

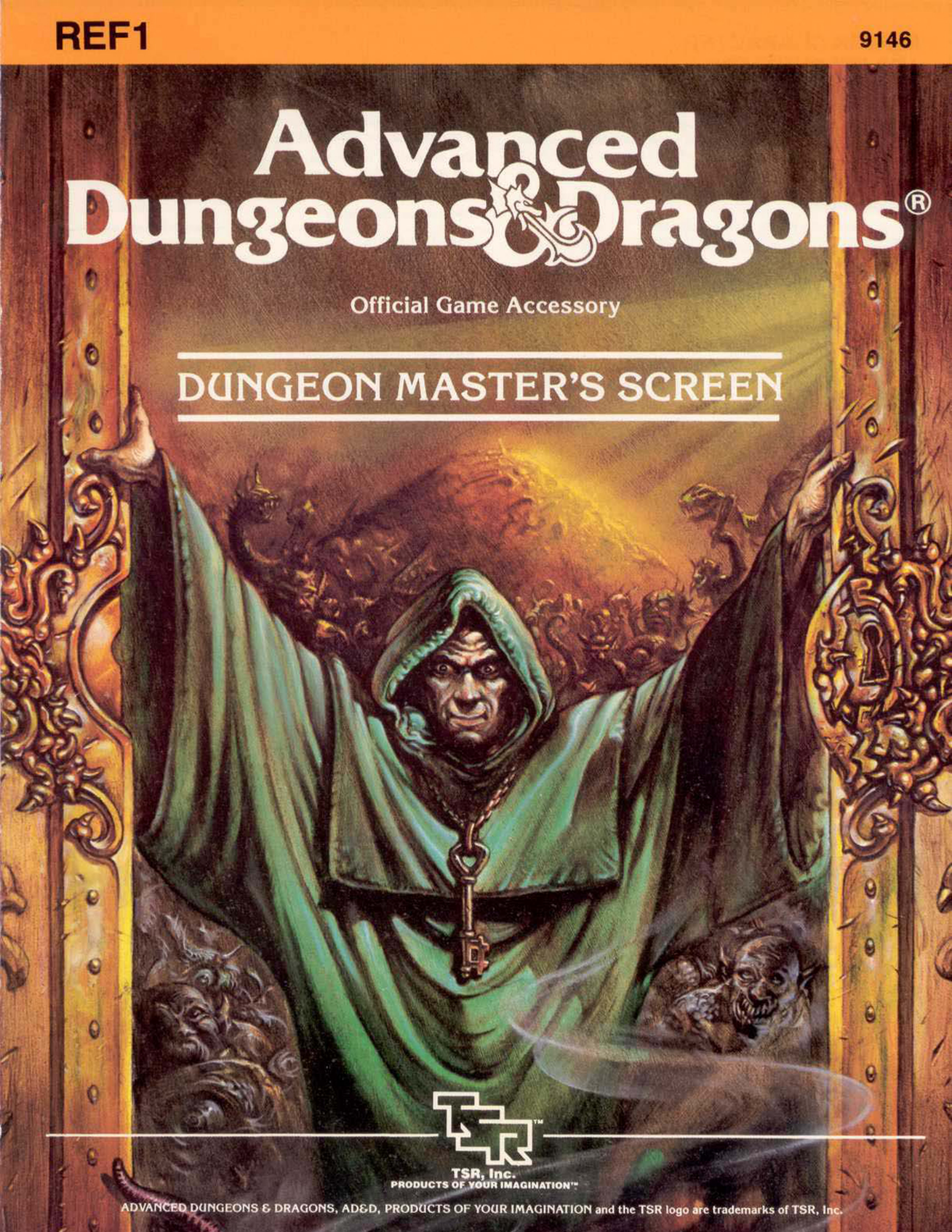
# Advanced Dungeons & Dragons®

Official Game Accessory

---

## DUNGEON MASTER'S SCREEN

---



TSR, Inc.  
PRODUCTS OF YOUR IMAGINATION™

# PLAYER CHARACTER ABILITY SUMMARY

## THE MAGIC-USER

Must have a minimum intelligence of 9  
Must have a minimum dexterity of 6  
If intelligence is 16 or greater, +10% XP  
Any alignment possible

Can use most scrolls, wands, staves, magic items

Upon becoming 11th level, can enchant and scribe items and scrolls.  
Stronghold possible

## THE ILLUSIONIST

Must have a minimum intelligence of 15  
Must have a minimum dexterity of 16

No 10% bonus for high abilities

Can use any potion not restricted to fighters only, scrolls with illusionist or available magic user spells upon them, all rings, and other magic items

Upon becoming 10th level, can enchant items and scribe scrolls with illusionist magic

## THE THIEF

Must have a minimum dexterity of 9

If dexterity is greater than 15, +10% XP

Must be neutral or evil; rarely neutral good

Can wear leather armor at most

Can pick pockets

Can open locks

Can find and remove traps

Can move silently

Can hide in shadows

Can listen at portals

Can climb sheer surfaces

Can backstab

All thieves speak Thieves' Cant

Upon becoming 4th level, can read languages 20%, +5% per level until 80% is reached

Upon becoming 10th level, can decipher all magical scrolls except for clerical scrolls with 25% chance for a mistake to occur.

Can construct strongholds only in or near cities

10th level and higher can use strongholds as headquarters for thieves

## THE ASSASSIN

Must have a minimum strength of 12  
Must have a minimum intelligence of 11  
Must have a minimum dexterity of 12

No 10% bonus for high abilities

Must be evil

Can use any shield or weapon

Can use any poison

Can assassinate

Can backstab

Can use their abilities at 2 levels below assassin level

Upon becoming 9th level, with a minimum intelligence of 15, can learn alignment or secret tongue of choice

Upon becoming 10th level, with a minimum intelligence of 16, can learn another alignment or secret tongue of choice . . . true also with 11th level / 17 intelligence, 12th level / 18 intelligence, to a maximum of 4

Can disguise self at will

Can spy

Upon becoming 4th level, can take lower level assassins into service

Upon becoming 12th level, can hire any class of individual

## THE FIGHTER

Must have minimum strength of 9  
Must have minimum constitution of 7  
If strength = greater than 15, +10% XP

Can use potions, many rings, some wands, one rod, other magic items, and any armor, shield, or weapon.

