4-5	6
6-7		—	—	—	1	2-4	5-6
8-9		—	—	—	—	1-2	3-6
10-12		—	—	—	—	1	2-6
13 +		—	—	—	—	—	1-6

MONSTER LEVEL TABLES:

1	Die	2	Die
Kobolds	1	Hobgoblins	1
Goblins	2	Zombies	2
Skeletons	3	Lizards	3
Orcs	4	Warriors	4
Giant Rats	5	Conjurers	5
Centipedes	6	Gnolls	6
Bandits	7	Ghouls	7
Spiders	8	Toads	8
		Berserkers	9
		Theurgists	0
3	Die	4	Die
Wights	1	Wraiths	1
Heroes	2	Ogres	2
Giant Hogs	3	Evil Priests	3
Giant Ants	4	Myrmidons	4
Ochre Jelly	5	Giant Beetles	5
Thaumaturgists	6	Giant Scorpions	6
Swashbucklers	7	Lycanthropes	7
Magicians	8	Gargoyles	8
Giant Snakes	9	White Apes	9
Giant Weasles	0	Enchanters	0

5	Die	6	Die
Trolls	1	Giants	1
Superheroes	2	Hydra (9-12 heads)	2
Wyverns	3	Dragons	3
Spectres	4	Basilisks	4
Mummies	5	Gorgons	5
Minotaurs	6	Chimeras	6
Manticores	7	Vampires	7
Cockatrices	8	Lords	8
Sorcerers	9	Spectres	9
Wyverns	10	Wizards*	10
Hydra (6-8 heads)	11	Evil High Priests*	11
Medusae	12	Purple Worms	12

*Typically each will be accompanied by from 1-4 apprentices (Enchanters/Evil Priests) and 1-6 body-guards (levels 4-6) fighter-type.

Castles: As stated, the ponds indicate Castles. The inhabitants of these strongholds are determined at random. Occupants of these castles will venture out if a party of adventurers passes nearby. If passing over the castle hex there is a 50% chance (die 1-3) that they will come out, if one hex away there is a 33 1/3 chance (die 1 -2), and if two hexes away there is only a 16 2/3% chance (die 1). If the party is on the castle hex and hails the castle, the occupants will always come forth if the party is not obviously very strong and warlike. Patriarchs are always Lawful, and Evil High Priests are always Chaotic. All other castle inhabitants will be either hostile to the adventurers (die 1-3) or neutral (die 4-6). Determine the occupant of a castle as follows:

		Type of Guards/Retainers in Castle (The number after indicating the type die to use to determine how many)			
Die	Occupant	Die -1	2	3	4
1	Lord	Champs. ⁸	Griffons * ⁶	Myrmi's. ¹⁰	Giants ⁴
2	Superhero	Myrmi's. ⁸	Rocs * ⁴	Ogres ⁴	S'bucks. ¹⁰
3	Wizard	Dragons ⁴	Chmrs. ⁴	Wyverns ⁴	Blks. ⁴
4	Necromancer	Chmrs. ⁴	Mntcrs. ⁶	Lycs. ¹²	Grgyls. ¹²
5	Patriarch	Heroes ²⁰	S'heroes ⁶	Treants ¹⁰	H'griffs * ⁶
6	Evil H. P.	Trolls ¹⁰	Vmprs. ⁶	W. Apes ²⁰	Spectres ¹⁰

*With a like number of Heroes riding these creatures.

Fighting-Men within castles will demand a jousting match with all passersby of like class. Otherwise they will demand a toll of from 100 to 600 Gold Pieces from the party. If a joust takes place (use rules from CHAINMAIL) the occupant of the castle will take the loser's armor if he wins, but if the character wins the castle owner will host all in the party for up to one month, supply them with two weeks of rations, and provide warhorses (Heavy) if the party so requires.

