

XXI) EQUIPMENT COSTS & WEIGHTS

MISCELLANEOUS EQUIPMENT

| Item                        | Cost | Weight     |
|-----------------------------|------|------------|
| Backpack, leather (500)     | 50P  | 200lb      |
| Box, iron, large (1000)     | 28GP | 1000       |
| Box, iron, small (500)      | 9GP  | 400        |
| Candle, tallow              | 1CP  | 1          |
| Candle, wax                 | 1SP  | 1          |
| Case, bone, map-scroll      | 5P   | 2          |
| Case, leather, map-scroll   | 15SP | 2          |
| Chest, wooden, large (1200) | 17SP | 400        |
| Chest, wooden, small (600)  | 8SP  | 100        |
| First Aid Kit               | 5P   | 60         |
| Fishing line, 30'           | 8SP  | 5          |
| Grappling Hook, 3 pronged   | 10CP | 50         |
| Lantern, bullseye           | 12CP | 75         |
| Lantern, hooded             | 7P   | 75         |
| Magik Books 1/level         | ?    | 100        |
| Mirror, large metal         | 10CP | 10         |
| Mirror, small silver        | 20CP | 5          |
| Oil, pint                   | 15SP | 15SP flask |
| Flask, glass                | 1CP  | 20         |
| Flask, metal                | 3CP  | 25         |
| Pole, 10'                   | 1CP  | 150        |
| Pouch, belt, large (150)    | 1CP  | 5          |
| Potion container            | 3CP  | 20         |
| Quiver, 12 arrows           | 8SP  | 40         |
| Quiver, 20 arrows           | 12SP | 50         |
| Quiver, 20 bolts            | 15SP | 40         |
| Quiver, 40 bolts            | 1GP  | 50         |
| Rope, 50'                   | 4SP  | 80         |
| Sack, large (600)           | 16CP | 10         |
| Sack, small (300)           | 10CP | 5          |
| Skin, water-wine, 2 gal     | 15SP | 50         |
| Spike, iron                 | 1CP  | 5          |
| Thieves picks & tools       | 30CP | 10         |
| Tinder Box, flint & steel   | 1GP  | 10         |
| Torch                       | 1CP  | 10         |

RELIGIOUS ITEMS

|                            |      |      |
|----------------------------|------|------|
| Ale, pint                  | 1SP  | skin |
| Beer, pint                 | 5CP  | skin |
| Food, poor meal            | 5CP  | XX   |
| Food, average meal         | 1SP  | XX   |
| Food, rich meal            | 1GP  | XX   |
| Grain, horse (1 day)       | 1SP  | 20   |
| Rations, Iron (1 week)     | 5GP  | 120  |
| Rations, Standard (1 week) | 3GP  | 180  |
| Wine, pint                 | 10SP | skin |

PROVISIONS

| Item                      | Cost  | Weight |
|---------------------------|-------|--------|
| Belladona, sprig          | 4SP   | 1      |
| Garlic, bud               | 5CP   | 1      |
| Wolvesbane, sprig         | 10SP  | 1      |
| TACK & HARNESS            |       |        |
| Barding, chain            | 250CP | 1000   |
| Barding, leather          | 100CP | 500    |
| Barding, plate            | 500CP | 1500   |
| Harness                   | 1CP   | 50     |
| Saddle                    | 10CP  | 200    |
| Saddle Bags, large (1000) | 4GP   | 50     |
| Saddle Bags, small (500)  | 3GP   | 40     |
| Saddle Blanket            | 3SP   | 5      |
| Wagon                     | 150CP | XX     |
| SAMURAI WEAPONS & ARMOR   |       |        |
| Katana (Longsword)        | 18GP  | 50     |
| Katana +1                 | 240CP | 45     |
| Katana +2                 | 480CP | 40     |
| Katana +3                 | 960CP | 40     |
| Wakizashi (Shortsword)    | 16GP  | 28     |
| Wakizashi +1              | 200CP | 25     |
| Wakizashi +2              | 400CP | 23     |
| Wakizashi +3              | 800CP | 23     |
| Tumi (Bow)                | 75GP  | 50     |
| Arrow, dozen              | 3GP   | 50     |
| Quiver, 24 arrows         | 5GP   | 75     |
| Armor Grade: A (AC 3)     | 600CP | 625    |
| B (AC 3)                  | 300CP | 675    |
| C (AC 4)                  | 150CP | 575    |
| D (AC 5)                  | 75GP  | 400    |
| E (AC 6)                  | 40GP  | 400    |
| Ahsi (Helmet)             | 16GP  | 60     |

HERBS

Cost Weight

ARMOR

|                       |       |     |
|-----------------------|-------|-----|
| Armor: Leather        | 5GP   | 200 |
| Studded Leather       | 15GP  | 300 |
| Ring                  | 30GP  | 400 |
| Scale                 | 45GP  | 500 |
| Chain                 | 75GP  | 600 |
| Banded                | 90GP  | 700 |
| Plate                 | 400GP | 800 |
| Helmet, great         | 15GP  | 75  |
| Helmet, small         | 10GP  | 50  |
| Shield, large         | 20GP  | 150 |
| Shield, medium        | 15GP  | 125 |
| Shield, small         | 10GP  | 100 |
| Shield, wooden        | 1GP   | 50  |
| Arrow, single         | 2SP   | 2   |
| Arrow, dozen          | 1GP   | 24  |
| Arrow, silver, single | 1GP   | 2   |
| Axe, battle           | 5GP   | 75  |
| Axe, hand             | 1GP   | 50  |
| Bardiche              | 7GP   | 125 |
| Bec de corbin         | 6GP   | 100 |
| Bill-guisarme         | 6GP   | 150 |
| Bo Stick              | make  | 15  |
| Bolt, light, single   | 1SP   | 1   |
| Bolt, heavy, single   | 1SP   | 2   |
| Bow, composite, short | 75GP  | 25  |
| Bow, composite, long  | 100GP | 35  |
| Bow, short            | 15GP  | 20  |
| Bow, long             | 60GP  | 30  |
| Club                  | make  | 30  |
| Crossbow, heavy       | 20GP  | 40  |
| Crossbow, light       | 12GP  | 35  |
| Dagger & scabbard     | 2GP   | 10  |
| Dart                  | 5SP   | 5   |
| Fauchard              | 3GP   | 60  |
| Fauchard-Fork         | 8GP   | 80  |
| Faial, footmans       | 3GP   | 150 |
| Faial, horsemans      | 8GP   | 35  |
| Fork, Military        | 4GP   | 75  |
| Gaive                 | 6GP   | 75  |
| Gaive-guisarme        | 10GP  | 100 |
| Guisarme              | 5GP   | 80  |
| Guisarme-Voulge       | 7GP   | 150 |
| Halberd               | 9GP   | 175 |
| Hammer, War           | 1GP   | 50  |
| Hammer, Lucern        | 7GP   | 150 |
| Javelin               | 10SP  | 20  |
| Jo Stick              | make  | 40  |
| Lance, light horse    | 6GP   | 50  |
| Lance, medium horse   | 6GP   | 100 |
| Lance, heavy horse    | 6GP   | 150 |
| Mace, footmans        | 8GP   | 100 |
| Mace, horsemans       | 4GP   | 50  |
| Morning Star          | 5GP   | 125 |

Cost Weight

ARMS (cont.)

|                               |       |     |
|-------------------------------|-------|-----|
| Partisan                      | 10GP  | 80  |
| Pick, Military, footmans      | 8GP   | 60  |
| Pick, Military, horsemans     | 5GP   | 40  |
| Pike, Awl                     | 3GP   | 80  |
| Ranseur                       | 4GP   | 50  |
| Schmitar                      | 15GP  | 40  |
| Sling                         | 6SP   | 5   |
| Sling Bullets, score          | 10SP  | 2ea |
| Sling Stones                  | find  | 1   |
| Spear                         | 1GP   | 50  |
| Spetum                        | 3GP   | 50  |
| Staff, Quarter                | make  | 50  |
| Sword, Bastard & scabbard     | 25GP  | 100 |
| Sword, Broad & scabbard       | 10GP  | 75  |
| Sword, Long & scabbard        | 15GP  | 60  |
| Sword, Short & scabbard       | 8GP   | 35  |
| Sword, 2-Handed & scabbard    | 30GP  | 250 |
| Trident                       | 4GP   | 50  |
| Voulge                        | 2GP   | 125 |
| Belt                          | 3SP   | 0   |
| Boots                         | 2GP   | 0   |
| Cap                           | 1SP   | 0   |
| Cloak (20)                    | 5SP   | 0   |
| Gloves                        | 1SP   | 0   |
| Gauntlets                     | 1GP   | 0   |
| Pants (10)                    | 2GP   | 0   |
| Pouch, belt, small (50)       | 15SP  | 0   |
| Robe (50)                     | 6SP   | 0   |
| Tunic (10)                    | 2GP   | 0   |
| Chicken                       | 3GP   | 40  |
| Cow                           | 10GP  | XX  |
| Dog, guard                    | 25GP  | 400 |
| Dog, hunting                  | 50GP  | 350 |
| Goat                          | 1GP   | XX  |
| Hawk, Large                   | 100GP | 20  |
| Hawk, small                   | 75GP  | 15  |
| Horse, draft (4000/8000)      | 130GP | XX  |
| Horse, light war (3000/5000)  | 25GP  | XX  |
| Horse, medium war (4000/6500) | 325GP | XX  |
| Horse, heavy war (5000/7500)  | 400GP | XX  |
| Horse, wild (3000/6000)       | find  | XX  |
| Mule (3000)                   | 30GP  | XX  |
| Ox (3000)                     | 20GP  | XX  |
| Pig                           | 3GP   | 500 |
| Pony (2000/3000)              | 90GP  | XX  |
| Sheep                         | 2GP   | 500 |
| Songbird                      | 4GP   | 10  |