Upon becoming 9th level, can establish freehold

See multiple attack tables

## THE PALADIN

Must be lawful good

Must be human

Must have minimum strength of 12

Must have minimum intelligence of 9

Must have minimum wisdom of 13

Must have minimum constitution of 9

Must have minimum charisma of 17

If strength and wisdom are higher than 15 then add 10% XP

Chaotic acts must be confessed

Evil acts negates paladinhood

Upon becoming 1st level, a paladin can or is:

Detect evil by direction at a 60' range

Make all saving throws at +2

Immune to all disease

Lay on hands 1/day to cure own level \*2 in hp

Cure disease, 1/week per 5 levels

Emanating a protection from evil, 10' radius

Upon becoming 3rd level

Affects undead as cleric of 2 levels less

Upon becoming 4th level, paladin can call for warhorse

Upon becoming 9th level, paladin gains use of cleric spells

If paladin has a "holy sword," he projects **Dispel Magic** for 10' at his level.

A paladin may not:

Retain more than 10 magic items

Retain large amounts of wealth

Retain non-lawful good henchmen

Associate with non-good adventurers

Associate with non-evil neutrals more than once

A paladin must tithe 10% of all income

A paladin does not attract men-at-arms

## THE RANGER

Must be of good alignment

Must have minimum strength of 13

Must have minimum intelligence of 13

Must have minimum wisdom of 14

Must have minimum constitution of 14

If strength, intelligence, and wisdom are above 15, +10% to XP

Begin with two (8-sided) hit dice

A ranger, when fighting the giant class:

Add level in HP damage in melee

Rangers surprise on a 1-3 (d6) and are surprised only on a 1 (d6)

Upon becoming 8th level

Gain some druid spell ability

Upon becoming 9th level

Gain some magic user ability

Cannot use scrolls

Upon becoming 10th level

Gain usage of all non-written magic items

Changes from good alignment strips all ranger benefits

Cannot hire employees until 8th or higher level

No more than three rangers may ever work together

Cannot own what they cannot carry

# DUNGEON MASTER'S SCREEN



## ATTACK MATRIX FOR CLERICS, DRUIDS, AND MONKS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker						
	1-3	4-6	7-9	10-12	13-15	16-18	19-
-10	25	23	21	20	20	20	19
-9	24	22	20	20	20	19	18
-8	23	21	20	20	20	18	17
-7	22	20	20	20	19	17	16
-6	21	20	20	20	18	16	15
-5	20	20	20	19	17	15	14
-4	20	20	20	18	16	14	13
-3	20	20	19	17	15	13	12
-2	20	20	18	16	14	12	11
-1	20	19	17	15	13	11	10
0	20	18	16	14	12	10	9
1	19	17	15	13	11	9	8
2	18	16	14	12	10	8	7
3	17	15	13	11	9	7	6
4	16	14	12	10	8	6	5
5	15	13	11	9	7	5	4
6	14	12	10	8	6	4	3
7	13	11	9	7	5	3	2
8	12	10	8	6	4	2	1
9	11	9	7	5	3	1	0
10	10	8	6	4	2	0	-1

Missiles: -5 at **long** range, -2 at **medium** range.

## ATTACK MATRIX FOR MAGIC-USERS/ILLUSIONISTS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker				
	1-5	6-10	11-15	16-20	21-
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	19
-7	23	21	20	20	18
-6	22	20	20	19	17
-5	21	20	20	18	16
-4	20	20	20	17	15
-3	20	20	19	16	14
-2	20	20	18	15	13
-1	20	20	17	14	12
0	20	19	16	13	11
1	20	18	15	12	10
2	19	17	14	11	9
3	18	16	13	10	8
4	17	15	12	9	7
5	16	14	11	8	6
6	15	13	10	7	5
7	14	12	9	6	4
8	13	11	8	5	3
9	12	10	7	4	2
10	11	9	6	3	1

Missiles: \* -5 at **long** range, -2 at **medium** range. \* Normal, **not** magical.

## ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-
-10	26	25	23	21	20	20	20	18	16	14
-9	25	24	22	20	20	20	19	17	15	13
-8	24	23	21	20	20	20	18	16	14	12
-7	23	22	20	20	20	19	17	15	13	11
-6	22	21	20	20	20	18	16	14	12	10
-5	21	20	20	20	19	17	15	13	11	9
-4	20	20	20	20	18	16	14	12	10	8
-3	20	20	20	19	17	15	13	11	9	7
-2	20	20	20	18	16	14	12	10	8	6
-1	20	20	19	17	15	13	11	9	7	5
0	20	20	18	16	14	12	10	8	6	4
1	20	19	17	15	13	11	9	7	5	3
2	19	18	16	14	12	10	8	6	4	2
3	18	17	15	13	11	9	7	5	3	1
4	17	16	14	12	10	8	6	4	2	0
5	16	15	13	11	9	7	5	3	1	-1
6	15	14	12	10	8	6	4	2	0	-2
7	14	13	11	9	7	5	3	1	-1	-3
8	13	12	10	8	6	4	2	0	-2	-4
9	12	11	9	7	5	3	1	-1	-3	-5
10	11	10	8	6	4	2	0	-2	-4	-6

Missiles: -5 at **long** range, -2 at **medium** range.

## ATTACK MATRIX FOR THIEVES AND ASSASSINS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker					
	1-4 <sup>a</sup>	5-8 <sup>b</sup>	9-12 <sup>c</sup>	13-16 <sup>d</sup>	17-20 <sup>e</sup>	21- <sup>f</sup>
-10	26	24	21	20	20	20
-9	25	23	20	20	20	19
-8	24	22	20	20	20	18
-7	23	21	20	20	19	17
-6	22	20	20	20	18	16
-5	21	20	20	19	17	15
-4	20	20	20	18	16	14
-3	20	20	19	17	15	13
-2	20	20	18	16	14	12
-1	20	20	17	15	13	11
0	20	19	16	14	12	10
1	20	18	15	13	11	9
2	19	17	14	12	10	8
3	18	16	13	11	9	7
4	17	15	12	10	8	6
5	16	14	11	9	7	5
6	15	13	10	8	6	4
7	14	12	9	7	5	3
8	13	11	8	6	4	2
9	12	10	7	5	3	1
10	11	9	6	4	2	0

Missiles: -5 at **long** range, -2 at **medium** range.

<sup>a</sup> Thieves and assassins double damage from a surprise **back stab**.

<sup>b</sup> Thieves and assassins triple damage from a surprise **back stab**.

