



*DUNGEONS AND DRAGONS*

*BASIC/EXPERT DM SCREEN*

*(THE MOLDVAY/COOK VERSION)*

*COBBLED TOGETHER  
BY BIGHARA*

## Clerics

Level	Title	Experience Points	Hit Dice	Spells 1 2 3 4 5
1	Acolyte	0	1d6	- - - - -
2	Adept	1,500	2d6	1 - - - -
3	Priest(ess)	3,000	3d6	2 - - - -
4	Vicar	6,000	4d6	2 1 - - -
5	Curate	12,000	5d6	2 2 - - -
6	Elder	25,000	6d6	2 2 1 1 -
7	Bishop	50,000	7d6	2 2 2 1 1
8	Lama	100,000	8d6	3 3 2 2 1
9	Patriarch/Matriarch	200,000	9d6	3 3 3 2 2
10	Patriarch/Matriarch	300,000	9d6+1*	4 4 3 3 2
11	Patriarch/Matriarch	400,000	9d6+2*	4 4 4 3 3
12	Patriarch/Matriarch	500,000	9d6+3*	5 5 4 4 3
13	Patriarch/Matriarch	600,000	9d6+4*	5 5 5 4 4
14	Patriarch/Matriarch	700,000	9d6+5*	6 5 5 5 4

\*CON adjustments no longer apply

## Cleric v. Undead

Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	D	T	T	7	9	11	-	-
5	D	D	T	T	7	9	11	-
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

"-" Cleric cannot turn that type of undead

A number means a Cleric must roll number or greater on 2d6 to succeed

"T" means some or all of that type are automatically turned

"D" means some or all of that type are automatically dispelled/destroyed

A successful turn check means the cleric turns 2d6 HD worth of undead.

## Dwarves

Level	Title	Experience Points	Hit Dice
1	Dwarven Veteran	0	1d8
2	Dwarven Warrior	2,200	2d8
3	Dwarven Swordmaster	4,400	3d8
4	Dwarven Hero	8,800	4d8
5	Dwarven Swashbuckler	17,000	5d8
6	Dwarven Myrmidon	35,000	6d8
7	Dwarven Champion	70,000	7d8
8	Dwarven Superhero	140,000	8d8
9	Dwarven Lord/Lady	270,000	9d8
10	Dwarven Lord/Lady	400,000	9d8+3*
11	Dwarven Lord/Lady	530,000	9d8+6*
12	Dwarven Lord/Lady	660,000	9d8+9*

\*CON adjustments no longer apply

### Elves

Level	Title	Experience Points	Hit Dice	Spells					
				1	2	3	4	5	6
1	Medium/Veteran	0	1d6	1	-	-	-	-	-
2	Seer/Warrior	4,000	2d6	2	-	-	-	-	-
3	Conjurer/Swordmaster	8,000	3d6	2	1	-	-	-	-
4	Magician/Hero	16,000	4d6	2	2	-	-	-	-
5	Enchanter/Swashbuckler	32,000	5d6	2	2	1	-	-	-
6	Warlock/Myrmidon	64,000	6d6	2	2	2	-	-	-
7	Sorcerer/Champion	120,000	7d6	3	2	2	1	-	-
8	Necromancer/Super-Hero	250,000	8d6	3	3	2	2	-	-
9	Wizard/Lord (Lady)	400,000	9d6	3	3	3	2	1	-
10	Wizard/Lord (Lady)	600,000	9d6+2*	3	3	3	3	2	-

\*CON adjustments no longer apply

### Fighters

Level	Title	Experience Points	Hit Dice
1	Veteran	0	1d8
2	Warrior	2,000	2d8
3	Swordmaster	4,000	3d8
4	Hero	8,000	4d8
5	Swashbuckler	16,000	5d8
6	Myrmidon	32,000	6d8
7	Champion	64,000	7d8
8	Superhero	120,000	8d8
9	Lord/Lady	240,000	9d8
10	Lord/Lady	360,000	9d8+2*
11	Lord/Lady	480,000	9d8+4*
12	Lord/Lady	600,000	9d8+6*
13	Lord/Lady	720,000	9d8+8*
14	Lord/Lady	840,000	9d8+10*

\*CON adjustments no longer apply

### Magic-Users

Level	Title	Experience Points	Hit Dice	Spells					
				1	2	3	4	5	6
1	Medium	0	1d4	1	-	-	-	-	-
2	Seer	2,500	2d4	2	-	-	-	-	-
3	Conjurer	5,000	3d4	2	1	-	-	-	-
4	Magician	10,000	4d4	2	2	-	-	-	-
5	Enchanter (-ress)	20,000	5d4	2	2	1	-	-	-
6	Warlock (Witch)	40,000	6d4	2	2	2	-	-	-
7	Sorcerer (-ess)	80,000	7d4	3	2	2	1	-	-
8	Necromancer	150,000	8d4	3	3	2	2	-	-
9	Wizard	300,000	9d4	3	3	3	2	1	-
10	Wizard	450,000	9d4+1*	3	3	3	3	2	-
11	Wizard	600,000	9d4+2*	4	3	3	3	2	1
12	Wizard	750,000	9d4+3*	4	4	3	3	3	2
13	Wizard	900,000	9d4+4*	4	4	4	3	3	3
14	Wizard	1,050,000	9d4+5*	4	4	4	4	3	3