Cost Weight

WEAPONS DATA

| Weapon                | Space | Speed | AC | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | Damage S & M | 1     |
|-----------------------|-------|-------|----|----|----|----|----|----|----|----|----|----|--------------|-------|
| Axe, Battle           | 4     | 0     | +2 | +1 | +1 | 0  | 0  | -1 | -1 | -2 | -3 | -3 | 1-8          | 1-8   |
| Axe, Hand             | 1     | -1    | +1 | +1 | 0  | 0  | 0  | -1 | -2 | -2 | -3 | -3 | 1-4          | 1-4   |
| Bardiche              | 5     | +1    | +3 | +2 | +2 | +1 | +1 | 0  | 0  | -1 | -2 | -2 | 2-8          | 3-12  |
| Bec de Corbin         | 6     | +1    | -1 | 0  | 0  | 0  | 0  | 0  | 0  | +2 | +2 | +2 | 1-6          | 1-6   |
| Bill-Guisarme         | 2     | +1    | 0  | 0  | +1 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 2-8          | 1-10  |
| Bo Stick              | 3     | -1    | +3 | 0  | +1 | 0  | -1 | -3 | -5 | -7 | -9 | -9 | 1-6          | 1-3   |
| Club                  | 2     | -1    | +1 | 0  | 0  | -1 | -2 | -3 | -4 | -5 | -5 | -5 | 1-6          | 1-3   |
| Dagger                | 1     | -1    | +3 | +1 | 0  | 0  | -2 | -2 | -3 | -3 | -3 | -3 | 1-4          | 1-3   |
| Rauchard-Fork*        | 2     | +1    | -1 | 0  | 0  | 0  | -1 | -1 | -2 | -3 | -3 | -3 | 1-6          | 1-8   |
| Rauchard-Fork*        | 2     | +1    | +1 | 0  | +1 | 0  | 0  | -1 | -1 | -1 | -1 | -1 | 1-8          | 1-10  |
| Fist or Open-Hand     | -     | -1    | +4 | 0  | +2 | 0  | 0  | -1 | -3 | -5 | -7 | -7 | 1-2          | 1-3   |
| Flail, Footman's      | 6     | 0     | -1 | +1 | +1 | +1 | +1 | +2 | +2 | +2 | +2 | +2 | 2-8          | 2-7   |
| Flail, Horseman's     | 4     | 0     | 0  | +1 | +1 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 2-5          | 2-5   |
| Fork, Military*       | 1     | 0     | +1 | 0  | +1 | 0  | 0  | -1 | -2 | -2 | -2 | -2 | 1-8          | 2-8   |
| Glaive                | 1     | +1    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | -1 | -1 | -1 | 1-10         | 1-6   |
| Glaive-Guisarme*      | 1     | +1    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | -1 | -1 | -1 | 2-8          | 2-12  |
| Guisarme*             | 2     | +1    | -1 | 0  | 0  | 0  | -1 | -1 | -2 | -2 | -2 | -2 | 1-8          | 2-8   |
| Guisarme-Voulge*      | 2     | +1    | 0  | 0  | +1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | 2-8          | 2-8   |
| Halberd               | 5     | +1    | 0  | +1 | +1 | +2 | +2 | +2 | +2 | +1 | +1 | +1 | 1-10         | 2-12  |
| Hammer, Lucern*       | 5     | +1    | 0  | 0  | +1 | +1 | +2 | +2 | +2 | +1 | +1 | +1 | 2-8          | 1-6   |
| Hammer, War           | 2     | -1    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | +1 | 0  | 0  | 2-5          | 1-4   |
| Jo Stick              | 2     | -1    | +2 | 0  | +1 | 0  | -1 | -2 | -4 | -6 | -8 | -8 | 1-4          | 1-4   |
| Lance (Hy Horse)      | 1     | +1    | 0  | 0  | +1 | +1 | +2 | +2 | +2 | +3 | +3 | +3 | 3-18a        | 3-18a |
| Lance (Lt Horse)      | 1     | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | -1 | -2 | -2 | 1-8a         | 1-8a  |
| Lance (Md Horse)      | 1     | 0     | 0  | 0  | 0  | 0  | 0  | 0  | +1 | +1 | +1 | +1 | 2-7a         | 2-12a |
| Mace, Footman's       | 4     | 0     | -1 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1-6          | 2-7   |
| Mace, Horseman's      | 2     | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | +1 | +1 | +1 | 1-4          | 1-6   |
| Morning Star          | 5     | 0     | +2 | +2 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | 2-8          | 2-7   |
| Partisan              | 3     | +1    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 2-7          | 1-6   |
| Pick, Military, Foot  | 4     | 0     | -2 | -1 | -1 | -1 | -1 | 0  | +1 | +1 | +2 | +2 | 2-8          | 2-7   |
| Pick, Military, Horse | 2     | 0     | -1 | -1 | 0  | 0  | +1 | +1 | +1 | +1 | +1 | +1 | 1-4          | 2-5   |
| Pike, awl             | 1     | +2    | -2 | -1 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1-12         | 1-6   |
| Ranseur*,**           | 1     | +1    | +1 | 0  | 0  | 0  | 0  | 0  | -1 | -1 | -2 | -2 | 2-8          | 2-8   |
| Scimitar              | 2     | -1    | +3 | +1 | +1 | 0  | 0  | -1 | -2 | -2 | -3 | -3 | 1-8          | 1-8   |
| Spear                 | 1     | +1    | 0  | 0  | 0  | 0  | 0  | 0  | -1 | -1 | -2 | -2 | 1-8b         | 1-6b  |
| Spetum**              | 1     | +1    | +2 | +1 | 0  | 0  | 0  | 0  | 0  | 0  | -1 | -2 | 2-12         | 2-7   |
| Staff, Quarter        | 3     | -1    | +1 | +1 | 0  | 0  | -1 | -3 | -5 | -7 | -7 | -7 | 1-6          | 1-6   |
| Sword, Bastard***     | 5     | 0     | 0  | +1 | +1 | +1 | +1 | +1 | 0  | 0  | 0  | 0  | 2-16         | 2-8   |
| Sword, Broad          | 4     | 0     | +2 | +1 | +1 | 0  | 0  | -1 | -2 | -3 | -3 | -3 | 2-8          | 2-7   |
| Sword, Long           | 3     | 0     | +2 | +1 | 0  | 0  | 0  | 0  | 0  | -1 | -2 | -2 | 1-12         | 1-8   |
| Sword, Short          | 1     | -1    | +2 | 0  | +1 | 0  | 0  | -1 | -2 | -3 | -3 | -3 | 1-8          | 1-6   |
| Sword, 2-Handed       | 6     | +1    | 0  | +1 | +3 | +3 | +3 | +2 | +2 | +2 | +2 | +2 | 3-18         | 1-10  |
| Trident               | 1     | +1    | +1 | 0  | +1 | 0  | 0  | -1 | -1 | -2 | -3 | -3 | 2-7          | 2-7   |
| Voulge                | 2     | +1    | 0  | 0  | 0  | 0  | 0  | 0  | +1 | +1 | -1 | -1 | 2-8          | 2-8   |
| Wavlin                | 1     | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1-6b         | 1-6b  |

\* able to dismount a rider on a score equal to or greater than needed to hit.

\*\* capable of disarming opponent on a score required to hit AC8.

\*\*\* treat as Long Sword if used one-handed.

a does double damage when riding a charging mount.

b does double damage when set vs charge.

Weapons strike at +2 vs an opponents back.

Weapons strike at +4 vs prone or motionless opponents.

| Weapon                | ROF | S     | M* | L*    | AC | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | Damage | S & M | *** |
|-----------------------|-----|-------|----|-------|----|----|----|----|----|----|----|----|----|----|--------|-------|-----|
| Axe, Hand             | 1   | 1     | 2  | 3     | +1 | 0  | 0  | 0  | 0  | -1 | -2 | -3 | -4 | -4 | 1-6    | 1-4   | *** |
| Bow, composite, long  | 2   | 6     | 12 | 21    | +3 | +2 | +2 | +1 | 0  | 0  | -1 | -2 | -3 | -2 | 2-7    | 2-7   | *** |
| Bow, composite, short | 2   | 5     | 10 | 18    | +3 | +2 | +2 | +1 | 0  | -1 | -3 | -3 | -3 | -2 | 2-7    | 2-7   | *** |
| Bow, long             | 2   | 7     | 14 | 21    | +3 | +3 | +3 | +2 | +1 | 0  | 0  | -1 | -1 | -1 | 1-6    | 1-6   | *** |
| Bow, short (Horse)    | 2   | 5     | 10 | 15    | +2 | +2 | +2 | +1 | 0  | 0  | -1 | -4 | -5 | -5 | 1-6    | 1-6   | *** |
| Club                  | 1   | 1     | 2  | 3     | 0  | 0  | -1 | -1 | -2 | -3 | -5 | -7 | -7 | -7 | 1-3    | 1-3   | *** |
| Crossbow, heavy       | 1   | 8     | 16 | 24    | +4 | +4 | +4 | +3 | +3 | +2 | +1 | 0  | -1 | -1 | 2-5    | 2-5   | *** |
| Crossbow, light       | 1   | 6     | 12 | 18    | +3 | +3 | +3 | +2 | +1 | 0  | 0  | -1 | -2 | -2 | 2-7    | 2-7   | *** |
| Dagger                | 2   | 1     | 2  | 3     | +1 | 0  | 0  | -1 | -1 | -2 | -3 | -4 | -5 | -5 | 1-4    | 1-4   | *** |
| Dart                  | 3   | 1 1/2 | 3  | 4 1/2 | +1 | 0  | +1 | 0  | -1 | -2 | -3 | -4 | -5 | -5 | 1-3    | 1-3   | *** |
| Hammer                | 1   | 1     | 2  | 3     | +1 | 0  | 0  | 0  | 0  | 0  | 0  | -1 | -2 | -2 | 1-4    | 1-4   | *** |
| Javelin               | 1   | 2     | 4  | 6     | +1 | 0  | +1 | 0  | -1 | -2 | -3 | -4 | -5 | -5 | 1-6    | 1-6   | *** |
| Sling (bullet)        | 1   | 5     | 10 | 20    | +3 | +1 | +2 | 0  | 0  | 0  | -1 | -2 | -2 | -2 | 2-5    | 2-5   | *** |
| Sling (stone)         | 1   | 4     | 8  | 16    | +3 | +1 | +2 | 0  | 0  | -1 | -2 | -4 | -5 | -5 | 1-4    | 1-4   | *** |
| Spear                 | 1   | 1     | 2  | 3     | 0  | 0  | 0  | 0  | 0  | -1 | -2 | -3 | -3 | -3 | 1-6    | 1-8   | *** |
| Container**           | 1   | 1     | 2  | 3     | 0  | 0  | 0  | 0  | 0  | 0  | -1 | -2 | -3 | -3 | 1-8    | 1-8   | *** |

\* AC Adjustment is based on firing at Short range. Adjust by -3 at Medium, and -7 at Long ranges.

\*\*\* This is for throwing Acid, Holy Water, Oil, Poison, and Torches.

\*\*\* Contents\* Splash\*\*Direct Hit

Acid 1 DM 2-8 DM

Holy Water 2 DM 2-7 DM

Oil, alight 1-3 DM 2-12/1-6 DM\*\*\*

Poison special special

\* A container must make a saving throw to see if it breaks (Blow, Crushing).  
 \*\* All creatures within 3' of the impact point must save vs poison or be splashed.  
 \*\*\* First round damage/Second round damage. Then fire burns out.

Misses: Roll 2 dice.

1d8  
 1=long right 5=short left 1=1 foot  
 2=right 6=left 2=2 feet  
 3=short right 7=long left 3=3 feet  
 4=short 8=long 4=4 feet

Lantern can also be thrown use same stats as oil but 2' for splashes.

DAMAGE ADJUSTMENT

Roll % dice for every damage roll.

|       |                                      |              |
|-------|--------------------------------------|--------------|
| 01-02 | Quarter Damage*                      | Critical Hit |
| 03-04 | Half Damage**                        | Critical Hit |
| 05-90 | Normal Damage                        | Critical Hit |
| 91-98 | Double Damage***                     | Critical Hit |
| 99    | Triple Damage***                     | Critical Hit |
| 00    | Head Severed Instant Death           |              |
| 01-10 | Leg Severed 25% Total Hit Damage     |              |
| 11-20 | Arm Severed 25% Total Hit Damage     |              |
| 21-50 | 25% Total Damage or Triple Damage    |              |
| 51-90 | 50% Total Damage or Triple Damage    |              |
| 91-99 | 75% Total Damage or Quadruple Damage |              |

\*\*If a Helmet is not worn add 1-10 points damage. If one is worn 50% chance of it being knocked off.

\* Weapon is broken beyond repair and dropped  
 \*\* Weapon is dropped

ATTACK MATRIX 1: MEN ATTACKING

|       |     |     |     |       |       |     |
|-------|-----|-----|-----|-------|-------|-----|
| Armor | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16+ |
| -4    | 20  | 20  | 18  | 16    | 14    | 11  |
| -3    | 20  | 20  | 17  | 15    | 13    | 10  |
| -2    | 20  | 19  | 16  | 14    | 12    | 9   |
| -1    | 20  | 18  | 15  | 13    | 11    | 8   |
| 0     | 19  | 17  | 14  | 12    | 10    | 7   |
| 1     | 18  | 16  | 13  | 11    | 9     | 6   |
| 2     | 17  | 15  | 12  | 10    | 8     | 5   |
| 3     | 16  | 14  | 11  | 9     | 7     | 4   |
| 4     | 15  | 13  | 10  | 8     | 6     | 3   |
| 5     | 14  | 12  | 9   | 7     | 5     | 2   |
| 6     | 13  | 11  | 8   | 6     | 4     | 1   |
| 7     | 12  | 10  | 7   | 5     | 3     | 1   |
| 8     | 11  | 9   | 6   | 4     | 2     | 1   |
| 9     | 10  | 8   | 5   | 3     | 1     | 1   |