<sup>c</sup> Thieves and assassins quadruple damage from a surprise **back stab**.

<sup>d</sup> Thieves and assassins quintuple damage from a surprise **back stab**.

## ARMOR CLASS TABLE

Type of Armor	Armor Class Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor + shield/studded leather/ring mail	7
Studded leather or ring mail + shield/scale mail	6
Scale mail + shield/chain mail	5
Chain mail + shield/splint mail/banded mail	4
Splint or banded mail + shield/plate mail	3
Plate mail + shield	2

## GAZE ATTACKS

Chances of meeting the gaze of a dracolisk or any large creature using a gaze weapon are as follows (add 1 if the creature is mansized, such as medusa, and 2 if the creature is small):

Character is —	
Completely surprised	9 in 10
Surprised	7 in 10
Viewing monster	5 in 10
Attacking normally	3 in 10
Avoiding gaze	1 in 10



# COMBAT AND SAVING THROW TABLES

## ATTACK MATRIX FOR MONSTERS (Including Goblins, Hobgoblins, Kobolds, and Orcs)

Opponent Armor Class	20-sided Die Score to Hit by Monster's Hit Dice Number											
	up to 1-1	1-1	1	1-	2-3-	4-5-	6-7-	8-9-	10-11-	12-13-	14-15-	16-
-10	26	25	24	23	21	20	20	20	20	19	18	17
-9	25	24	23	22	20	20	20	20	19	18	17	16
-8	24	23	22	21	20	20	20	20	18	17	16	15
-7	23	22	21	20	20	20	20	19	17	16	15	14
-6	22	21	20	20	20	20	19	18	16	15	14	13
-5	21	20	20	20	20	20	18	17	15	14	13	12
-4	20	20	20	20	20	19	17	16	14	13	12	11
-3	20	20	20	20	19	18	16	15	13	12	11	10
-2	20	20	20	20	18	17	15	14	12	11	10	9
-1	20	20	20	19	17	16	14	13	11	10	9	8
0	20	20	19	18	16	15	13	12	10	9	8	7
1	20	19	18	17	15	14	12	11	9	8	7	6
2	19	18	17	16	14	13	11	10	8	7	6	5
3	18	17	16	15	13	12	10	9	7	6	5	4
4	17	16	15	14	12	11	9	8	6	5	4	3
5	16	15	14	13	11	10	8	7	5	4	3	2
6	15	14	13	12	10	9	7	6	4	3	2	1
7	14	13	12	11	9	8	6	5	3	2	1	0
8	13	12	11	10	8	7	5	4	2	1	0	-1
9	12	11	10	9	7	6	4	3	1	0	-1	-2
10	11	10	9	8	6	5	3	2	0	-1	-2	-3

**Note:** Any plus above +3 equals another hit die, i.e. 6-6 equals 7 hit dice. Missiles: -5 at **long** range, -2 at **medium** range.

## SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

Character Class and Experience level	Attack to be Saved Against					
	Paralyzation, Poison or Death Magic	Petrification or Polymorph*	Rod, Staff or Wand	Breath Weapon**	Spell***	
Clerics**	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
Fighters <sup>b</sup>	19-	2	5	6	8	7
	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	6	4	7
Magic-Users <sup>c</sup>	17+	3	4	5	4	6
	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
Thieves <sup>d</sup>	21+	8	5	3	7	4
	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
21+	8	7	4	11	5	

\* Excluding **polymorph wand** attacks.

\*\* Excluding those which cause petrification or polymorph.

\*\*\* Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

<sup>a</sup> Includes Druids.

<sup>b</sup> Includes Paladins, Rangers, and 0 level types.

<sup>c</sup> Includes Illusionists.

<sup>d</sup> Includes Assassins and Monks.

**N.B.:** A roll of 1 is **always** failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the **most favorable** result for the type of attack being defended against.

## MISSILE FIRE COVER AND CONCEALMENT ADJUSTMENTS:

TARGET HAS ABOUT	ARMOR CLASS BONUS
25% cover	+2
50% cover	+4
75% cover	+7
90% cover	+10
25% concealment	+1
50% concealment	+2
75% concealment	+3
90% concealment	+4

25% is cover or concealment to the knees, or part of the left or right side of the body screened; it might also be a target which is seen for only three-quarters of a round.

## SAVING THROW MATRIX FOR MONSTERS

- All monsters use the matrix for characters.
- Hit dice equate to Experience Level, with any plus in hit points moving the creature upward by one hit die, so 1 + 1 becomes 2, 2 + 1 becomes 3, etc. (**Exception:** See D. below.)
- Most monsters save as fighters, except:
  - Those with abilities of other characters classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.
  - Those with no real offensive fighting capabilities save according to their area of ability—cleric, magic-user, thief, etc.
- Non-intelligent creatures save at an Experience Level equal to one-half their hit dice, rounded upward, except with regard to **poison or death magic** for which they save as their hit dice.

## ENCOUNTER REACTIONS

Any intelligent creature which can be conversed with will react in some way to the character that is speaking. Reaction is determined by rolling percentile dice, adjusting the score for charisma and applicable loyalty adjustment as if the creature were a henchman of the character speaking, and the modified score of the percentile dice is compared to the table below:

Adjusted Die Score	Reaction
01 (or less)-05	Violently hostile, immediate attack*
06-25	Hostile, immediate action*
26-45	Uncertain but 55% prone toward negative
46-55	Neutral—uninterested—uncertain
56-75	Uncertain but 55% prone toward positive
76-95	Friendly, immediate action
96-00 (or greater)	Enthusiastically friendly, immediate acceptance

\* Or morale check if appropriate.

## DETECTION OF INVISIBILITY TABLE

Level/ Hit Dice of Creature	Intelligence Ability Rating							
	0-1	2-4	5-7	8-10	11-12	13-14	15-16	17+
7/7 - 7+	—	—	—	—	—	—	—	5%
8/8 - 8+	—	—	—	—	—	—	—	5% 10%
9/9 - 9+	—	—	—	—	—	5%	10%	15%
10/10	—	—	—	—	5%	15%	20%	25%
11/10+ -11	—	—	—	5%	15%	25%	30%	35%
12/11+ -12	—	—	5%	15%	25%	35%	40%	45%
13/12+ -13	—	5%	10%	25%	35%	45%	50%	55%
14/13+ -14+	5%	10%	15%	35%	45%	55%	65%	75%
15+	10%	15%	20%	45%	55%	65%	80%	95%

**Note:** You may give unintelligent creatures with keen hearing or sense of smell the equivalent of intelligence to reflect detection of invisible creatures.