Magic-Users from castles will send passersby after treasure by Geas if they are not hostile, with the Magic-User taking at least half of all treasure so gained, the Magic-User having first choice of magical items and automatically choosing Miscellaneous Magic, Wands/Staves, or Rings (in that order) in preference to other items. Otherwise, the Magic-User will require a magical item from the passersby as toll, and if they have no magical items suitable for use the Magic-User will require a toll of from 1000 to 4000 Gold Pieces.

Clerics will require passersby to give a tithe (10%) of all their money and jewels. If there is no payment possible the Cleric will send the adventurers on some form of Lawful or Chaotic task, under Quest. Generally Evil High Priests will simply attempt to slay Lawful or Neutral passersby who fail to pay their tithes.

Guards: In addition to those men or monsters accompanying castle residents, there will be a number of men aiding in defense. From 30 to 180 men will man the walls, one-half of whom will be crossbow armed light foot, and the balance will be heavy foot. Those castle residents who are accompanied by men or creatures capable of riding or able to make near equal speed will be mounted on horseback, as will their men be mounted. There is also a chance that there will be others in the castle's party:

<u>Castle Resident</u>	<u>% Chance of Having</u>	<u>Level</u>
Fighting-Men	25% chance for	5-8
	Magic-User	---
	50% chance for	3-6
Magic-User	Cleric	---
	25% chance for	5-8
	Fighting-Man	---
Cleric	50% chance for	4-7
	Apprentice	---
	50% chance for	4-7
	1 -6 Assistants	

WILDERNESS WANDERING MONSTERS:

Terrain Type — —	<u>Clear</u>	<u>Woods</u>	<u>River</u>	<u>Swamp</u>	<u>Mtns.</u>	<u>Desert</u>	<u>City</u>
Lost — — — — —	1	1-2	1	1-3	1-2	1-3	—
Encounter — — —	6	5-6	5-6	4-6	4-6	5-6	6

Die Roll for

Type Encounter

1	Men	Men	Men	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead
3	Giant	Giant	Giant	Giant	Giant	Giant	Undead
4	Lycs.	Lycs.	Lyes.	Lycs.	Lyes.	Men	Men
5	Anmls.	Lyes.	Swim'r	Swim'r	Anmls.	Anmls.	—
6	Men	Men	Swim'r	Undead	Giants	Dragon	—
7	Anmls.	Anmls.	Anmls.	Undead	Dragon	—	—
8	Dragon	Dragon	Dragon	Dragon	Dragon	—	—

MEN

Die	<u>Typical</u>	<u>Mountain</u>	<u>Desert (Mars)</u>	<u>Waterbourne</u>
1	Bandits	Band its	Nomads	Buccaneers
2	Brigands	Berserkers	Dervishes	Pirates
3	Necromancer	Brigands	Nomads	Buccaneers
4	Wizard	Lord	Lord	Pirates
5	Bandits	Wizard	Wizard	Buccaneers
6	Berserkers	Superhero	Nomads	Mermen
7	Lord	Cavemen	(Red Martians)	—
8	Superhero	Necromancer	(Tharks)	
9	Brigands	Evil H.P.	(Black Martians)	
10	Bandits	Cavemen	(Yellow Martians)	
11	Evil H.P.	Patriarch	(Tharks)	
12	Patriarch	Berserkers	(White Martians)	

Die	<u>FLYER TYPES</u>	<u>UNDEAD TYPES</u>	<u>GIANT TYPES</u>
1	Pegasi	Skeletons	Kobolds
2	Rocs	Zombies	Goblins
3	Chimerae	Ghouls	Orcs
4	Hippogriffs	Wights	Hobgoblins
5	Griffons	Wraiths	Gnolls
6	Manticores	Mummies	Ogres
7	Rocs	Spectres	Trolls
8	Wyverns	Vampires	Giants
9	Dragons	—	Gnomes
10	Pegasi	—	Dwarves
11	Hippogriffs	—	Elves
12		—	Treants