COMMON WEAPONS: PLUSSES AND DAMAGE

|         |       |       |    |    |    |    |    |     |     |    |     |      |    |    |    |    |    |    |    |    |    |    |
|---------|-------|-------|----|----|----|----|----|-----|-----|----|-----|------|----|----|----|----|----|----|----|----|----|----|
| Weapon  | Armor | Class | 1  | 2  | 3  | 4  | 5  | 6   | 7   | 8  | 9   | 10   | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Type    | 2     | 3     | 4  | 5  | 6  | 7  | 8  | 9   | 10  | 11 | 12  | 13   | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| Sword   | -2    | -1    | 0  | 0  | 0  | +1 | 0  | +1  | 0   | +2 | 1-8 | 1-12 |    |    |    |    |    |    |    |    |    |    |
| Mace    | 0     | +1    | 0  | 0  | 0  | 0  | 0  | 0   | 0   | 0  | 1-6 | 1-4  |    |    |    |    |    |    |    |    |    |    |
| Dagger  | -3    | -3    | -1 | 0  | 0  | +1 | +2 | 1-4 | 1-3 |    |     |      |    |    |    |    |    |    |    |    |    |    |
| Rapier  | -1    | -1    | 0  | +1 | -1 | +1 | +3 | 1-6 | 1-4 |    |     |      |    |    |    |    |    |    |    |    |    |    |
| Cutlass | -3    | -2    | -1 | 0  | 0  | 0  | +1 | 1-8 | 1-6 |    |     |      |    |    |    |    |    |    |    |    |    |    |
| Axe     | -3    | -2    | -1 | 0  | 0  | +1 | +1 | 1-6 | 1-4 |    |     |      |    |    |    |    |    |    |    |    |    |    |
| Hammer  | 0     | +1    | 0  | +1 | 0  | 0  | 0  | 1-6 | 1-4 |    |     |      |    |    |    |    |    |    |    |    |    |    |
| Spear   | -2    | -1    | -1 | 0  | 0  | 0  | 0  | 1-6 | 1-8 |    |     |      |    |    |    |    |    |    |    |    |    |    |

ATTACK MATRIX 2: MONSTERS ATTACKING

|       |      |     |    |    |     |    |     |    |     |     |     |
|-------|------|-----|----|----|-----|----|-----|----|-----|-----|-----|
| Armor | to 1 | 1+1 | 2  | 3  | 3+1 | 4  | 4+1 | 5  | 6-7 | 8-9 | 10+ |
| -6    | 20   | 20  | 20 | 20 | 20  | 19 | 18  | 17 | 16  | 15  | 15  |
| -5    | 20   | 20  | 20 | 20 | 20  | 18 | 17  | 16 | 15  | 14  | 14  |
| -4    | 20   | 20  | 20 | 20 | 20  | 17 | 16  | 15 | 14  | 13  | 13  |
| -3    | 20   | 20  | 20 | 20 | 20  | 16 | 15  | 14 | 13  | 12  | 12  |
| -2    | 20   | 20  | 20 | 20 | 20  | 15 | 14  | 13 | 12  | 11  | 11  |
| -1    | 20   | 19  | 18 | 17 | 16  | 14 | 13  | 12 | 11  | 10  | 10  |
| 0     | 18   | 17  | 16 | 15 | 14  | 13 | 12  | 11 | 10  | 9   | 9   |
| 1     | 17   | 16  | 15 | 14 | 13  | 12 | 11  | 10 | 9   | 8   | 8   |
| 2     | 16   | 15  | 14 | 13 | 12  | 11 | 10  | 9  | 8   | 7   | 7   |
| 3     | 15   | 14  | 13 | 12 | 11  | 10 | 9   | 8  | 7   | 6   | 6   |
| 4     | 14   | 13  | 12 | 11 | 10  | 9  | 8   | 7  | 6   | 5   | 5   |
| 5     | 13   | 12  | 11 | 10 | 9   | 8  | 7   | 6  | 5   | 4   | 4   |
| 6     | 12   | 11  | 10 | 9  | 8   | 7  | 6   | 5  | 4   | 3   | 3   |
| 7     | 11   | 10  | 9  | 8  | 7   | 6  | 5   | 4  | 3   | 2   | 2   |
| 8     | 11   | 10  | 9  | 8  | 7   | 6  | 5   | 4  | 3   | 2   | 1   |
| 9     | 10   | 9   | 8  | 7  | 6   | 5  | 4   | 3  | 2   | 1   | 1   |

SAVING THROWS

|                 |       |       |       |         |        |
|-----------------|-------|-------|-------|---------|--------|
| Level           | Death | Wands | Stone | Dragons | Spells |
| F 1-3           | 12    | 13    | 14    | 15      | 16     |
| M 1-5           | 13    | 14    | 13    | 16      | 15     |
| C 1-4           | 11    | 12    | 14    | 16      | 15     |
| Monster up to 2 | 12    | 13    | 14    | 15      | 16     |
| F 4-6           | 10    | 11    | 12    | 13      | 14     |
| M 6-10          | 11    | 12    | 11    | 14      | 12     |
| C 5-8           | 9     | 10    | 12    | 14      | 12     |
| Monster 3-4     | 10    | 11    | 12    | 13      | 13     |
| F 7-9           | 8     | 9     | 10    | 10      | 12     |
| M 11-15         | 8     | 9     | 8     | 10      | 8      |
| C 9-12          | 6     | 7     | 9     | 11      | 9      |
| Monster 5-6     | 8     | 9     | 10    | 11      | 10     |
| F 10-12         | 6     | 7     | 8     | 8       | 10     |
| M 16+           | 5     | 6     | 5     | 8       | 3      |
| C 13+           | 3     | 5     | 7     | 8       | 7      |
| F 13+           | 4     | 5     | 5     | 5       | 8      |
| Monster 7-8     | 6     | 7     | 8     | 9       | 7      |
| Monster 9+      | 4     | 5     | 6     | 7       | 4      |

MISSILE ATTACKS (arrows & bolts do 1-6 regardless of monster size)

|          |        |        |       |     |      |    |        |        |        |
|----------|--------|--------|-------|-----|------|----|--------|--------|--------|
| Weapon   | Armor  | Class  | 1     | 2   | 3    | 4  | 5      | 6      | 7+     |
| Type     | 2      | 3      | 4     | 5   | 6    | 7+ |        |        |        |
| Longbow  | -2-3-5 | 0-2-4  | 0     | 0-1 | +2+1 | 0  | +3+2+1 | +3+2+1 | +3+2+1 |
| Crossbow | -1-2-3 | 0-1-3  | +1    | 0-1 | +2   | 0  | +3+1   | 0      | +4+2+1 |
| Horsebow | -3-4-7 | -2-3-5 | 0-1-2 | 0   | 0-1  | 0  | +1     | 0      | +2+1   |

CLASS STATISTICS

| Level | Fighter/Magic-User | Magic-User   | Fighter/Magic-User | Level | Fighter/Magic-User    | Magic-User   | Fighter/Magic-User  |
|-------|--------------------|--------------|--------------------|-------|-----------------------|--------------|---------------------|
| 10.   | 700000             | 300000       | 200000             | 10.   | 850000                | 300000       | 250000              |
| 9.    | 500000             | 200000       | 140000             | 9.    | 600000                | 200000       | 120000              |
| 8.    | 300000             | 140000       | 100000             | 8.    | 350000                | 140000       | 100000              |
| 7.    | 160000             | 100000       | 60000              | 7.    | 200000                | 100000       | 60000               |
| 6.    | 80000              | 60000        | 30000              | 6.    | 100000                | 60000        | 30000               |
| 5.    | 40000              | 30000        | 16000              | 5.    | 50000                 | 30000        | 12000               |
| 4.    | 20000              | 12000        | 6000               | 4.    | 24000                 | 12000        | 6000                |
| 3.    | 10000 ftr. H.D.    | 6000 ftr HD  | 8000 M-U HD        | 3.    | 12000 ftr.+3 Hit Dice | 6000 +3 dex. | 0 +3 str., +3 int., |
| 2.    | 5000 +3 int.       | 3000 +3 dex. | 4000 +3 dex.       | 2.    | 6000                  | 3000         | 4000                |
| 1.    | 0 +3 str.,         | 0 +3 str.,   | 0 +3 int.,         | 1.    | 0                     | 0            | 0                   |

Spells tables

| Level | Fighter/Magic-User | Magic-User | Fighter/Magic-User |
|-------|--------------------|------------|--------------------|
| 10    | 1                  | 1          | 1                  |
| 9     | 2                  | 2          | 2                  |
| 8     | 3                  | 3          | 3                  |
| 7     | 4                  | 4          | 4                  |
| 6     | 5                  | 5          | 5                  |
| 5     | 6                  | 6          | 6                  |
| 4     | 7                  | 7          | 7                  |
| 3     | 8                  | 8          | 8                  |
| 2     | 9                  | 9          | 9                  |
| 1     | 10                 | 10         | 10                 |

| Level | Thief/Clerics |
|-------|---------------|
| 1.    | 0             |
| 2.    | 3000          |
| 3.    | 6000          |
| 4.    | 12000         |
| 5.    | 25000         |
| 6.    | 50000         |
| 7.    | 100000        |
| 8.    | 200000        |
| 9.    | 400000        |
| 10.   | 800000        |
| 11.   | 1600000       |
| 12.   | 3200000       |
| 13.   | 6400000       |
| 14.   | 12800000      |
| 15.   | 25600000      |
| 16.   | 51200000      |
| 17.   | 102400000     |
| 18.   | 204800000     |
| 19.   | 409600000     |
| 20.   | 819200000     |

| Level | Thief | Cleric | Magic-User | Fighter |
|-------|-------|--------|------------|---------|
| 1.    | 0     | 0      | 0          | 0       |
| 2.    | 1     | 1      | 1          | 1       |
| 3.    | 2     | 2      | 2          | 2       |
| 4.    | 3     | 3      | 3          | 3       |
| 5.    | 4     | 4      | 4          | 4       |
| 6.    | 5     | 5      | 5          | 5       |
| 7.    | 6     | 6      | 6          | 6       |
| 8.    | 7     | 7      | 7          | 7       |
| 9.    | 8     | 8      | 8          | 8       |
| 10.   | 9     | 9      | 9          | 9       |
| 11.   | 10    | 10     | 10         | 10      |
| 12.   | 11    | 11     | 11         | 11      |
| 13.   | 12    | 12     | 12         | 12      |
| 14.   | 13    | 13     | 13         | 13      |
| 15.   | 14    | 14     | 14         | 14      |
| 16.   | 15    | 15     | 15         | 15      |
| 17.   | 16    | 16     | 16         | 16      |
| 18.   | 17    | 17     | 17         | 17      |
| 19.   | 18    | 18     | 18         | 18      |
| 20.   | 19    | 19     | 19         | 19      |

| Level | Monks   | Assassins |
|-------|---------|-----------|
| 1.    | 0       | 0         |
| 2.    | 2500    | 1500      |
| 3.    | 5000    | 3000      |
| 4.    | 10000   | 6000      |
| 5.    | 25000   | 12000     |
| 6.    | 50000   | 24000     |
| 7.    | 100000  | 48000     |
| 8.    | 200000  | 96000     |
| 9.    | 300000  | 144000    |
| 10.   | 450000  | 216000    |
| 11.   | 600000  | 288000    |
| 12.   | 850000  | 384000    |
| 13.   | 1100000 | 512000    |
| 14.   | 1400000 | 672000    |
| 15.   | 1750000 | 864000    |
| 16.   | 2500000 | 1152000   |