Check each round the creature is exposed to invisibility. Once detected, the invisible creature will be kept track of thereafter, as the detector will be able to note the cause. Any attacks incur the -4 penalty of attacking an invisible opponent, of course, and the invisible creature likewise is entitled to -4 on saving throws.

## WALL CLIMBING TABLE, FEET PER ROUND OF CLIMBING

Wall Surface Is Best Described As:	Condition Of Surface*		
	Non-Slippery	Slightly Slippery	Slippery
very smooth—few cracks	6'	3'	0'
smooth but cracked— somewhat rough	12'	6'	3'
fairly rough and some cracks—very rough	18'	9'	6'
rough and with ledges or many projections	24'	12'	9'

\* SLIGHTLY SLIPPERY surfaces DOUBLE chances of slipping and falling. SLIPPERY surfaces make chances of slipping and falling TEN TIMES more likely. Thus, a slippery surface cannot be attempted successfully by any thief under 6th level, and even a 10th level thief has a 10% chance per round of slipping and falling.

## SURPRISE TABLE

Surprise Dice Difference	Lost Segments
0	0
1(2-1,3-2,etc.)	1
2(3-1,4-2,etc.)	2
3(4-1,5-2,etc.)	3

Assume the party of characters, moving silently and invisibly, comes upon a monster. They have 4 of 6 chances to surprise, and the monster has 2 in 6. A six-sided die is rolled for the party, another for the monster. Both sides could be surprised, neither could be surprised, or either could be surprised. This is shown on the table below:

Party's Die	Monster's Die	Surprise Effect
3 to 6	5 or 6	none
1	1	both surprised
2	2	both surprised
1 or 2	5 or 6	party surprised
3 to 6	1 to 4	monster surprised
1	2 to 4	monster surprised
2	1	party surprised

## LISTENING AT DOORS

Race Of Listener	Chance Of Hearing Noise
Dwarf	2 in 20 (10%)
Elf	3 in 20 (15%)
Gnome	4 in 20 (20%)
Half-Elf	2 in 20 (10%)
Halfling	3 in 20 (15%)
Half-Orc	3 in 20 (15%)
Human	2 in 20 (10%)

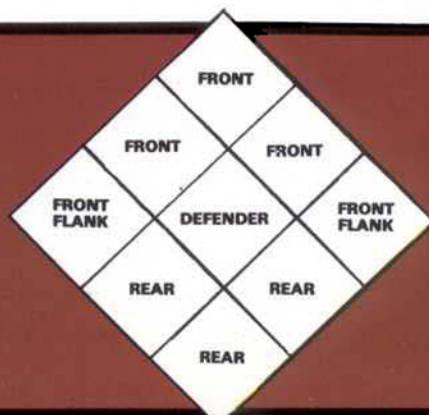
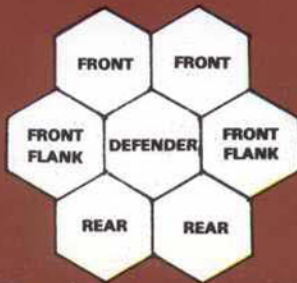
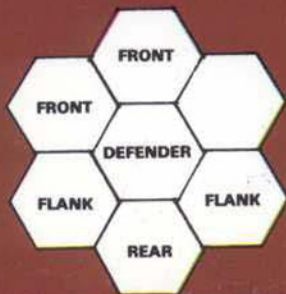
*Keen-eared* individuals will gain a bonus of 1 or 2 in 20 (5% or 10%). Use chance of hearing a noise to determine if a character is keen-eared the first time he or she listens at a door, and if it is indicated, tell the player to note the fact for his or her character. Player characters will not initially have hearing problems (as they wouldn't have survived if they had them). During the course of adventuring, great noise might cause hearing loss. Handle this as you see fit. A loss of hearing might negate the chance to hear something behind a door without any other noticeable effects.

## TYPES OF ARMOR AND ENCUMBRANCE

Armor Type	Bulk	Weight*	Base Movement
BANDED	bulky	35#	9"
CHAIN	fairly	30#	9"
CHAIN, ELFIN	non-	15#	12"
LEATHER	non-	15#	12"
PADDED	fairly	10#	9"
PLATE (MAIL)	bulky	45#	6"
RING	fairly	25#	9"
SCALE	fairly	40#	6"
SHIELD, LARGE	bulky	10#	—
SHIELD, SMALL	non-	5#	—
SHIELD, SMALL, WOOD	non-	3#	—
SPLINT	bulky	40#	6"
STUDDED (LEATHER)	fairly	20#	9"

\* Assumes human-size.

## DIRECTION OF ATTACK



## MATRIX FOR CLERICS AFFECTING UNDEAD

Type of Undead	Level of Cleric Attempting to Turn									
	1	2	3	4	5	6	7	8	9-13	14-
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	D	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	--	20	19	13	10	7	4	T	T	D
Wraith	--	--	20	16	13	10	7	4	T	D
Mummy <sup>d</sup>	--	--	--	20	16	13	10	7	4	T
Spectre <sup>e</sup>	--	--	--	--	20	16	13	10	7	T
Vampire <sup>f</sup>	--	--	--	--	--	20	16	13	10	4
Ghost <sup>d</sup>	--	--	--	--	--	--	20	16	13	7
Lich <sup>f</sup>	--	--	--	--	--	--	--	19	16	10
Special**	--	--	--	--	--	--	--	20	19	13

\* Number affected is 7-12 rather than 1-12.

\*\* Evil creatures from lower planes such as minor demons, lesser devils, night hags, from 1-2 in number. (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

<sup>a</sup> A paladin of 1st or 2nd level can be turned by an **evil** cleric.

<sup>b</sup> A paladin of 3rd or 4th level can be turned by an **evil** cleric.

<sup>c</sup> A paladin of 5th or 6th level can be turned by an **evil** cleric.

<sup>d</sup> A paladin of 7th or 8th level can be turned by an **evil** cleric.

<sup>e</sup> A paladin of 9th or 10th level can be turned by an **evil** cleric.

<sup>f</sup> A paladin of 11th or higher level can be turned by an **evil** cleric.

## SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

Item Description	Attack Form & Number											
	cr		nor		f		mag		nor		f	
	a	b	b	b	f	l	f	f	f	r	l	e
	c	l	l	d	a	r	i	r	i	o	t	l
	i	o	i	l	e	r	r	s	n	e		
	d	w	s	l	b	e	e	t	g	c		
	1	2	3	4	5	6	7	8	9	10	11	
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1	
Ceramic	4	18	12	19	11	5	3	2	4	2	1	
Cloth	12	6	3	20	2	20	16	13	1	18	1	
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5	
Glass	5	20	15	20	14	11	7	4	6	17	1	
Leather or Book	10	4	2	20	1	13	6	4	3	13	1	
Liquid*	15	0	0	20	0	15	14	13	12	18	15	
Metal, hard	7	6	2	17	2	6	2	1	1	11	1	
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1	
Mirror***	12	20	15	20	13	14	9	5	6	18	1	
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1	
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2	
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1	
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1	

\* Potions, magical oils, poisons, acids while container remains intact.

\*\* Includes pearls of any sort.

\*\*\* Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard".

<sup>d</sup> If exposed to extreme cold then struck against a very hard surface with force, saving throw is -10 on die!

## CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

Defender is Hit By Weapon	Attacker Must Have The Following Hit Only By	OR Hit Dice Of*
+1 or better	+1 or better	4 + 1 or more
+2 or better	+2 or better	6 + 2 or more
+3 or better	+3 or better	8 + 3 or more
+4 or better	+4 or better	10 + 4 or more

\*This does not apply to characters of any sort.

## COMBINED WEAPONS TABLES (Selected Information)

Weapon Type	Space Required	Speed Factor	Damage vs. Opponent	
			Size S or M	Size L
Arrow	see below		1-6	1-6
Axe, Battle	4'	7	1-8	1-8
Axe, Hand or throwing	1'	4	1-6	1-4
Bardiche	5'	9	2-8	3-12
Bec de corbin	6'	9	1-8	1-6
Bill-Guisarme	2'	10	2-8	1-10
Bo Stick	3'	3	1-6	1-3
Club	1'-3'	4	1-6	1-3
Dagger	1'	2	1-4	1-3
Dart	see below		1-3	1-2
Fauchard	2'	8	1-6	1-8
Fauchard-Fork	2'	8	1-8	1-10
Flail, footman's	6'	7	2-7	2-8
Flail, horseman's	4'	6	2-5	2-5
Fork, Military	1'	7	1-8	2-8
Glaive	1'	8	1-6	1-10
Glaive-Guisarme	1'	9	2-8	2-12
Guisarme	2'	8	2-8	1-8
Guisarme-Voulge	3'	10	2-8	2-8
Halberd	5'	9	1-10	2-12
Hammer, Lucern	5'	9	2-8	1-6
Hammer	5'	4	2-5	1-4
Javelin	see below		1-6	1-6
Jo Stick	2'	2	1-6	1-4
Lance* (light horse)	1'	8	1-6	1-8
Lance* (medium horse)	1'	7	2-7	2-12
Lance* (heavy horse)	1'	6	3-9	3-18
Mace, footman's	4'	7	2-7	1-6
Mace, horseman's	2'	6	1-6	1-4
Morning Star	5'	7	2-8	2-7
Partisan	3'	9	1-6	2-7
Pick, Military, footman's	4'	7	2-7	2-8
Pick, Military, horseman's	2'	5	2-5	1-4
Pike, Awl	1'	13	1-6	1-12
Quarrel (or Bolt), light	see below		1-4	1-4
Quarrel (or Bolt), heavy	see below		2-5	2-7
Ranseur	1'	8	2-8	2-8
Scimitar	2'	4	1-8	1-8
Sling bullet	see below		2-5	2-7
Sling stone	see below		1-4	1-4
Spear**	1'	6-8	1-6	1-8
Spetum	1'	8	2-7	2-12
Staff, Quarter	3'	4	1-6	1-6
Sword, Bastard	4'+	6	2-8	2-16
Sword, Broad	4'	5	2-8	2-7
Sword, Long	3'	5	1-8	1-12
Sword, Short	1'	3	1-6	1-8
Sword, Two-handed	6'	10	1-10	3-18
Trident	1'	6-8	2-7	3-12
Voulge	2'	10	2-8	2-8

## HURLED WEAPONS AND MISSILES

	Fire Rate	Range		
		S	M	L
Axe, hand	1	1	2	3
Bow, composite, long	2	6	12	21
Bow, composite, short	2	5	10	18
Bow, long	2	7	14	21
Bow, short	2	5	10	15
Club	1	1	2	3
Crossbow, heavy	1/2	8	16	24
Crossbow, light	1	6	12	18
Dagger	2	1	2	3
Dart	3	1 1/2	3	4 1/2
Hammer	1	1	2	3
Javelin	1	2	4	6
Sling (bullet)	1	5	10	20
Sling (stone)	1	4	8	16
Spear	1	1	2	3



# SPELL TABLES

## CLERICS

Number	1st Level	2nd Level	3rd Level
1	Bless	Augury	Animate Dead
2	Command	Chant	Continual Light
3	Create Water	Detect Charm	Create Food & Water
4	Cure Light Wounds	Find Traps	Cure Blindness
5	Detect Evil	Hold Person	Cure Disease
6	Detect Magic	Know Alignment	Dispel Magic
7	Light	Resist Fire	Feign Death
8	Protection From Evil	Silence 15' Radius	Glyph Of Warding
9	Purify Food & Drink	Slow Poison	Locate Object
10	Remove Fear	Snake Charm	Prayer
11	Resist Cold	Speak With Animals	Remove Curse
12	Sanctuary	Spiritual Hammer	Speak With Dead

Number	4th Level	5th Level	6th Level	7th Level
1	Cure Serious Wounds	Atonement	Aerial Servant	Astral Spell
2	Detect Lie	Commune	Animate Object	Control Weather
3	Divination	Cure Critical Wounds	Blade Barrier	Earthquake
4	Exorcise	Dispel Evil	Conjure Animals	Gate
5	Lower Water	Flame Strike	Find The Path	Holy (Unholy) Word
6	Neutralize Poison	Insect Plague	Heal	Regenerate
7	Protection from Evil 10' Radius	Plane Shift	Part Water	Restoration
8	Speak With Plants	Quest	Speak With Monsters	Resurrection
9	Sticks to Snakes	Raise Dead	Stone Tell	Symbol
10	Tongues	True Seeing	Word Of Recall	Wind Walk