<u>Die</u>	<u>LYCANTHROPES</u>	<u>SWIMMER TYPES</u>	<u>DRAGON TYPES</u>
1	Werewolves	Giant Crabs	Black Dragons
2	Wereboars	Nixies	White Dragons
3	Weretigers	Giant Octopi	Green Dragons
4	Werebears	Giant Squid	Blue Dragons
5	— — —	Sea Monster	Red Dragons
6		Giant Snakes	Gold Dragons
7		Crocodiles	Cockatrices
8		Giant Leeches	Basilisks
9		Mermen	Wyverns
10		Nixies	
11		Giant Fish	Chimerae
12		Dragon Turtle	Hydra (7-12 heads)

<u>Die</u>	<u>Basic Animals</u>	<u>Optional Woods</u>	<u>Optional Swamps</u>	<u>Optional Arid Plains</u>	<u>Optional Mountains</u>
1	Spiders	Centaurs	Tyr. Rex	Apts	Cave Bears
2	Centipedes	Unicorns	Pter'dyle.	Banths	Dire Wolves
3	Lizards	Minotaurs	Triceratops	Thoats	Sabre T. Tigs.
4	Toads	Gorgons	Bronto's.	Calots	Mastodons
5	Ants	Pixies	Stegosaurus	White Apes	Sptd. Lions
6	Weasels	Manticores	Tyr. Rex	Thoats	Wooly Rhinos
7	Apes	Dryads	Pter'dyle.	Orluks	Titanotheres
8	Beetles	Medusae	Triceratops	Sith	Cave Bears
9	Scorpions	— — —	— — —	Tharks	Mammoths
10	Lions			Darseen	Sabre T. Tigs.
11	Boars			Banths	Dire Wolves
12	Snakes			Tharks	Sptd. Lions

Notes:

There will be from 2-12 men with any Fighting-Man, Magic-User, or Cleric encountered in the wilderness. They will be from the 1st to 4th level of the appropriate class. In addition there will be other magical items they might have:

<u>Fighting-Man</u>		<u>Magic-User</u>		<u>Cleric</u>	
ITEM	CHANCE	ITEM	CHANCE	ITEM	CHANCE
sword	50%	wand	60%	weapon	40%
shield	25%	ring	30%	staff	30%
armor	25%	misc. mg.	20%	shield	20%
				armor	10%

Animals will generally be of the giant variety, although the referee might prefer to have small spiders, for example, which attack the party when they are asleep.

TREASURE TYPES:

Type	1000's of Copper	1000's of Silver	1000's of Gold	Gems and Jewelry*	Maps or Magic
A					
Land ¹	1-6:25%	1-6:30%	2-12:35%	6-36:50%	40%: any 3
Desert ²	1-4:20%	1-4:25%	1-6:30%	10-40:50%	60%: 3 magic
Water ³	Nil	Nil	5-30:60%	10-60:60%	50%: 1 map
B	1-8:50%	1-6:25%	1-3:25%	1-6:25%	10%: Weapon, Armor, or misc. weapon
C	1-12:20%	1-4:30%	Nil	1-4:25%	10%: any 2
D	1-8:10%	1-12:15%	1-6:60%	1-8:30%	20%: any 2+ 1 Potion
E	1-10:05%	1-12:30%	1-8:25%	1-10:10%	30%: any 3+ 1 Scroll
F	Nil	2-20:10%	1-12:45%	2- 24:20% 1-12:10%	35%: no weap- ons, any other 3+ 1 Potion and 1 Scroll
G	Nil	Nil	10-40:75%	3-18:25% 1-10:25%	40%: any 4+ 1 Scroll
H	3-24:25%	1-100:50%	10-60:75%	1-100:50% 10-40:50%	20%: any 4+ 1 Potion and 1 Scroll
I	Nil	Nil	Nil	2-16:50%	20%: any 1

* Roll for each category (Gems and Jewelry), probability shown if different for either category.

¹ Brigands will have only very important prisoners, 1/20 Brigands, while Bandits will have prisoners at a ratio of 1/10 Bandits. Both classes will carry Silver Pieces on their person, 2-20 each. Berserkers have neither. Cave-men have no treasure.