at least 15 1  
12 str., 15 d  
4-sided HD

at least 12  
12 str., 12  
6-sided HD

no levels above 16

no levels above 13

DUNGEONS WANDERING MONSTERS TABLE

| FIRST LEVEL                               |                | SECOND LEVEL |          | THIRD LEVEL |              |
|---|----------------|--------------|----------|-------------|--------------|
| Energy Fields                             | Number         | Armor        | Hit Dice | Move        | Treasure     |
| 1 Electric shock, 1 die                   | 1              | 9            | 1        | 9           | -----        |
| 2 Magical shock, 1 die                    | 10-40          | 9            | 1        | 9           | -----        |
| 3 Unconsciousness, 1-6 turns              | 10-40          | 9            | 1        | 9           | -----        |
| 4 Aging, 10-20 years                      | 10-40          | 9            | 1        | 9           | -----        |
| 5 Golden glow (harmless)                  | 10-40          | 9            | 1        | 9           | -----        |
| 6 Fire or cold, 1 die (roll 1; wandering) | 10-40          | 9            | 1        | 9           | -----        |
| 7 Imps                                    | 10-40          | 9            | 1        | 9           | -----        |
| 8 Yellow Mold/Crimson Fungus              | 10-40          | 9            | 1        | 9           | -----        |
| 9 Striges                                 | 3-30           | 7            | 1        | 18          | D, in lair   |
| 10 Poisonous Spiders/G. Cent.             | 10-40          | 9            | 1        | 12          | -----        |
| 11 Typhoid Maries                         | 1-6            | 9            | 1        | 9           | -----        |
| 12 Killer Bees                            | 10-40          | 9            | 1        | 12          | -----        |
| 13 Kobolds                                | 10-40          | 7            | 2        | 6           | 1-6 g.p. ea. |
| 14 Goblins                                | 8-40           | 6            | 1-1      | 6           | 1-6 g.p. @   |
| 15 Gnomes                                 | 8-40           | 6            | 1-1      | 6           | -----        |
| 16 Orcs                                   | 6-36           | 6            | 1        | 9           | C, in lair   |
| 17 Giant Rats                             | 6-36           | 6            | 1        | 9           | D, in lair   |
| 18 Dwarves/Elves                          | 4/5            | 4/5          | 1/1+1    | 6/12        | C/E          |
| 19 Skeletons                              | 10-40          | 8            | 2        | 6           | -----        |
| 20 Doppelgangers                          | same as victim | 1            | 1        | same as v.  | -----        |
| 1 Bandits/Briegers                        | 6-36           | 6            | 1        | 9           | A, in lair   |
| 2 Thieves                                 | 1-6            | 7            | 1 or 2   | 9           | -----        |
| 3 Fighting-Men                            | 1-10           | 5            | 1 or 1+1 | 9           | A            |
| 4 Magic-User (w/retinue 0-5)              | 1              | 9            | 1        | 9           | A            |
| 5 Clerics (w/fighters)                    | 1-10           | 5            | 1        | 9           | A            |
| 1 Gremlings                               | 10-40          | 9            | 1        | 9           | C, in lair   |
| 2 Vision of Panic                         | 1              | -----        | -----    | -----       | -----        |
| 3 Green Slime                             | -----          | 9            | 2        | -----       | -----        |
| 4 Wandering Horse-Types                   | 1-10           | 7            | var.     | 12          | Centaur, A   |
| 5 Sprites                                 | 10-40          | 9            | 1        | -----       | -----        |
| 6 Gnolls                                  | 6-36           | 5            | 1 1/2    | 9           | D, in lair   |
| 7 Hobgoblins                              | 6-36           | 5            | 2        | 9           | D, in lair   |
| 8 Shadow-Stalkers                         | 5-30           | 9            | 2        | 6           | -----        |
| 9 Ghouls                                  | 5-30           | 6            | 2        | 9           | -----        |
| 10 Carrion Crawlers                       | 1-6            | 3/7          | 3+1      | 12          | B, in lair   |
| 11 Poisonous Snakes                       | 10-40          | 7            | 1        | 5           | -----        |
| 12 Lions/Tigers/Wolves                    | 5-30           | 8            | 2        | 12          | -----        |
| 13 Bugbears                               | 3-18           | 5            | 3+1      | 9           | B, in lair   |
| 14 Boars                                  | 5-30           | 6            | 2        | 9           | -----        |
| 15 Zombies                                | 10-40          | 7            | 1        | 6           | -----        |
| 16 Berserkers                             | 5-30           | 6            | 2        | 9           | -----        |
| 17 Thieves                                | 1-6            | 7            | 3 or 4   | 9           | 10-60 g.p. @ |
| 18 Fighting-Men                           | 1-10           | 5            | 2/3      | 9           | A            |
| 19 Magic-User (w/retinue 1-10)            | 1              | 9            | 1+1/2    | 9           | A            |
| 20 Clerics (w/fighters)                   | 1-10           | 5            | 2/3      | 9           | A            |

1 Energy Fields  
 2 1-electric shock, 2-12 hit pts.  
 3-unconsciousness, 2-12 turns  
 4-aging, 10-40 years  
 5-golden glow (harmless)  
 6-fire or cold, 2-12 hit pts.  
 7-1 (roll 1; wandering)

12 1,000 g.p. + D

| Item                           | Number                 | Armor | Hit Dice | Move  | Treasure                 |
|--------------------------------|------------------------|-------|----------|-------|--------------------------|
| 3 Dire Corbys                  | 2-12                   | 4     | 3        | 6/36  | I, in lair               |
| 4 Night Mares                  | 2-12                   | 6     | 2        | 12    |                          |
| 5 Great Orcs                   | 5-30                   | 4     | 3        | 12    | 1,000 g.p. + D (lair)    |
| 6 Giant Ants                   | 2-12                   | 9     | 5        | 12    |                          |
| 7 Giant Ants                   | 3-18                   | 3     | 3        | 12    |                          |
| 8 Giant Snakes                 | 1-6                    | 5     | 3        | 9     |                          |
| 9 Harpies                      | 2-12                   | 7     | 3        | 6/15  | C, in lair               |
| 10 Wights                      | 2-12                   | 5     | 3        | 9     | B, in lair               |
| 11 Kzinti                      | 4-24                   | 9     | 2        | 12    | weapons only             |
| 12 Banshees                    | 2-12                   | 7     | 3        | 12    | C, in lair               |
| 13 Ochre Jelly                 | 1                      | 8     | 5        | 3     |                          |
| Gray Ooze                      | ---                    | 8     | 3        | 1     |                          |
| Black Pudding                  | 1                      | 6     | 10       | 6     |                          |
| 14 Hippogriffs                 | 2-12                   | 5     | 3+1      | 18/36 |                          |
| 15 Birds of Doom               | 2                      | 9     | ?        | ?     |                          |
| 16 Giant Wolverines/Weasels    | 2-16                   | 8/7   | 5/3      | 3/1   |                          |
| 17 Thieves                     | 1-6                    | 7     | 5 or 6   | 9     | A                        |
| 18 Fighting-men                | 1-10                   | 4     | 4/5+1    | 9     | A                        |
| 19 Magic-User (w/retinue 2-12) | 1                      | 9     | 2+1/3    | 9     | A                        |
| 20 Clerics (w/fighters)        | 1-10                   | 4     | 4/5      | 9     | A                        |
| 1 Shoegoths                    | 1-6                    | 5     | 5        | 8     | var.                     |
| 2 Gelatinous Cubes             | 1                      | 4     | 10       | 6     | metal within body        |
| 3 Thouls                       | 3-18                   | 5     | 4        | 9     | 1/2 D, in lair           |
| 4 Hypnoid Fungus               | 1                      | 9     | 3        | ---   |                          |
| 5 Wraiths                      | 1-10                   | 3     | 4        | 9     | E, in lair               |
| 6 Stungay Mantas               | 2-12                   | 5     | 3        | 9     |                          |
| 7 Lycanthropes                 | ---                    | ---   | ---      | ---   |                          |
| 8 1-7: Werewolves              | 3-18                   | 5     | 4        | 15    | C, in lair               |
| 8-11: Werewolves               | 3-18                   | 4     | 4        | 15    |                          |
| 12-14: Weretigers              | 2-12                   | 3     | 5        | 12    | (gold instead of silver) |
| 15-17: Werewolves              | 1-6                    | 2     | 6        | 9     | "                        |
| 18,19: Fox Women               | 1-6                    | 5     | 4        | 15    | "                        |
| 20: Wererats (Rat Men)         | 5-30                   | 7     | 3        | 12    | "                        |
| 9 Gargoyles                    | 3-18                   | 5     | 4        | 9/15  | C, in lair               |
| 10 White Apes                  | 4-24                   | 8     | 3        | 9     | B, in lair               |
| 11 Orcs                        | 3-18                   | 5     | 4+1      | 9     | C + 1,000 g.p. (in)      |
| 12 Automata                    | ---                    | ---   | ---      | ---   |                          |
| 13 1-10: Golems                | 1-10                   | 6     | 3        | 6     |                          |
| 11-14: Stone                   | 1-6                    | 2     | 5        | 9     |                          |
| 15-18: Metal                   | 1-3                    | 2     | 8        | 9     |                          |
| 19: Cyborgs                    | (referee's choice)     |       |          |       |                          |
| 20: Androids                   | (referee's discretion) |       |          |       |                          |
| 14 Lamiae                      | 1-6                    | 9     | 3+1      | 9     | E, in lair               |
| 15 Dust-Devils                 | 1-6                    | 3     | 3        | 15    |                          |
| 16 Banths                      | 1-10                   | 7     | 3        | 12    |                          |
| 17 Thieves                     | 1-6                    | 7     | up to 8  | 9     | A                        |
| 18 Fighting-men                | 4-24                   | var.  | 1 to 6   | 9     | A                        |
| 19 Magic-User (w/retinue 3-18) | 1-3                    | var.  | 4/5      | 9     | A                        |
| 20 Clerics (w/fighters)        | 3-18                   | var.  | var.     | 9     | A                        |
| 21 Owl Bears                   | 1-6                    | 5     | 5        | 12    | B, in lair               |
| 22 Displacer Beasts            | 1-6                    | 4     | 6        | 15    | D                        |
| 23 Blink Dogs                  | 3-18                   | 5     | 4        | 12    | C                        |
| 24 Phase Spiders               | 1-6                    | 6     | 5        | 6/15  | E                        |
| 25 Giant Ticks                 | 2-12                   | 4     | 3        | 3     |                          |
| 26 Will O' Wisp                | 1                      | 8-    | 9        | 18    | A                        |
| 27 Giant Scorpions             | 2-12                   | 4     | 3        | 12    |                          |
| 28 Sharks                      | 5-30                   | 9     | 5        | 9     | D, +2 gems each          |
| 29 Muck-Creatures              | 1-6                    | 4     | 6        | 6     |                          |
| 30 Minotaurs                   | 1-6                    | 6     | 6        | 12    | C                        |





NOTES ON NEW MONSTERS

Airsharks: Ravenous, blated aerial facsimiles of sea sharks. Actually supplied to a squid's for propulsion. Their mouths are always open, except when snapping at prey (the mouth is the air-intake for the jets). They are inflated with self-electrolyzed hydrogen.

Giant Ant Lions: Live at the bottom of sandy pits in the desert. When creatures fall into the pits, they will be unable to climb out, and the harder they try, the quicker they will slide into the jaws of the ant lion.  
Banshees: A tall, skittish creature that emits a paralyzing and mind-numbing shriek at the slightest provocation. Continuous or repeated shrieks will cause hit damage to those within 60 feet. Magic-Users cannot concentrate enough to throw spells while subjected to a banshee's shriek.

Banths: The Barsoomian lion. 10-12 feet long, 5 feet tall at the shoulder, it has ten powerful clawed legs and a huge mouthful of razor-sharp fangs.  
Birds of Doom: The Birds of Doom sit upon the shoulders of a mysterious, one-eyed wanderer, and those who behold them at first appearance will have bad luck (-2 on all die rolls) for 1-12 turns. Those who avoid looking at them will be permitted to ask the wanderer one question each, which he will answer truthfully (if perhaps obscurely).

Crimson Fungus: A dull red fungus. If burnt, the fumes have a 1/3 chance of causing temporary insanity for 1 turn (panic, roll to see if stay, run, attack). If walked through, it has a 1/3 chance of sticking to any object, which must then be discarded. On contact with flesh it leeches blood. Can be destroyed by cold or alcohol.

Dire Gorbys: A powerful six-foot raven with dagger-like claws and an evil disposition.

Doppelgangers: A duplicate of a character who then seeks to merge with that character. They will rush a party to contact their double. If successful, they throw a "charm person" to see if they take over control (adjusting for level and intelligence of character. Doppelgangers are always first level.) Their desperate tooth-and-nail attacks are equivalent to a dagger.

Dust-Devils: Small but powerful tornado-like monsters. Basically very limited air elements. Their physical body is about the size of a fist and dodges about in the center of the funnel. They batter characters against walls, weapons, accommodations and each other with great force.

Energy-Fields: These near-invisible force fields can only be detected on a 1 or a 2 (1-3, 4-5). They can be seen from the corner of the eyes as a golden glow. Electric shock fields hit characters with metal armor on a 1 or a 2, unarmored characters on a 1. Magical shock fields will hit a cleric on a 1 or a magic-user on a 1 or a 2. Unconsciousness hits any character on a roll of 1-3. Aging or Fire/cold fields will hit any character on a 1, 2. For aging, a 1-4 indicates that that the character ages forward, a 5, 6; backward. For fire/cold, a roll of a 1 indicates that it wanders slowly down a corridor at a rate of 3.

Fox-Women can appear in any one of three forms; human female, fox, or a seductive combination of both (vixen). They attract like lamiae, but their purpose is usually only to charm and enslave as many men as possible into their service. Their power does not affect women.