\*CON adjustments no longer apply

### Halflings

Level	Title	Experience Points	Hit Dice
1	Halfling Veteran	0	1d6
2	Halfling Warrior	2,000	2d6
3	Halfling Swordmaster	4,000	3d6
4	Halfling Hero	8,000	4d6
5	Halfling Swashbuckler	16,000	5d6
6	Halfling Myrmidon	32,000	6d6
7	Halfling Champion	64,000	7d6
8	Sheriff	120,000	8d6

### Thieves

Level	Title	Experience Points	Hit Dice
1	Apprentice	0	1d4
2	Footpad	1,200	2d4
3	Robber	2,400	3d4
4	Burglar	4,800	4d4
5	Cutpurse	9,600	5d4
6	Sharper	20,000	6d4
7	Pilferer	40,000	7d4
8	Thief	80,000	8d4
9	Master Thief	160,000	9d4
10	Master Thief	280,000	9d4+2*
11	Master Thief	400,000	9d4+4*
12	Master Thief	520,000	9d4+6*
13	Master Thief	640,000	9d4+8*
14	Master Thief	760,000	9d4+10*

\*CON adjustments no longer apply

### Thieves' Abilities

Level	Open Locks	Remove Traps	Pick Pockets*	Move Silently	Climb Sheer Surfaces	Hide Shadows	Hear Noise
1	15	10	20	20	87	10	1-2
2	20	15	25	25	88	15	1-2
3	25	20	30	30	89	20	1-3
4	30	25	35	35	90	25	1-3
5	35	30	40	40	91	30	1-3
6	45	40	45	45	92	36	1-3
7	55	50	55	55	93	45	1-4
8	65	60	65	65	94	55	1-4
9	75	70	75	75	95	65	1-4
10	85	80	85	85	96	75	1-4
11	95	90	95	95	97	85	1-5
12	96	95	105**	96	98	90	1-5
13	97	97	115**	98	99	95	1-5
14	99	99	125**	99	99	99	1-5

\* The chance of success is reduced by 5% for every level above 5<sup>th</sup> the victim is. Thus a 7<sup>th</sup> level thief picking the pocket of a 10<sup>th</sup> level fighter would have a 30% chance of success (55-25=30).

\*\* Once a thief reaches 12<sup>th</sup> level, the pockets of low-level characters may be picked "automatically." However, the DM should allow a 1% minimum chance of failure, regardless of the thief's level.

**Experience Points  
For Monsters Defeated**

Hit Dice	Value	Special Abilities Bonus
< 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9-10+	900	700
11-12+	1100	800
13-16+	1350	950
17-20+	2000	1150
21+*	2500	2000

\* For every hit die over 21,  
+250xp to base value and bonus  
of the creature.

**Order of Events in One Game Day  
(Wilderness Travel)**

1. Party decides their direction of travel.
2. The DM checks to see if party becomes lost.
3. The DM rolls for wandering monsters.
4. If monsters are not encountered, the day ends. If monsters are encountered, the DM the type and number of monster(s).
5. The DM rolls to check the distance between the monsters and the party (4d6).
6. The DM rolls for surprise (1d6).
7. The DM and party roll for initiative (1d6).
8. The DM rolls for Monsters Reaction (2d6).
9. The party and monsters react.
10. End of turn.

**Monster Reactions**

Dice Roll (2d6)	Reaction
2	Immediate Attack
3-5	Hostile, possible attack
6-8	Uncertain, monster confused
9-11	No attack, monster leaves
12	Enthusiastic friendship

**Evasion Table**

# of Creatures Encountered	Party Size				Chance of Evasion
	1-4	5-12	13-24	25+	
-	-	-	-	1-10	10%
-	-	1-6	-	11-30	25%
-	1-3	7-16	-	31+	35%
1	4-8	17+	-	-	50%
2-3	9+	-	-	-	70%
4+	-	-	-	-	90%

## SAVING THROWS

### Cleric

Level	Death Ray or Poison	Magic Wands	Paralysis/ Turn to Stone	Dragon Breath	Rods/Staves/ Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13-16	3	5	7	8	7

### Dwarf/Halfling

Level	Death Ray or Poison	Magic Wands	Paralysis/ Turn to Stone	Dragon Breath	Rods/Staves/ Spells
1-3	8	9	10	13	12
4-6	6	7	8	10	10
7-9	4	5	6	7	8
10-12*	2	3	4	4	6

\* Dwarves only

### Elf

Level	Death Ray or Poison	Magic Wands	Paralysis/ Turn to Stone	Dragon Breath	Rods/Staves/ Spells
1-3	12	13	13	15	15
4-6	10	11	11	13	12
7-9	8	9	9	10	10
10	6	7	8	8	8