² Nomads will have prisoners at a rate of 1/25. They will have 5-30 Silver Pieces each. Dervishes have neither.

- ³ Pirates will have prisoners as do Bandits, and the same holds true for the Buccaneer/Bandit relationship. Pirates and Buccaneers will carry from 2-12 Gold Pieces each. Mermen have treasure only underwater in their "Lair".

NOTE: All Treasure is found only in those cases where the encounter takes place in the "Lair".

MAGIC/MAPS DETERMINATION TABLE:

Roll on 100% Dice

01-75 = Magic — —

Roll for each item found

76-00 = Map — —

MAGIC ITEMS

Roll on 100% Dice

01-20	Swords
21-35	Armor
36-40	Misc. Weapons
41-65	Potions
66-85	Scrolls
86-90	Rings
91-95	Wands/Staves
96-00	Misc. Magic

MAPS

Roll on 100% Dice

01-60	Treasure Map
61-90	Magic Map
91-00	Magic & Treasure Map

SWORD:

01-35	Sword +1
36-40	Sword +1, +2 vs. Lycanthropes
41-45	Sword +1, +2 vs. Magic-Users and Enchanted Monsters
46-50	Sword +1, Locating Objects Ability
51-60	Sword +1, +3 vs. Trolls (Clerics)
61-65	Sword, Flaming: +1 +2 vs. Trolls (Pegasi, Hippogriffs, + Rocs) +3 vs. Undead Treants
66-70	Sword +1, Wishes Included (2-8 Wishes)
71-75	Sword +1, +3 vs. Dragons
76-78	Sword +2
79-80	Sword +2, Charm Person Ability
81-82	Sword +3
83	Sword, One Life Energy Draining Ability
84-00	Sword -2 (Cursed Sword)

ARMOR:

01-30	Shield +1
31-60	Armor +1
61-75	Armor & Shield +1
76-83	Shield +2
84-90	Armor +2
91-97	Armor & Shield +2
98-00	Shield +3

MISCELLANEOUS WEAPONS:

01-25	10 Magic Arrows
26-40	3-30 Magic Arrows
41-55	Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins and Kobolds
56-60	Dagger +2 vs. Man-Sized Opponents, +3 vs. Orcs, Goblins and Kobolds
61-65	Magic Bow
66-70	Axe +1
71-80	Mace +2
81-85	War Hammer +1
86-89	War Hammer +2
90	War Hammer +3, 6" Throwing Range with Return
91-96	Spear +1
97-99	Spear +2
00	Spear +3

POTIONS:

01-04	Growth	49-52	Clairvoyance
05-08	Dimenuation	53-55	Clairaudience
09-12	Giant Strength	56-60	Animal Control
13-16	Invisibility	61-64	Undeod Control
17-20	Gaseous Form	65-68	Plant Control
21-24	Polymorph (Self)	69-72	Human Control
25-28	Speed	73-76	Giant Control
29-32	Levitation	77-80	Dragon Control*
33-36	Flying	81-84	Poison**
37-40	ESP	85-88	Invulnerability
38-40	Delusion	89-92	Fire Resistance
41-44	Healing	93-96	Treasure Finding
45-48	Longevity	97-00	Heroism

* Referee to roll to determine which of the six types of Dragons will be controlled.

** Referee will mislead by naming any of the other Potions, but if carefully questioned should give it a singular feature.