## DRUIDS (Clerics)

Number	1st Level	2nd Level	3rd Level	4th Level
1	Animal Friendship	Barkskin	Call Lightning	Animal Summoning I
2	Detect Magic	Charm Person Or Mammal	Cure Disease	Call Woodland Beings
3	Detect Snares & Pits	Create Water	Hold Animal	Control Temperature 10' Radius
4	Entangle	Cure Light Wounds	Neutralize Poison	Cure Serious Wounds
5	Faerie Fire	Feign Death	Plant Growth	Dispel Magic
6	Invisibility To Animals	Fire Trap	Protection From Fire	Hallucinatory Forest
7	Locate Animals	Heat Metal	Pyrotechnics	Hold Plant
8	Pass Without Trace	Locate Plants	Snare	Plant Door
9	Predict Weather	Obscurement	Stone Shape	Produce Fire
10	Purify Water	Produce Flame	Summon Insects	Protection From Lightning
11	Shillelagh	Trip	Tree	Repel Insects
12	Speak With Animals	Warp Wood	Water Breathing	Speak With Plants

Number	5th Level	6th Level	7th Level
1	Animal Growth	Animal Summoning III	Animate Rock
2	Animal Summoning II	Anti-Animal Shell	Chariot Of Sustarre
3	Anti-Plant Shell	Conjure Fire Elemental	Confusion
4	Commune With Nature	Cure Critical Wounds	Conjure Earth Elemental
5	Control Winds	Feeblemind	Control Weather
6	Insect Plague	Fire Seeds	Creeping Doom
7	Pass Plant	Transport Via Plants	Finger Of Death
8	Sticks To Snakes	Turn Wood	Fire Storm
9	Transmute Rock To Mud	Wall Of Thorns	Reincarnate
10	Wall Of Fire	Weather Summoning	Transmute Metal To Wood

# ATTACK MATRIX FOR PLAYER CHARACTERS

20 Sided Die Score to hit by Level of Attacker

Opponent Armor Class	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17	Ftrs	Cls	Mage	Thf	
	1-5	6-10	11-15	16-20	21	22	23	24	25	26	—	—	—	—	
-10	26	25	24	23	21	20	20	20	20	20	20	19	18	16	14
-9	25	24	23	22	20	20	20	20	20	20	19	18	17	15	13
-8	24	23	22	21	20	20	20	20	19	18	17	16	14	12	
-7	23	22	21	20	20	20	20	19	18	17	16	15	13	11	
-6	22	21	20	20	20	20	19	18	17	16	15	14	12	10	
-5	21	20	20	20	20	19	18	17	16	15	14	13	11	9	
-4	20	20	20	20	20	18	17	16	15	14	13	12	10	8	
-3	20	20	20	20	19	17	16	15	14	13	12	11	9	7	
-2	20	20	20	20	18	16	15	14	13	12	11	10	8	6	
-1	20	20	20	19	17	15	14	13	12	11	10	9	7	5	
0	20	20	19	18	16	14	13	12	11	10	9	8	6	4	
1	20	19	18	17	15	13	12	11	10	9	8	8	5	3	
2	19	18	17	16	14	12	11	10	9	8	7	6	4	2	
3	18	17	16	15	13	11	10	9	8	7	6	5	3	1	
4	17	16	15	14	12	10	9	8	7	6	5	4	2	0	
5	16	15	14	13	11	9	8	7	6	5	4	3	1	-1	
6	15	14	13	12	10	8	7	6	5	4	3	2	0	-2	
7	14	13	12	11	9	7	6	5	4	3	2	1	-1	-3	
8	13	12	11	10	8	6	5	4	3	2	1	0	-2	-4	
9	12	11	10	9	7	5	4	3	2	1	0	-1	-3	-5	
10	11	10	9	8	6	4	3	2	1	0	-1	-2	-4	-6	

- IA. Ftrs = Fighters, Paladins, Rangers, Bards, 0 level Humans and Halflings.  
 IB. Clrs = Clerics, Druids and Monks.  
 IC. Mage = Magic-Users and Illusionists.  
 ID. Thf = Thieves and Assassins.

## GRENADE—LIKE MISSILES:

CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

**SIZE:** Acid — 1/2 pint (8 oz.)  
 Holy/Unholy Water — 1/4 pint (4 oz.)  
 Oil — 1 pint (16 oz.)  
 Poison — 1/4 pint (4 oz.)

### EFFECT:

Liquid Contents	Area of Effect	Splash	Damage from a Direct Hit
—acid	1' diameter	1 h p	2-8 h p
—holy/unholy water	1' diameter	2 h p	2-7 h p
—oil, alight	3' diameter	1-3 h.p.*	2-12 h p + 1-6 h p**
—poison	1' diameter	special	special

\* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

\*\* Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

**RANGE:** The range of all such container missiles is 3". Beyond 1" is medium, and beyond 2" is long (-2 and -5 "to hit" respectively).

**HITS:** When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not—use the BLOW, CRUSHING column on the ITEM SAVING THROW MATRIX—unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil which must be alight (flaming) to cause damage. **Poison special** is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstopped; if stopped check saving throw for breakage using the BLOW, NORMAL column of the ITEM SAVING THROW MATRIX. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion must be brought into contact with the oil.

**SPLASH HITS:** All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

**BOULDERS** are considered, for game purposes, to be 1' in diameter for giants, 2' in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See **MONSTER MANUAL** for giants' abilities.)

**MISSES:** If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the **distance in feet** the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1' square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the **direction** in which the distance in feet of the miss is measured.

1 = long right	5 = short left
2 = right	6 = left
3 = short right	7 = long left
4 = short (before)	8 = long (over)

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

**LIGHTING OIL:** If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it to a 2' diameter flaming oil area.

**Crossing Flaming Oil:** Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly flammable. Creatures with garments of cloth must save versus FIRE, NORMAL on the ITEM SAVING THROW MATRIX or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-4 hit points of damage per melee round.