### Fighter

Level	Death Ray or Poison	Magic Wands	Paralysis/ Turn to Stone	Dragon Breath	Rods/Staves/ Spells
Normal Man	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8

### Magic-User

Level	Death Ray or Poison	Magic Wands	Paralysis/ Turn to Stone	Dragon Breath	Rods/Staves/ Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8

### Thief

Level	Death Ray or Poison	Magic Wands	Paralysis/ Turn to Stone	Dragon Breath	Rods/Staves/ Spells
1-4	13	14	13	16	15
5-8	12	13	11	14	13
9-12	10	11	9	12	10
13-16	8	9	7	10	8

### Armor Class

Armor Type	Armor Class
No Armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

\* a shield subtracts 1 from your Armor Class number.

### Variable Weapon Damage

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling Stone
1-4 (1d4)	Club
1-4 (1d4)	Javelin
1-4 (1d4)	Staff*
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Lance
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm*
1-10 (1d10)	Two-handed Sword*

\* Two-handed weapon. Attacker may not use a shield and always loses initiative.

### Character Attacks

Class & Level			AC												
F/Dw/H/E	C/Th	M-U	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Normal man			11	12	13	14	15	16	17	18	19	20	20	20	20
1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	20	20	20
4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	18	19	20
7-9	9-12	11-15	5	6	7	8	9	10	11	12	13	14	15	16	17
10-12	13-16	16-20	3	4	5	6	7	8	9	10	11	12	13	14	15
13-15	17-20	21-25	2	2	3	4	5	6	7	8	9	10	11	12	13

### Monster Attacks

Monster's HD	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20
1+ - 2	9	10	11	12	13	14	15	16	17	18	19	20	20
2+ - 3	8	9	10	11	12	13	14	15	16	17	18	19	20
3+ - 4	7	8	9	10	11	12	13	14	15	16	17	18	19
4+ - 5	6	7	8	9	10	11	12	13	14	15	16	17	18
5+ - 6	5	6	7	8	9	10	11	12	13	14	15	16	17
6+ - 7	4	5	6	7	8	9	10	11	12	13	14	15	16
7+ - 9	3	4	5	6	7	8	9	10	11	12	13	14	15
9+ - 11	2	3	4	5	6	7	8	9	10	11	12	13	14
11+ - 13	2	2	3	4	5	6	7	8	9	10	11	12	13
13+ - 15	2	2	2	3	4	5	6	7	8	9	10	11	12
15+ - 17	2	2	2	2	3	4	5	6	7	8	9	10	11
17+ - 19	2	2	2	2	2	3	4	5	6	7	8	9	10
19+ - 21	2	2	2	2	2	2	3	4	5	6	7	8	9
21+ and up	2	2	2	2	2	2	2	3	4	5	6	7	8

### Charisma Adjustment

CHA score	Reaction Adj.	Max Retainers	Retainer Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

### Missile Fire Ranges

Ranges in feet (to-hit modifier)			
Weapon Type	Short (+1)	Medium (0)	Long (-1)
Crossbow	5-80	81-160	161-240
Long Bow	5-70	71-140	141-210
Short Bow	5-50	51-100	101-150
Sling	5-40	41-80	81-161
Spear*	5-20	21-40	41-60
Oil* or Holy Water*	5-10	11-30	31-50
Axe* or Dagger*	5-10	11-20	21-30

\* Thrown weapons

When using missiles, remember to adjust for:

1. Dexterity
2. Range
3. Cover
4. Magic

### Ability Score Bonuses and Penalties

Ability Score	Adjustment
3	-3 penalty
4-5	-2 penalty
6-8	-1 penalty
9-12	None
13-15	+1 bonus
16-17	+2 bonus
18	+3 bonus

### Order of Events in a Game Turn

1. The DM rolls for Wandering Monsters
2. The party moves, enters rooms, searches, etc.
3. If no monsters encountered, the turn ends. If monsters are encountered, the DM rolls for the Number Appearing.
4. The DM rolls 2d6 to check the distance between the monsters and the party.
5. The DM rolls 1d6 for both the monsters and the party to check for surprise. The DM and the party roll 1d6 for initiative to see who moves first.
6. The DM rolls 2d6 for the Monster Reaction
7. The party and the monster(s) react:
  - If both sides are willing to talk, the DM rolls for monster reactions and initiative, as necessary.
  - If one side runs away, the DM should check the chance of Evasion and Pursuit
  - If combat begins, the DM should use the Combat Sequence to handle combat
8. End of Turn.

### Combat Sequence

- A. Each side rolls for initiative (1d6).
- B. The side with initiative acts first.
  1. Morale checks, if needed
  2. Movement
  3. Missile fire
  4. Magic spells
  5. Melee combat
- C. Each remaining side completes the above actions in order.
- D. The DM handles any surrenders, retreats, etc., as they occur.