SCROLLS:

01-20	1 Spell	61-70	Protection: Lycanthropes
21-35	2 Spells	71-80	Protection: Undead
36-45	3 Spells	81-90	Protection: Elementals
46-50	7 Spells	91-00	Protection: Magic
51-60	1 Curse*		

*The referee must take extreme care in handling all Scrolls with an eye towards duping the players when a Curse Scroll is found. The curse takes effect immediately upon reading the Scroll; therefore having non-Curse Scrolls disappear on occasion if not identified will help to force reading of Curse Scrolls. To determine the type of curse use the table below;

<u>Die Roll</u>	<u>Curse: (Range 3" diameter)</u>
1 or 2	Any monster of the referee's choice
3 or 4	Disease, fatal in 3 turns unless healed
5 or 6	Polymorph to insect of referee's choice
7	Transportation 1,000 miles, random direction
8	Transportation to another planet

RINGS:

01-09	Invisibility	81-85	Protection, 5' r.
10-15	Mammal Control	86-90	Regeneration
16-21	Human Control	91-92	Djinn Summoning
22-30	Weakness	93-94	Telekenisis
31-39	Protection	95-96	X-Ray Vision
40-49	Three Wishes	97-98	Spell Turning
50-60	Delusion	99	Spell Storing
61-70	Water Walking	00	Many Wishes (4-24)
71-80	Fire Resistance		

WANDS AND STAVES (All wands usable by Magic-Users only) :

01-15	Metal Detection	61-65	Polymorph
16-20	Enemy Detection	66-70	Negation
21-25	Magic Detection	71-80	Staff of Healing*
26-30	Secret Doors & Traps Detection	81-85	Staff of Commanding**
31-35	Illusion	86-90	Snake Staff*
36-40	Fear	91-95	Staff of Striking**
41-45	Cold	96-97	Staff of Withering*
46-50	Paralization	98-99	Staff of Power***
51-55	Fire Balls	00	Staff of Wizardry***
56-60	Lightening Bolts		

*Clerics only can employ

**Clerics and Magic-Users may employ

***Magic-Users only may employ

MISCELLANEOUS MAGIC:

01-04	Crystal Ball
05-06	Crystal Ball with Clairaudience
07	Crystal Ball with ESP
08-12	Medallion of ESP, 3" Range*
13-15	Medallion of ESP, 9" Range*
16-18	Amulet vs. Crystal Balls and ESP*
19-24	Scarab of Protection from Evil High Priests*
25-29	Bag of Holding*
30	Censor Controlling Air Elementals
31	Stone Controlling Earth Elementals
32	Brazier Commanding Fire Elementals
33	Bowl Commanding Water Elementals
34-35	Efrete Bottle*
36-38	Displacer Cloak*
39-47	Elven Cloak and Boots*

48-52	Boots of Speed*
53-57	Boots of levitation*
58-62	Boots of Traveling and Leaping*
63-67	Broom of Flying
68-72	Helm of Reading Magic and Languages*
73-75	Helm of Telepathy*
76	Helm of Teleportation
77-87	Helm of Chaos (Law)*
88	Flying Carpet*
89	Drums of Panic, 24" Range*
90	Horn of Blasting, 10" Range*
91-97	Gauntlets of Ogre Power*
98-99	Girdle of Giant Strength*
00	Mirror of Life Trapping

* Usable by all classes

MAPS:

TREASURE

Die Roll: Map to -

1	10,000-40,000 Silver
2	5,000-30,000 Gold
3	1 & 2 above
4	1 above + 2-20 Gems
5	2 above + 5-30 Gems
6	3 above + 1-100 Gems
7	10-60 Gems, 2-20 Jewelry
8	3 & 7 above

MAGIC

Die Roll: Map to -

1-3	Any 1 Item
4-5	Any 2 Items
6	3 Items, No Swords
7	4 Items, 1 a Potion
8	5 Items, 1 a Scroll & 1 a Potion

MAGIC & TREASURE

Die Roll: Map to -

1	#1 Treasure and #1 Magic
2	#2 Treasure and #1 Magic
3	#3 Treasure and #4 Magic
4	Map to #7 Treasure and #6 Magic (already there)
5	#5 Treasure and #4 Magic
6	Map to Treasure and #1 Magic (already there)
7	#6 Treasure and #8 Magic
8	#8 Treasure and #7 Magic

NOTE: All items will be guarded by appropriate monsters. If the referee desires he can simply roll on the Dungeon Encounter Matrix, (see Vol. III) fifth or sixth level monster classes.