Giant Gila Monster: They wield clubs, which they sometimes will throw. Its target in a bite that can only be loosened by its death. Each melee round it is attached, it injects another dose of poison.

Gremilins: Larger and nastier Imps. Every 10 Gremilins can cast a limited-wish type spell which can have extremely unfortunate results for its target. Gremilins have a very cruel and twisted sense of humor.

Hell-Hounds: These terrible black hounds do damage not only by biting but by fear projection. The lower the wisdom of a character, the greater the chance of his being hit by the fear. Each hound picks an individual target which it will not deviate from. When hit by the fear, the target will "run in panic" until tracked to its death by the hound. The fear alone does 1-4 points of damage.

|     |        |
|-----|--------|
| 90% | 3-5    |
| 70% | 6-8    |
| 50% | 9-12   |
| 30% | 13-16  |
| 10% | 17, 18 |

Hypnoid Fungus: A non-mobile group-mind fungus which will attempt to magically hypnotize any within seeing distance into going to the fungus and joining his mind with theirs. Those who see it must make their saving throw against magic, or they will lose 1-4 points of mentality to the fungus per melee round until it is killed. Those whose mentality is totally joined with the fungus will fight any who attempt to attack it.

Imps: Every ten of these mischievous types can cast 1 practical-joke spell (in the form of a limited wish). Though not deliberately evil, they can make things extremely uncomfortable for the butts of their jokes.

Killer Trees: Stranglers have extremely tough and limber limbs that will grasp and constrict (or strangle) any creature who steps within their 30' range. Eaters have normal limbs and branches plus special long vines that droop from above and run along the ground. When a creature ventures within a 50' radius of the tree, these will whip up and around it and convey it to the tree's suddenly-opened mouth, which shuts with a snap after its prey has been stuffed within. Swallowed creatures will suffer 1-6 hit pts. damage per turn from digestive juices. Bludgeon-trees will smash at anything coming within 20' of them.

Kzinti: Highly intelligent and extremely savage feline aliens. They will always attack, no matter what the odds. Though usually armed with scimitars and barbed spears, they are almost equally dangerous with claw and fang. Can get two hits on any character with a dexterity below 15. Understand and can use almost any weapon.

Lamia: A sort of vampire-ghoul that exerts a super-powerful sexual attraction on any character within 25 feet, regardless of level. Acts as a basic-roll charm spell. Their object is to capture as many characters as possible and take them away to be erotically eaten, body and soul.

Giant Leeches: When these ugly things hit, they attack and drain 1-6 hit points of blood per turn. They must be killed to be removed.

Leprechans: Small lawful spirits with natural use of the following spells: Detect Magic, Light, Charm Person, Detect Invisible, Levitate, Confusion, Remove Curse and Dimension Door. If captured, they must lead you to their treasure, but are then absolved of all obligation. They wield a shillelagh. Mahars: The dominant race of Pellucidar. Highly intelligent pterodactyls that communicate by telepathy. Extremely powerful non-magical ESP enables them to control (charm) up to three characters apiece. Broken if Mahar is directly attacked.

Dice score: Reaction: Character highly intelligent (16-18): minus 1  
 2-4 hostile  
 5-7 uncertain  
 8-12 under control

Mercurials: Extremely fast magical beings. Intelligent but perverse. Commonly armed with rapiers and long needles which they thrust through chain mail and between the joints in plate armor.

Muck-Creatures: Non-intelligent man-shaped walking swamp. Weapons go through or get stuck in its body. Senses and attacks the emotion of fear with a burning acid secreted from its hands. Has great strength.

Mind Parasites: Invisible rubbery floating spheres about the size of a man's head. They wrap themselves around a character's head and attempt to take over his mind. As with shadow-stalkers, all characters are armor class 5 against them. An attacked person can do 1-6 points of damage to it with his fingers if he hits it while trying to rip it from his head. Once a character has been taken over by a mind parasite, it can only be removed by using an ESP spell with a cure disease or remove curse. Men wearing Helm of Telepathy or Amulets of ESP will actually attract them, and though they won't be able to get at such a character there is a base 50% chance of his being driven mad by them. Mind Parasites can be any alignment at random.

Night-Gaunts: Rubbery black flying demons that attempt to pick up characters and fly off with them. Once it gets both claws attached on a character, he is paralyzed (claws need not come in contact with skin; garments are sufficient). They come from and return to great cavernous abysses in the earth.

Night Mares: Horrible horses that project fear and panic. All who see them must make their saving throw against magic or they will run in panic (2/3 chance) or be paralyzed with fear (1/3 chance). Night Mares hate humans in general. Protein Polymorphs: Amorphous creatures with the ability to take any form they choose (though this does not alter their actual physical substance). The mass of any individual polymorph can be anywhere from about that of one to four large men. Sandworm: The largest land monster, the sandworm lives only in the deep sand desert. It detects movement over sand at great distance, and will sweep up from afar to swallow anything in its path. Creatures unlucky enough to be swallowed will suffer 1-10 pts. of damage per turn from digestion. Water is poison to a sandworm.

St. Elmo's Firebugs, or Zzakrakis, are intelligent aliens whose corporeal form is a floating ball of electricity 18 inches in diameter. Can deliver short-range (20') lightning bolts of up to 3 dice of damage. Can be short-circuited by water.

Tharks: The green men of Barsoom, Tharks stand 12-15 feet tall and have four arms. All are trained fighters, and in battle commonly wield a 4-foot one-handed sword and an 8-foot two-handed sword. They disdain the use of armor and shield. Handring parties of Tharks in the wilderness will either be raiding parties of 6-36 mounted on thots or wandering clans of 30-150. Raiding parties will consist of 3rd and 4th level fighters and one or two 5th level. Wandering clans will consist of 40% male fighters, 40% females (who fight as second level), and 20% children (half of whom fight as first level). Males will ride thots, women and children heavy horses or small thots, and there will be several great wagons drawn by elephants. For every 50 Tharks there will be a 6th level fighter, for every 75 a 7th level, and for every 150 a 10th level. Tharks speak rudimentary telepathic abillities. They are usually Neutral, though remains bad-tempered at best.

Thots: A vicious 8-legged beast, the adult thot stands 7 feet high at the shoulder and is equipped with a mouthful of sharp fangs and a wide, powerful tail. Its telepathic abillities make it possible to train it as a mount, but it remains bad-tempered at best.

Typhoid Mares: Robed, hooded and veiled bringers of disease on contact. A cure disease is needed, or else those who are infected will suffer from 1-3 points of damage per turn until death. Diseases are referee's choice.

Wisdom 16-18; -2  
 13-15; -1  
 9-12; no change  
 6-8; +1  
 3-5; +2

Vision of Panic: This manifestation of Pan can cause characters to lose all control and run in panic. Roll for each character, using the charm person table. A 9 or above indicates that that character will run in panic. Modify based on accompanying chart:

NOTES ON NEW MONSTERS

White Apes of Barsoom: 10 to 15 feet tall, with four long arms. It is semi-intelligent, has a spoken language of its own and wields one or two clubs. Its extra limbs allow it two hits.

Tangler Kelp: A ship sailing into Tangler Kelp will only go 1/4 speed until it is free. Its chances of encountering monsters are doubled while within the kelp. Levathan: This huge monster can swallow a small ship at one gulp if it so chooses. Always add +2 to its reaction rolls, as its just not interested in anything much smaller than itself.

Albatross of Ill Omen: Any ship visited by the Albatross will have bad luck (-2 on all rolls) for 1-4 days following.

Sprites: Essentially neutral spirits who seek to captivate humans into their service. They hide in lairs, sensing human parties as they pass. Every ten sprites throw one "charm person" spell.

Shadow Stalkers: Mindless astral shells seeking more substantial bodies. They are extremely nebulous, and are twice as hard to kill as normal humans. All victims are armor class five against them. The victim is taken over rather than killed.

DUNGEON MONSTERS

| FIRST LEVEL                       |       | MONSTER/LEVEL MATRIX |                          | SECOND LEVEL |       |
|-----------------------------------|-------|----------------------|--------------------------|--------------|-------|
| Number                            | Armor | Hit Dice             | Move                     | Number       | Armor |
| 1. Energy Fields                  | 1     |                      | 1/3                      | 1            | 1-3   |
| 1-electric shock, 1-8             |       |                      | chance of wandering at 9 | 10-40        | -3    |
| 2-magical shock, 1-8              |       |                      |                          | 10-40        | 9     |
| 3-unconsciousness, 1-6 turns      |       |                      |                          | 1            |       |
| 4-aging, 10-20 years              |       |                      |                          | 1            |       |
| 5-golden glow                     |       |                      |                          | 1            |       |
| 6-fire or cold, 1-8               |       |                      |                          | 1            |       |
| 7-berseker fury, 1-6 turns        |       |                      |                          | 1            |       |
| 8-trapped within field, 1-6 turns |       |                      |                          | 1            |       |
| 2. Imps                           | 9     | 1                    | 18                       | 1            | 1-3   |
| 3. Typhoid Marles                 | 9     | 1                    | 9                        | 1            | 10-40 |
| 4. Killer Bees                    | 9     | 1                    | 12                       | 1            | 1-3   |
| 5. Kobolds                        | 7     | 1                    | 6                        | 1            | 10-40 |
| 6. Yellow Mold                    | 9     | 1                    | 6                        | 1            | 1-3   |
| 7. Goblins                        | 6     | 1-1                  | 6                        | 1            | 1-3   |
| 8. Doppelgangers                  | 6     | 1                    | 6                        | 1            | 1-3   |
| 9. Gnomes                         | 6     | 1                    | 6                        | 1            | 1-3   |
| 10. Skeletons                     | 7     | 1                    | 12                       | 1            | 1-3   |
| 11. Grimson Fungus                | 9     | 1                    | 12                       | 1            | 1-3   |
| 12. Orcs                          | 6     | 1                    | 9                        | 1            | 1-3   |
| 13. Stirges                       | 8     | 1+1                  | 3/18                     | 1            | 1-3   |
| 14. Brownies                      | 7     | 1                    | 12                       | 1            | 1-3   |
| 15. Dwarves/Elves                 | 4     | 1                    | 6                        | 1            | 1-3   |
| 16. Manes (Sub-Demons)            | 7     | 1                    | 3                        | 1            | 1-3   |
| 17. Zombies                       | 8     | 2                    | 6                        | 1            | 1-3   |
| 18. Giant Rats                    | 7     | 1                    | 12                       | 1            | 1-3   |
| 19. Sprites                       | 6     | 1                    | 9/18                     | 1            | 1-3   |
| 20. 1st Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    | 18                       | 3            | 1-3   |
| 18. Toads                         |       |                      |                          |              | 1-3   |
| 1-4; Giant Toads                  | 1-12  | 6                    | 6                        | 2+4          | 1-3   |
| 5; Giant Poisonous Toads          | 1-8   | 7                    | 6                        | 2            | 1-3   |
| 3-24                              | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 19. Troglodytes                   | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 1-3   | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    | 18                       | 3            | 1-3   |
| 18. Toads                         |       |                      |                          |              | 1-3   |
| 1-4; Giant Toads                  | 1-12  | 6                    | 6                        | 2+4          | 1-3   |
| 5; Giant Poisonous Toads          | 1-8   | 7                    | 6                        | 2            | 1-3   |
| 3-24                              | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 19. Troglodytes                   | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 1-3   | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    | 18                       | 3            | 1-3   |
| 18. Toads                         |       |                      |                          |              | 1-3   |
| 1-4; Giant Toads                  | 1-12  | 6                    | 6                        | 2+4          | 1-3   |
| 5; Giant Poisonous Toads          | 1-8   | 7                    | 6                        | 2            | 1-3   |
| 3-24                              | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 19. Troglodytes                   | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 1-3   | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    | 18                       | 3            | 1-3   |
| 18. Toads                         |       |                      |                          |              | 1-3   |
| 1-4; Giant Toads                  | 1-12  | 6                    | 6                        | 2+4          | 1-3   |
| 5; Giant Poisonous Toads          | 1-8   | 7                    | 6                        | 2            | 1-3   |
| 3-24                              | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 19. Troglodytes                   | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 1-3   | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    | 18                       | 3            | 1-3   |
| 18. Toads                         |       |                      |                          |              | 1-3   |
| 1-4; Giant Toads                  | 1-12  | 6                    | 6                        | 2+4          | 1-3   |
| 5; Giant Poisonous Toads          | 1-8   | 7                    | 6                        | 2            | 1-3   |
| 3-24                              | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 19. Troglodytes                   | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 1-3   | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    | 18                       | 3            | 1-3   |
| 18. Toads                         |       |                      |                          |              | 1-3   |
| 1-4; Giant Toads                  | 1-12  | 6                    | 6                        | 2+4          | 1-3   |
| 5; Giant Poisonous Toads          | 1-8   | 7                    | 6                        | 2            | 1-3   |
| 3-24                              | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 19. Troglodytes                   | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 1-3   | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    | 18                       | 3            | 1-3   |
| 18. Toads                         |       |                      |                          |              | 1-3   |
| 1-4; Giant Toads                  | 1-12  | 6                    | 6                        | 2+4          | 1-3   |
| 5; Giant Poisonous Toads          | 1-8   | 7                    | 6                        | 2            | 1-3   |
| 3-24                              | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 19. Troglodytes                   | 3-24  | 5                    | 12                       | 2            | 1-3   |
| 20. 2nd Level Dungeon Party       | var.  | var.                 | var.                     | var.         | var.  |
| 1. Tattle-tales                   | 1-3   | 9                    | 12                       | 40           | 1-3   |
| 2. Gremilins                      | 10-40 | 9                    | 12                       | 40           | 1-3   |
| 3. Vision of Panic                | 1     |                      |                          |              | 1-3   |
| 4. Gnolls                         | 6-36  | 5                    | 9                        | 2            | 1-3   |
| 5. Shadow-Stalkers                | 4-24  | 9                    | 6                        | 2            | 1-3   |
| 6. Berserkers                     | 5-30  | 6                    | 9                        | 2            | 1-3   |
| 7. Banishes                       | 2-12  | 7                    | 12                       | 1            | 1-3   |
| 8. Green Slime                    |       | 9                    |                          | 2            | 1-3   |
| 9. Bugbears                       | 3-36  | 5                    | 9                        | 3+1          | 1-3   |
| 10. Gray Ooze                     | 1-3   | 8                    | 1                        | 3+3          | 1-3   |
| 11. Hobgoblins                    | 6-36  | 5                    | 9                        | 1+1          | 1-3   |
| 12. Kzinti                        | 4-24  | 9                    | 12                       | 2            | 1-3   |
| 13. Ochre Jelly                   | 1-3   | 8                    | 3                        | 6            | 1-3   |
| 14. Birds of Doom                 | (2)   | 9                    | ?                        | ?            | 1-3   |
| 15. Gelatinous Cube               | 1     | 8                    | 6                        | 4            | 1-3   |
| 16. Giant Lizards                 | 2-12  | 5                    | 15                       | 3+1          | 1-3   |
| 17. Axe Beaks                     | 1-6   | 6                    |                          |              |       |