**HOLY/UNHOLY WATER:** All forms of **undead**, as well as creatures from the lower planes (demons, devils, night hots, nightmares, etc.) are affected by HOLY WATER. Paladins, lammasu, shedu, ki-rin, and similar creatures of good (or from the upper planes) are affected by UNHOLY WATER. The liquid causes the affected creature to suffer a burning as if struck by acid. Undead in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

# PLAYERS REFERENCE SCREEN



# WEAPONS

## WEAPON TYPES, GENERAL DATA, AND "TO HIT" ADJUSTMENTS

Hand Held Weapon Type	Damage vs. Opponent		Armor Class Adjustment									
	Size S or M	Size L	2	3	4	5	6	7	8	9	10	
Arrow	1-6	1-6										
Axe, Battle	1-8	1-8	-3	-2	-1	-1	0	0	-1	+1	-2	
Axe, Hand	1-6	1-4	-3	-2	-2	-1	0	0	-1	+1	-1	
Bardiche	2-8	3-12	-2	-1	0	0	+1	+1	-2	-2	-3	
Bec de Corbin	1-8	1-6	+2	+2	+2	0	0	0	0	0	-1	
Bill-Guisarme	2-8	1-10	0	0	0	0	0	0	-1	0	0	
Bo Stick	1-6	1-3	-9	-7	-5	-3	-1	0	-1	0	-3	
Club	1-6	1-3	-5	-4	-3	-2	-1	-1	0	0	+1	
Dagger	1-4	1-3	-3	-3	-2	-2	0	0	+1	+1	-3	
Dart	1-3	1-2										
Fauchard	1-6	1-8	-2	-2	-1	-1	0	0	0	-1	-1	
Fauchard—Fork	1-8	1-10	-1	-1	-1	0	0	0	+1	0	+1	
Fist or Open Hand			-7	-5	-3	-1	0	0	-2	0	+4	
Flail, Footman's	2-7	2-8	+2	+2	+1	+2	+1	+1	+1	+1	-1	
Flail, Horseman's	2-5	2-5	0	0	0	0	0	+1	-1	+1	0	
Fork, Military	1-8	2-8	-2	-2	-1	0	0	+1	-1	0	+1	
Glaive	1-6	1-10	-1	-1	0	0	0	0	0	0	0	
Glaive-Guisarme	2-8	2-12	-1	-1	0	0	0	0	0	0	0	
Guisarme	2-8	1-8	-2	-2	-1	-1	0	0	0	-1	-1	
Guisarme-Voulge	2-8	2-8	-1	-1	0	-1	+1	+1	0	0	0	
Halberd	1-10	2-12	+1	+1	+1	+2	+2	+2	-1	+1	0	
Hammer, Lucern	2-8	1-6	+1	+1	+2	+2	+2	+1	-1	0	0	
Hammer	2-5	1-4	0	+1	0	-1	0	0	0	0	0	
Javelin	1-6	1-4										
Jo Stick	1-6	1-6	-8	-6	-4	-2	-1	0	-1	0	+2	
Lance (light horse)	1-6	1-8	-2	-2	-1	0	0	0	0	0	0	
Lance (medium horse)	2-7	2-12	+3	+3	+2	+2	+2	+1	-1	0	0	
Lance (heavy horse)	3-9	3-18	0	+1	+1	+1	-1	0	0	0	0	
Mace, Footman's	2-7	1-6	+1	+1	0	0	0	0	0	+1	-1	
Mace, Horseman's	1-6	1-4	+1	+1	0	0	0	0	0	0	0	
Morning Star	2-8	2-7	0	-1	+1	-1	+1	+1	-1	-2	-2	
Partisan	1-6	2-7	0	0	0	0	0	0	0	0	0	
Pick, Military, Footman's	2-7	2-8	+2	+2	+1	-1	0	-1	-1	-1	-2	
Pick, Military, Horseman's	2-5	1-4	+1	+1	+1	-1	0	0	-1	-1	-1	
Pike, Awl	1-6	1-12	-1	0	0	0	0	0	0	-1	-2	
Quarrel (or Bolt), light	1-4	1-4										
Quarrel (or Bolt), heavy	2-5	2-7										
Ranseur*	2-8	2-8	-2	-1	-1	0	0	0	0	0	+1	
Scimitar	1-8	1-8	-3	-2	-2	-1	0	0	+1	+1	-3	
Sling bullet	2-5	2-7										
Sling stone	1-4	1-4										
Spear	1-6	1-8	-2	-1	-1	-1	0	0	0	0	0	
Spetum*	2-7	2-12	-2	-1	0	0	0	0	0	+1	-2	
Staff, quarter	1-6	1-6	-7	-5	-3	-1	0	0	-1	+1	+1	
Sword, bastard**	2-8	2-16	0	0	+1	+1	-1	+1	-1	-1	0	
Sword, broad	2-8	2-7	-3	-2	-1	0	0	+1	-1	+1	-2	
Sword, long	1-8	1-12	-2	-1	0	0	0	0	0	+1	-2	
Sword, short	1-6	1-8	-3	-2	-1	0	0	0	-1	0	-2	
Sword, two-handed	1-10	3-18	+2	+2	+2	+2	+3	+3	+3	+1	0	
Trident	2-7	3-12	-3	-2	-1	-1	0	0	-1	0	-1	
Voulge	2-8	2-8	-1	-1	0	+1	+1	+1	0	0	0	

*Italics indicate weapon capable of dismounting a rider on a score equal to or greater than the "to hit" score.*

\* Weapon capable of disarming opponent on a score required to hit AC 8.

\*\* Treat as long sword if used one-handed.

Any weapon strikes at +2 against an opponent's back (or similarly unseen); against stunned, prone, and motionless opponents, any weapon strikes at -4.

Hurling Weapons and Missiles	Fire Rate	Range			Armor Class Adjustment									
		S	M	L	2	3	4	5	6	7	8	9	10	
Axe, hand	1	1	2	3	-4	-3	-2	-1	-1	0	0	0	+1	
Bow, composite, long	2	6	12	21	-2	-1	0	0	+1	+2	+2	+3	+3	
Bow, composite, short	2	5	10	18	-3	-3	-1	0	+1	+2	+2	+2	+3	
Bow, long	2	7	14	21	-1	0	0	+1	+2	+3	+3	+3	+3	
Bow, short	2	5	10	15	-5	-4	-1	0	0	+1	+2	+2	-2	
Club	1	1	2	3	-7	-5	-3	-2	-1	-1	-1	0	0	
Crossbow, heavy	1/2	8	16	24	-1	0	-1	-2	+3	+3	+4	+4	+4	
Crossbow, light	1	6	12	18	-2	-1	0	0	+1	+2	+3	+3	+3	
Dagger	2	1	2	3	-5	-4	-3	-2	-1	-1	0	0	+1	
Dart	3	1 1/2	3	4 1/2	-5	-4	-3	-2	-1	0	+1	0	+1	
Hammer	1	1	2	3	-2	-1	0	0	0	0	0	0	+1	
Javelin	1	2	4	6	-5	-4	-3	-2	-1	0	+1	0	+1	
Sling (bullet)	1	5	10	20	-2	-2	-1	0	0	0	+2	+1	+3	
Sling (stone)	1	4	8	16	-5	-4	-2	-1	0	0	+2	+1	-3	
Spear	1	1	2	3	-3	-3	-2	-2	-1	0	0	0	0	

Rate of fire is based on the turn (for table-top miniatures) or the melee round. Ranges are: S = Short, M = Medium, L = Long.