| THIRD LEVEL  |                                | Number | Armor | Hit Dice | Move                    | Treasure             | % In Lair |
|--------------|--------------------------------|--------|-------|----------|-------------------------|----------------------|-----------|
| 1.           | Energy Fields                  | 1      | ----- | -----    | 1/3                     | -----                | -----     |
|              | 1-electric shock, 2-16         |        |       |          | chance of               |                      |           |
|              | 2-magical shock, 2-16          |        |       |          | wandering               |                      |           |
|              | 3-unconsciousness, 2-12 turns  |        |       |          | at 9                    |                      |           |
|              | 4-sleeping, 10-40 years        |        |       |          |                         |                      |           |
|              | 5-golden glow                  |        |       |          |                         |                      |           |
|              | 6-fire or cold, 2-16           |        |       |          |                         |                      |           |
|              | 7-berserk fury, 1-10 turns     |        |       |          |                         |                      |           |
|              | 8-trapped in field, 1-10 turns |        |       |          |                         |                      |           |
| 2.           | Unicorns/<br>Pegasus (rarely)  | 1-4    | 2     | 4+4      | 24                      | X 1/1                | 5%        |
| 3.           | Stringray Mantas               | 2-12   | 5     | 3        | 9                       | -----                | -----     |
| 4.           | Lamiae                         | 1-6    | 9     | 3+1      | 9                       | -----                | -----     |
| 5.           | Great Orcs                     | 6-36   | 4     | 3        | 9                       | -----                | 35%       |
| 6.           | Centaurs                       | 4-24   | 5     | 4        | 18                      | L, G, O, 1000; S 1/1 | 5%        |
| 7.           | Ghouls                         | 2-24   | 6     | 2        | 9                       | B, T 1/1             | 20%       |
| 8.           | Leprechauns                    | 1-10   | 8     | 3        | 15                      | F 1/1                | 10%       |
| 9.           | Cartion Crawlers               | 1-6    | 3/7   | 3+1      | 12                      | B 1/1                | 50%       |
| 10.          | Lizard-Men                     | 4-24   | 5     | 2+1      | 6/12 (H <sub>2</sub> O) | D 1/1                | 30%       |
| 11.          | Giant Ticks                    | 3-12   | 3     | 3        | 3                       | -----                | -----     |
| 12.          | Cats'-Eye Agglies              | 1-6    | 2     | 3+1      | 9                       | H (gems only)        | -----     |
| 13.          | Daughter of Kalf               | 1      | 2     | 6        | 9                       | E                    | -----     |
| 14.          | Giant Beetles                  | 3-12   | 4     | 2+2      | 9                       | -----                | -----     |
| 15.          | White Apes                     | 3-18   | 8     | 3        | 9                       | B 1/1                | 40%       |
| 16.          | Dust-Devils                    | 1-8    | 3     | 4+1      | 15                      | -----                | -----     |
| 17.          | Giant Spiders                  | 1-8    | 4     | 4+4      | 3/12 (web)              | C 1/1                | 70%       |
|              | 1-3: Giant Web Spider          | 1-8    | 4     | 4+4      | 3/12 (web)              | C 1/1                | 70%       |
|              | 4-6: Wolf Spider               | 1-12   | 6     | 2+2      | 18                      | J to N, Q 1/1        | 50%       |
|              | 7: Phase Spider                | 1-4    | 7     | 5+5      | 6/15 (web)              | E 1/1                | 75%       |
| 18.          | Black Pudding                  | 1      | 6     | 10       | 6                       | -----                | -----     |
| 19.          | Giant Wolverine                | 1      | 4     | 4+4      | 15                      | B                    | -----     |
| 20.          | 3rd Level Dungeon Party        | var.   | var.  | var.     | var.                    | -----                | -----     |
| FOURTH LEVEL |                                |        |       |          |                         |                      |           |
| 1.           | Tattle-tales                   | Number | Armor | Hit Dice | Move                    | Treasure             | % In Lair |
| 1.           | Tattle-tales                   | 1-3    | 4     | 4        | 40                      | -----                | 40%       |
| 2.           | Fox Women                      | 1-4    | 5     | 4+1      | 15                      | C 1/1 (no AG)        | 40%       |
| 3.           | Giant Ants                     | 2-12   | 3     | 4+1      | 12                      | 30, S 1/1            | 50%       |
| 4.           | Harpies                        | 2-12   | 7     | 3        | 6/15                    | C 1/1                | 25%       |
| 5.           | Giant Snakes                   | 1-2    | 5     | 6+1      | 9                       | -----                | -----     |
|              | 1-5: Constrictor               | 1-2    | 5     | 6+1      | 9                       | -----                | -----     |
|              | 6-9: Poisonous                 | 1-6    | 5     | 4+2      | 15                      | -----                | -----     |
|              | 10, 11: Spitting               | 1-4    | 5     | 4+2      | 12                      | -----                | -----     |
|              | 12: Amphibaena                 | 1-3    | 3     | 6        | 12                      | -----                | -----     |
| 6.           | Hasty Pudding                  | 1-3    | 6     | 5        | 18                      | -----                | -----     |
| 7.           | Tharks                         | 4-24   | 9     | 5        | 12                      | 600; D 1/1           | 20%       |
| 8.           | Giant Scorpions                | 1-4    | 3     | 5+5      | 15                      | D 1/1                | 50%       |
| 9.           | Hypnoid Fungus                 | 1      | 9     | 3        | -----                   | D                    | 100%      |
| 10.          | Wights                         | 1-10   | 5     | 4+3      | 12                      | B 1/1                | 70%       |
| 11.          | Banths                         | 1-10   | 6     | 6        | 12                      | -----                | -----     |
| 12.          | Flatlanders                    | 3-18   | -8/6  | 3        | 12                      | C                    | -----     |
| 13.          | St. Elmo's Firebugs            | 1-6    | 6     | 3        | 9                       | D 1/1                | 40%       |
| 14.          | Wererats (Rat Men)             | 2-12   | 6     | 3+1      | 12                      | C 1/1 (no AG)        | 30%       |
| 15.          | Werewolves                     | 3-18   | 5     | 4+3      | 15                      | C 1/1 (no AG)        | 25%       |
| 16.          | Blink Dogs                     | 2-12   | 5     | 4        | 12                      | C 1/1                | 20%       |
| 17.          | Displacer Beasts               | 1-6    | 4     | 6        | 15                      | D 1/1                | 25%       |

| SIXTH LEVEL                 |       |          |       |
|-----------------------------|-------|----------|-------|
| Number                      | Armor | Hit Dice | Move  |
| 1. Tattle-tales             | 1-3   | 6        | 40    |
| 2. Wyverns                  | 1-6   | 7+7      | 6/24  |
| 3. Spectres                 | 1-6   | 7+3      | 15/30 |
| 4. Hydra (5 to 10 heads)    | 1     | 6 to 11  | 9     |
| 5. Medusae                  | 1-3   | 6        | 9     |
| 6. Werewolves               | 1-4   | 7+3      | 9     |
| 7. Managrolis               | 2-8   | 8        | 6     |
| 8. Manticores               | 1-4   | 6+3      | 12/18 |
| 9. Umber Hulks              | 1-4   | 8        | 6     |
| 10. Juggernaut              | 1     | 2        | 15    |
| 11. Giant Slug              | 1     | 12       | 6     |
| 12. Ogre Magi               | 1-6   | 5+2      | 9/15  |
| 13. Will O' Wisp            | 1     | 9        | 18    |
| 14. Mahars                  | 1-6   | 2        | 9/15  |
| 15. Bullette (Lands Shark)  | 1     | 9        | 15    |
| 16. Dragonne                | 1     | 9        | 15/9  |
| 17. Mummies                 | 2-8   | 6+3      | 6     |
| 18. Ropers                  | 1-3   | 10 to 12 | 3     |
| 19. Xorns                   | 1-4   | 7+7      | 9     |
| 20. 6th Level Dungeon Party | var.  | var.     | var.  |

  

| SEVENTH LEVEL               |       |          |       |
|-----------------------------|-------|----------|-------|
| Number                      | Armor | Hit Dice | Move  |
| 1. Tattle-tales             | 1-3   | 6        | 40    |
| 2. Wyverns                  | 1-6   | 7+7      | 6/24  |
| 3. Spectres                 | 1-6   | 7+3      | 15/30 |
| 4. Hydra (5 to 10 heads)    | 1     | 6 to 11  | 9     |
| 5. Medusae                  | 1-3   | 6        | 9     |
| 6. Werewolves               | 1-4   | 7+3      | 9     |
| 7. Managrolis               | 2-8   | 8        | 6     |
| 8. Manticores               | 1-4   | 6+3      | 12/18 |
| 9. Umber Hulks              | 1-4   | 8        | 6     |
| 10. Juggernaut              | 1     | 2        | 15    |
| 11. Giant Slug              | 1     | 12       | 6     |
| 12. Ogre Magi               | 1-6   | 5+2      | 9/15  |
| 13. Will O' Wisp            | 1     | 9        | 18    |
| 14. Mahars                  | 1-6   | 2        | 9/15  |
| 15. Bullette (Lands Shark)  | 1     | 9        | 15    |
| 16. Dragonne                | 1     | 9        | 15/9  |
| 17. Mummies                 | 2-8   | 6+3      | 6     |
| 18. Ropers                  | 1-3   | 10 to 12 | 3     |
| 19. Xorns                   | 1-4   | 7+7      | 9     |
| 20. 6th Level Dungeon Party | var.  | var.     | var.  |

| FOURTH LEVEL CONT.          |       |          |        |
|-----------------------------|-------|----------|--------|
| Number                      | Armor | Hit Dice | Move   |
| 1. Energy Fields            | 1     | 1/3      | 1/3    |
| 2. Shoggoths                | 1-6   | (5)      | (9)    |
| 3. Werewolves/Wereboars     | 1-8   | 4        | 12     |
| 4. Night-Gaunts             | 1-10  | 5        | 18     |
| 5. Owl Bears                | 1-8   | 5        | 12     |
| 6. Muck Creatures           | 1-3   | 4        | 6      |
| 7. Minotaurs                | 1-8   | 6        | 12     |
| 8. Night Mare               | 1     | 4        | 15/36  |
| 9. Hell-Hounds              | 1-10  | 4        | 12     |
| 10. Grinder Wheels          | 1-3   | 3/5      | 15     |
| 11. Wraiths                 | 1-10  | 4        | 12/24  |
| 12. Troils                  | 1-12  | 4        | 12     |
| 13. Howlers                 | 1-10  | 3        | 24     |
| 14. Rust Monsters           | 1-2   | 2        | 18     |
| 15. Mind Parasites          | 1-6   | 9        | 18     |
| 16. Protein Polymorph       | 1     | 6        | 6 to 9 |
| 17. Shambling Mounds        | 1-3   | 0        | 6      |
| 18. Lurker Above            | 1     | 10       | 1/9    |
| 19. Otyugh                  | 1     | 6 to 8   | 6      |
| 20. 4th Level Dungeon Party | var.  | var.     | var.   |

  

| FIFTH LEVEL                 |       |          |        |
|-----------------------------|-------|----------|--------|
| Number                      | Armor | Hit Dice | Move   |
| 1. Apts                     | 1-4   | 6        | 9      |
| 2. Shoggoths                | 1-6   | (5)      | (9)    |
| 3. Werewolves/Wereboars     | 1-8   | 4        | 12     |
| 4. Night-Gaunts             | 1-10  | 5        | 18     |
| 5. Owl Bears                | 1-8   | 5        | 12     |
| 6. Muck Creatures           | 1-3   | 4        | 6      |
| 7. Minotaurs                | 1-8   | 6        | 12     |
| 8. Night Mare               | 1     | 4        | 15/36  |
| 9. Hell-Hounds              | 1-10  | 4        | 12     |
| 10. Grinder Wheels          | 1-3   | 3/5      | 15     |
| 11. Wraiths                 | 1-10  | 4        | 12/24  |
| 12. Troils                  | 1-12  | 4        | 12     |
| 13. Howlers                 | 1-10  | 3        | 24     |
| 14. Rust Monsters           | 1-2   | 2        | 18     |
| 15. Mind Parasites          | 1-6   | 9        | 18     |
| 16. Protein Polymorph       | 1     | 6        | 6 to 9 |
| 17. Shambling Mounds        | 1-3   | 0        | 6      |
| 18. Lurker Above            | 1     | 10       | 1/9    |
| 19. Otyugh                  | 1     | 6 to 8   | 6      |
| 20. 4th Level Dungeon Party | var.  | var.     | var.   |

| FOURTH LEVEL CONT.          |       |          |        |
|-----------------------------|-------|----------|--------|
| Number                      | Armor | Hit Dice | Move   |
| 1. Apts                     | 1-4   | 6        | 9      |
| 2. Shoggoths                | 1-6   | (5)      | (9)    |
| 3. Werewolves/Wereboars     | 1-8   | 4        | 12     |
| 4. Night-Gaunts             | 1-10  | 5        | 18     |
| 5. Owl Bears                | 1-8   | 5        | 12     |
| 6. Muck Creatures           | 1-3   | 4        | 6      |
| 7. Minotaurs                | 1-8   | 6        | 12     |
| 8. Night Mare               | 1     | 4        | 15/36  |
| 9. Hell-Hounds              | 1-10  | 4        | 12     |
| 10. Grinder Wheels          | 1-3   | 3/5      | 15     |
| 11. Wraiths                 | 1-10  | 4        | 12/24  |
| 12. Troils                  | 1-12  | 4        | 12     |
| 13. Howlers                 | 1-10  | 3        | 24     |
| 14. Rust Monsters           | 1-2   | 2        | 18     |
| 15. Mind Parasites          | 1-6   | 9        | 18     |
| 16. Protein Polymorph       | 1     | 6        | 6 to 9 |
| 17. Shambling Mounds        | 1-3   | 0        | 6      |
| 18. Lurker Above            | 1     | 10       | 1/9    |
| 19. Otyugh                  | 1     | 6 to 8   | 6      |
| 20. 4th Level Dungeon Party | var.  | var.     | var.   |

  

| FIFTH LEVEL                 |       |          |        |
|-----------------------------|-------|----------|--------|
| Number                      | Armor | Hit Dice | Move   |
| 1. Apts                     | 1-4   | 6        | 9      |
| 2. Shoggoths                | 1-6   | (5)      | (9)    |
| 3. Werewolves/Wereboars     | 1-8   | 4        | 12     |
| 4. Night-Gaunts             | 1-10  | 5        | 18     |
| 5. Owl Bears                | 1-8   | 5        | 12     |
| 6. Muck Creatures           | 1-3   | 4        | 6      |
| 7. Minotaurs                | 1-8   | 6        | 12     |
| 8. Night Mare               | 1     | 4        | 15/36  |
| 9. Hell-Hounds              | 1-10  | 4        | 12     |
| 10. Grinder Wheels          | 1-3   | 3/5      | 15     |
| 11. Wraiths                 | 1-10  | 4        | 12/24  |
| 12. Troils                  | 1-12  | 4        | 12     |
| 13. Howlers                 | 1-10  | 3        | 24     |
| 14. Rust Monsters           | 1-2   | 2        | 18     |
| 15. Mind Parasites          | 1-6   | 9        | 18     |
| 16. Protein Polymorph       | 1     | 6        | 6 to 9 |
| 17. Shambling Mounds        | 1-3   | 0        | 6      |
| 18. Lurker Above            | 1     | 10       | 1/9    |
| 19. Otyugh                  | 1     | 6 to 8   | 6      |
| 20. 4th Level Dungeon Party | var.  | var.     | var.   |







MONSTER HITS AND DAMAGE

bwt=by weapon type

| Monster                                   | Hits                     | Damage                 |
|---|--------------------------|------------------------|
| Aerial Servant                            | 1 attack                 | 8-32                   |
| Airshark                                  | 1 bite                   | 1-8                    |
| Ankheg                                    | 1 bite                   | 3-18 + 1-4 acid        |
| Ant, Giant                                | 1 bite                   | 2-12                   |
| Ant Lion, Giant                           | 1 bite                   | 1-8                    |
| Ape, Carniv.                              | 2 claws/1 bite           | 1-4/1-8                |
| Apt                                       | 2 claws/1 bite           | 1-10/3-24              |
| Axe Beak                                  | 2 leg claws/1 peck       | 1-3/2-8                |
| Balrog                                    | 1 + sword/whip & 1mol.   | 1-12/3-18              |
| Banshee                                   | 1 shriek/1 weapon        | 1-3/b.w.t.             |
| Banths                                    | 2 claws/1 bite           | 1-6/1-12               |
| Basilisk                                  | 1 bite/gaze              | 1-10/stone             |
| Bat, Giant                                | 2 claws/1 bite           | 1-3/2-8                |
| Bear                                      | 2 claws/1 bite           | 1-3/1-6                |
| Beetle, Giant                             |                          |                        |
| Bombardier                                | acid cloud               | 2-12                   |
| Boring                                    | 1 bite                   | 5-20                   |
| Fire                                      | 1 bite                   | 2-8                    |
| Rhinoceros                                | 1 bite/1 horn            | 3-18/2-16              |
| Stag                                      | 1 bite/2 horns           | 4-16/1-10              |
| Water                                     | 1 bite                   | 3-18                   |
| Beholder                                  | 1 bite/magic             | 2-8/special            |
| Black Pudding                             | 1 chew                   | 3-24                   |
| Blast Puppy                               | 1 fire breath            | 1-12                   |
| 3 paws                                    |                          | 1-8                    |
| Lightning                                 |                          | 4-40                   |
| 1 bite                                    |                          | 6-24                   |
| 1 sonic blast                             |                          | 2-12                   |
| Energy control                            |                          | 78 pts.                |
| Blink Dog                                 | 1 bite                   | 1-6                    |
| Boar                                      | 1 bite                   | 3-12                   |
| Browie                                    | 1 short sword/magic      | 1-3/special            |
| Bugbear                                   | 1 attack                 | 2-8 or bwt             |
| Bulette                                   | 2 claws/1 bite           | 3-18/4-48              |
| Carrion Crawler                           | 8 tentacles              | paralysis              |
| Cats'-Eye Agate                           |                          | 1-10                   |
| Catoblepas                                | 1 tailclub               | 1-6 + stun             |
| Cave Bear                                 | 2 claws/1 bite           | 1-8/1-12               |
| Centaur                                   | 2 hooves/weapon          | 1-6/bwt                |
| Chimera                                   | 2 claws/2 horns/1 bite   | 1-3/1-4/2-8            |
| 1 more bite/fire breath                   |                          | 3-12/3-24              |
| Cockatrice                                | 1 bite                   | 1-3 + stone            |
| Goat                                      | 1 bite/1 constric        | 1-3/2-8                |
| psionics                                  |                          | special                |
| Grab, Giant                               | 2 claws                  | 2-8                    |
| Grimson Runrus                            | 1 attack                 | 1-4 + special          |
| Grocodile, Giant                          | 1 bite                   | 3-18                   |
| Daughter of Kali                          | 4 rapiers                | 1-6                    |
| Demon (demons also have special attacks)  |                          |                        |
| Type I                                    | 2 claws/2 talons/1 bite  | 1-4/1-8/1-6            |
| Type II                                   | 2 claws/1 bite           | 1-3/4-16               |
| Type III                                  | 2 pincers/2 claws/1 bite | 2-12/1-3/2-5           |
| Type IV                                   | 2 claws/1 bite           | 1-4/2-8                |
| Type V                                    | 1 constric/6 weapons     | 2-8/bwt                |
| Devils (devils also have special attacks) |                          |                        |
| Barbed                                    | 2 claws/1 tail           | 2-8/3-12               |
| Bone                                      | 1 hook                   | 3-12                   |
| Erynes                                    | 1 dagger                 | 2-8 + poison           |
| Horned                                    | 2 claws/1 bite/1 tail    | 1-4/2-5/1-3            |
| Devis, cont.                              |                          |                        |
| Ice                                       | 2 claws/1 bite/1 tail    | 1-4/2-8/3-12           |
| Lemure                                    | 1 attack                 | 1-3                    |
| Pit Fiend                                 | 1 bite/1 tail            | 5-8/7-12               |
| Dire Wolf                                 | 1 bite                   | 2-8                    |
| Displacer Beast                           | 2 tentacles              | 2-8                    |
| Doppelganger                              | 1 attack                 | 1-4                    |
| Dragons                                   | 2 claws/1 bite           | 1-4/see Dragon chart   |
| Dragonne                                  | 2 claws/1 bite           | 1-8/3-18               |
| Dragon Turtle                             | 2 claws/1 bite           | 2-12/4-32              |
| Dryad                                     | 1 dagger/magic           | 1-4/special            |
| Dread Black Serpent                       | 1 bite/spit              | 3-24*/poison           |
| Dust-Devil                                | 1 attack                 | 1-10                   |
| Dwarf                                     | 1 weapon                 | bwt                    |
| Elemental                                 |                          |                        |
| Air                                       | 1 attack                 | 2-20                   |
| Earth                                     | 1 attack                 | 4-32                   |
| Fire                                      | 1 attack                 | 3-24                   |
| Water                                     | 1 attack                 | 5-30                   |
| Elf                                       | 1 attack                 | bwt or 1-10            |
| Ent                                       | 2 attacks                | 2-16, 3-18 or 4-24     |
| Fish, Giant                               | 1 bite                   | 4-16                   |
| Fox Woman                                 | 1 bite/1 weapon          | 1-4/bwt                |
| Flatlanders                               | javelin or sword         | 1-8 or 1-10            |
| Gargoyle                                  | 2 claws/1 bite/1 horn    | 1-3/1-6/1-4            |
| Gelatinous Cube                           | 1 attack                 | 2-8 + paralyze         |
| Ghost                                     | 1 attack                 | age 10-40 years        |
| Ghoul                                     | 2 claws/1 bite           | 1-3 + para./1-6 + para |
| Giant                                     |                          |                        |
| Cloud                                     | 1 club or hurl rocks     | 6-36 or 2-24           |
| Fire                                      | 1 sword or hurl rocks    | 5-30 or 2-20           |
| Frost                                     | 1 axe or hurl rocks      | 4-24 or 2-20           |
| Hill                                      | 1 club or hurl rocks     | 2-16 or 2-16           |
| Stone                                     | stone club or hurl rocks | 3-18 or 3-             |
| Storm                                     | 1 club/magic             | 7-42/special           |
| Gia Monster, G.                           | 1 bite                   | 2-12 + special*        |
| Gnoll                                     | 1 attack                 | 2-8 or bwt             |
| Gnome                                     | 1 attack                 | 1-6 or bwt             |
| Goblin                                    | 1 attack                 | 1-6 or bwt             |
| Golem                                     |                          |                        |
| Clay                                      | 1 attack/special         | 3-30/special           |
| Flesh                                     | 2 fists/spec.            | 2-16/spec.             |
| Iron                                      | 1 punch/spec.            | 4-40/spec.             |
| Stone                                     | 1 hit/spec.              | 3-24/spec.             |
| Gorgon                                    | 1 but/breath             | 2-12/stone             |
| Gray Ooze                                 | 1 corrode                | 2-16                   |
| Green Slime                               | special                  |                        |
| Gremlin                                   | 1 dag/magic              | 1-3/special            |
| Gryphon                                   | 2 claws/1 bite           | 1-4/2-16               |
| Groaning Spirit                           | 1 touch/magic            | 1-8/special            |
| Harpy                                     | 2 talons/1 club          | 1-3/1-6                |
| Hell-Hound                                | 1 bite/tear              | 1-6/1-4 + special      |
| Grinder Wheels                            | 4 claws                  | 1-8 or 2-12            |
| 1 crush                                   |                          | 2-16 or 2-20           |
| Hasty Pudding                             | 1 chew                   | 2-16                   |
| Hippogriff                                | 2 claws/1 bite           | 1-6/1-10               |
| Hobgoblin                                 | 1 attack                 | 1-8 or bwt             |
| Horse, Light                              | 2 hooves                 | 1-4                    |
| Medium                                    | 2 hooves/1 bite          | 1-6/1-3                |
| Heavy                                     | 2 hooves/1 bite          | 1-8/1-3                |

Howler howl 1-10  
 Hydra 5 to 12 bites 1-8  
 Hypnoid fungus special  
 Imp 1 dag/magic 1-3/special  
 Invisible Stalker 1 hit 4-16  
 Jackalwere 1 bite/gaze 2-8/sleep  
 Juggernaut 1 crush 3-18  
 Killer Bee 1 sting 1-3\*  
 Killer Tree  
 Stranger 1 constrict 1-10 per turn  
 Biter constrict/digest 1-4 per turn/1-6 per  
 Bludgeon 1-30 hits 1-6, 1-10, 2-16 or 3-18  
 Killer Whale 1 bite 3-36  
 K1-Rin 2 hooves/+3 horn 2-8/3-18  
 + magic & psionics  
 Kobold 1 attack 1-4 or bwt  
 Kraken special  
 Kzinti 1 bite/2 claws or weapon 1-3/1-3 or  
 Kanta 2 claws or weapon 1-3 or bwt  
 Lammasu 2 claws/magic 1-6/special  
 Leech, Giant 1 bite 1-4 +drain blood  
 Leprecham 1 shillslagh/magic 1-4/special  
 Leucrotta 1 bite 3-18  
 Leviathan 1 bite 6-60  
 Lich 1 touch/magic 1-10/special  
 Lion 2 claws/1 bite 1-4/1-10  
 Lizard, Giant 1 bite 1-8  
 Lizard-Man 2 claws or weapon/1 bite 1-2/1-8  
 Lurker Above 1 constrict 1-6  
 Mahar 2 claws/1 bite 1-3/1-4  
 Mammoth 2 tusks/1 trunk/2 feet 3-18/2-16/2-12  
 Manes 2 claws/1 bite 1-2/1-4  
 Manticores 2 claws/1 bite/24 spikes 1-3/1-8/1-6  
 Mangrols 4 tentacles/2 swords/1 bite  
 1-6 +paral./1-8 +4/1-6 +paral.  
 Mercurial rapier or needle 1-6\* or 1-2\*  
 Mimic 1 attack 3-12  
 Mind Parasite special  
 Minotaur but or bite/weapon 2-8 or 1-4/bwt  
 Muck-Creature 2 attacks 1-6 +special  
 Mummy 1 attack 1-12 +special  
 Naga  
 Spirit 1 bite/magic 1-3/special  
 Water 1 bite/magic 1-4/special  
 Guardian 1 bite/constrict/spit  
 1-6\*/2-8/poison-special  
 Narwhal 1 horn 3-18  
 Neo-Otyugh 2 tentacles/1 bite 2-12/1-3+disease  
 Night Mare 1 bite/2 hooves 2-8/4-10  
 Night-Gaunt 2 claws/1 bite 1-4/1-6 +special  
 Nixie 1 attack 1-4 or bwt  
 Ochre Jelly corrode 3-12  
 Octopus, Giant 6 tentacles/1 bite 1-4/2-12  
 Ogre 1 attack 1-10 or bwt  
 Ogre Mage 1 attack/magic 1-12/special  
 Orc 1 attack 1-6 or bwt  
 Orc, Great 1 attack 1-8 or bwt  
 Otyugh 2 tentacles/1 bite 1-8/2-5+disease  
 Owl Bear 2 paws/1 bite/1 hug 1-6/2-12/spec.  
 Pegasus 2 hooves/1 bite 1-8/1-3  
 Plesiosaur 1 bite 5-20  
 Porpoise 1 but 2-8  
 Protein Polymorph varies  
 Pterodactyl 2 claws/1 bite 1-6/2-16  
 Purple Worm 1 bite/1 sting 2-24/2-8\*  
 Rakshasa 2 claws/1 bite/magic 1-3/2-5/spec.  
 Rat, Giant 1 bite 1-3 +disease  
 Remorhaz 1 bite 6-36  
 Retriever 4 cleavers/1 bite 3-18/5-30  
 Roc 2 talons/1 bite 3-18/4-24  
 Roper 1 bite/6 tentacles 5-20/special  
 Rust Monster attacks only metal  
 Sabre-Tooth Tiger 2 claws/1 bite/2 more claws  
 2-5/2-12/2-8  
 Salamander weapon/constrict bwt/2-12  
 Sandworm 1 bite 6-60  
 Satyr 1 attack 2-8  
 Scorpion, Giant 2 pincers/1 sting 1-10/1-4\*  
 Shadow-Stalker 1 1-6 +special  
 Shambling Mound 2 paws 2-16 +suffocation(spe  
 Shogoth varies  
 Skeleton weapon 1-6  
 Slithering Tracker 1 attack paralyzation  
 Slug, Giant 1 bite/spit acid 1-12/1-10 specia  
 Snake, Giant  
 Amphibaena 2 bites 1-3\*  
 Constrictor 1 bite/constrict 1-4/2-8  
 Poisonous 1 bite 1-3\*  
 Sea 1 bite/constrict 1-6/3-18  
 Spitting 1 bite/spit venom 1-3\*/poison  
 Snapping Turtle, Giant 1 bite 6-24  
 Spectre 1 attack 1-8 +energy drain  
 Sphinx  
 Andro- 2 claws/roar 2-12/special  
 Crio- 2 claws/1 but 2-8/3-18  
 Gyno- 2 claws/magic 2-8/special  
 Hieraco- 2 claws/1 bite 2-8/1-10  
 Spider, Giant  
 Giant Web S. 1 bite 2-8\*  
 Wolf Spider 1 bite 1-6  
 Phase Spider 1 bite 1-6\* (-2 on save)  
 Sprite 1 attack/charm 1/special  
 Squid, Giant 6 tentacles/1 bite 1-6/5-20  
 St. Elmo's Firebugs 1 electric bolt 1-8  
 Stingray Manta. 1 sting 1-6\*  
 Sturge 1 attack 1-3 +drain blood  
 Tattletale no attacks  
 Thark 1 to 4 weapons bwt  
 Throat 2 hooves/1 bite 1-6/1-6  
 Tick, Giant 1 bite 1-4 +drain blood  
 Tiger 2 claws/1 bite/2 more claws 2-5/1-10/2-8  
 Toad, Giant 1 bite 2-8  
 Toad, Giant Poisonous 1 bite 2-5\*  
 Troglodyte 2 claws/1 bite or weapon 1-3/2-5/1  
 Troll 2 claws/1 bite 2-5/2-8  
 Typhoid Mary 1 touch disease  
 Tyrannosaurus Rex 2 claws/1 bite 2-5/5-40  
 Umber Hulk 2 claws/1 bite/gaze 3-12/2-10/con  
 Unicorn 2 hooves/1 horn 1-6/1-12

Vampire 1 attack 5-10 +energy drain  
Wasp, Giant 1 bite/1 sting 2-8/1-4\*  
Vulture Lion 2 claws/1 bite 4-24/3-18  
Werebear 2 paws/1 bite 1-3/2-8  
Wereboar 1 bite-tusk 2-12  
Wererat 1 sword 1-8  
Weretiger 2 claws/1bite 1-4/1-12  
Werewolf 1 bite 2-8  
Wight 1 attack 1-4 +energy drain  
Will O' Wisp 1 attack 2-16  
Wolf 1 bite 2-5  
Wolverine, Giant 2 claws/1 bite 2-5/2-8  
Wyvern 1 bite/1 sting 2-16/1-6\*  
Xorn 3 claws/1 bite 1-3/6-24  
Yeti 2 claws 1-6 +special  
Zombie 1 attack 1-8



Scarab: Protection Evil High Priest of Hathor  
 Ring of the Sowers  
 Helm of Underworld  
 Helm of Avarice  
 Dirt of Greed  
 Medallion of ESP  
 Many Worlds  
 Project AC = 2

Wand of Illumination  
 Wand of Alchemy  
 Wand of Paralyzation  
 Wand of Ruin  
 Wand of Necromancy  
 Wand of Absorption  
 Wand of Five  
 Wand of Wonders  
 Wand of Frost  
 Wand of Concealment  
 Wand of Growth

Potion: Flower Touch  
 Water: Flying Climbing  
 Breath: Heroism  
 Cloud Giant Strength  
 Fire Resistance  
 Love Philter  
 Polymorph Self

Ring of Spell Storing  
 1. Symbol  
 2. Omni-potent Sphere  
 3. Continual Light  
 4. Dispel Permanent Magic  
 5. Web  
 6. Ring of Protection  
 7. Ring of Water Walking  
 8. Ring of Spell Turning  
 9. Ring of Spell Storing  
 10. Ring of Thaumaturgy  
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 12. Ring of Fire Invisibility  
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Dragonbone +4 sword  
 Charm Dragon on contact (3/day)  
 Strength (1/day)  
 Locate Dragon 12"R  
 Fly 12" (1/day)  
 Disintegrator Dragon on hit +5 above minimum  
 x2 damage w/ save.  
 speaks: Low, Chant, Neutral  
 Thyratic, Dragon  
 Read Languages  
 Sphere of Antimagic  
 Dream of Telepathic Communication  
 17122E  
 Ring of Absorption - 50 levels stored only  
 (12) (11) (10) (9) (8) (7) (6) (5) (4) (3) (2) (1)

Sphere of Ultimate Protection  
 Cube of Force  
 Helm of Comprehend Human Languages  
 Mirror of Life Trapping  
 Amulet of Protection  
 Scroll #2  
 Scroll #3

Book of Levitation  
 Bag of Holding  
 Ring of Protection  
 Robe of Blending  
 Gem of One Power  
 Scarab of Protection  
 Amulet of Power - Energy Bolt LD8  
 X2 damage up to 13 levels/week  
 Amulet of Life Trapping (10%)  
 Mirror of Life Trapping (10%)  
 Amulet of Life Trapping (10%)  
 Scarab of Protection  
 Ring of Levitation  
 Bag of Holding  
 Book of Levitation  
 Gem of One Power  
 Robe of Blending  
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