Armor Class Adjustment is based on the weapon or missile being discharged at short range. Adjust by -1 at all medium ranges, -2 at all long ranges.

# SPELL TABLES

## MAGIC-USERS

Number	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Affect Normal Fires	Audible Glamer	Blink	Charm Monster	Airy Water
2	Burning Hands	Continual Light	Clairaudience	Confusion	Animal Growth
3	Charm Person	Darkness 15' Radius	Clairvoyance	Dig	Animate Dead
4	Comprehend Languages	Detect Evil	Dispel Magic	Dimension Door	Bigby's Interposing Hand
5	Dancing Lights	Detect Invisibility	Explosive Runes	Enchanted Weapon	Cloudkill
6	Detect Magic	ESP	Feign Death	Extension I	Conjure Elemental
7	Enlarge	Fools Gold	Fireball	Fear	Cone Of Cold
8	Erase	Forget	Flame Arrow	Fire Charm	Contact Other Plane
9	Feather Fall	Invisibility	Fly	Fire Shield	Distance Distortion
10	Find Familiar	Knock	Gust Of Wind	Fire Trap	Extension II
11	Friends	Leomund's Trap	Haste	Fumble	Feeblemind
12	Hold Portal	Levitate	Hold Person	Hallucinatory Terrain	Hold Monster
13	Identify	Locate Object	Infravision	Ice Storm	Leomund's Secret Chest
14	Jump	Magic Mouth	Invisibility 10' Radius	Massmorph	Magic Jar
15	Light	Mirror Image	Leomund's Tiny Hut	Minor Globe of Invulnerability	Monster Summoning III
16	Magic Missile	Pyrotechnics	Lightning Bolt	Monster Summoning II	Mordenkainen's Faithful Hound
17	Mending	Ray Of Enfeeblement	Monster Summoning I	Plant Growth	Passwall
18	Message	Rope Trick	Phantasmal Force	Polymorph Other	Stone Shape
19	Nystul's Magic Aura	Scare	Protection From Evil 10' Radius	Polymorph Self	Telekinesis
20	Protection From Evil	Shatter	Protection From Normal Missiles	Rary's Mnemonic Enhancer	Teleport
21	Push	Stinking Cloud	Slow	Remove Curse	Transmute Rock To Mud
22	Read Magic	Strength	Suggestion	Wall Of Fire	Wall Of Force
23	Shield	Web	Tongues	Wall Of Ice	Wall Of Iron
24	Shocking Grasp	Wizard Lock	Water Breathing	Wizard Eye	Wall Of Stone
25	Sleep				
26	Spider Climb				
27	Tenser's Floating Disc				
28	Unseen Servant				
29	Ventriloquism				
30	Write				

Number	6th Level	7th Level	8th Level	9th Level
1	Anti-Magic Shell	Bigby's Grasping Hand	Antipathy/Sympathy	Astral Spell
2	Bigby's Forceful Hand	Cacodemon	Bigby's Clenched Fist	Bigby's Crushing Hand
3	Control Weather	Charm Plants	Clone	Gate
4	Death Spell	Delayed Blast Fireball	Glassteel	Imprisonment
5	Disintegrate	Drawmij's Instant Summons	Incendiary Cloud	Meteor Swarm
6	Enchant An Item	Duo-Dimension	Mass Charm	Monster Summoning VII
7	Extension III	Limited Wish	Maze	Power Word, Kill
8	Geas	Mass Invisibility	Mind Blank	Prismatic Sphere
9	Glassee	Monster Summoning V	Monster Summoning VI	Shape Change
10	Globe Of Invulnerability	Mordenkainen's Sword	Otto's Irresistible Dance	Temporal Stasis
11	Guards And Wards	Phase Door	Permanency	Time Stop
12	Invisible Stalker	Power Word, Stun	Polymorph Any Object	Wish
13	Legend Lore	Reverse Gravity	Power Word, Blind	
14	Lower Water	Simulacrum	Serten's Spell Immunity	
15	Monster Summoning IV	Statue	Symbol	
16	Move Earth	Vanish	Trap The Soul	
17	Otiluke's Freezing Sphere			
18	Part Water			
19	Project Image			
20	Reincarnation			
21	Repulsion			
22	Spiritwrack			
23	Stone To Flesh			
24	Tenser's Transformation			

## ILLUSIONISTS (Magic-Users)

Number	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level	7th Level
1	Audible Glamer	Blindness	Continual Darkness				
2	Change Self	Blur	Continual Light				
3	Color Spray	Deafness	Dispel Illusion				
4	Dancing Lights	Detect Magic	Fear				
5	Darkness	Fog Cloud	Hallucinatory Terrain				
6	Detect Illusion	Hypnotic Pattern	Illusionary Script				
7	Detect Invisibility	Improved Phantasmal Force	Invisibility 10' Radius				
8	Gaze Reflection	Invisibility	Non-detection				
9	Hypnotism	Magic Mouth	Paralyzation				
10	Light	Mirror Image	Rope Trick				
11	Phantasmal Force	Misdirection	Spectral Force				
12	Wall Of Fog	Ventriloquism	Suggestion				
1	Confusion	Chaos	Conjure Animals	Alter Reality			
2	Dispel Exhaustion	Demi-Shadow Monsters	Demi-Shadow Magic	Astral Spell			
3	Emotion	Major Creation	Mass Suggestion	Prismatic Spray			
4	Improved Invisibility	Maze	Permanent Illusion	Prismatic Wall			
5	Massmorph	Projected Image	Programmed Illusion	Vision			
6	Minor Creation	Shadow Door	Shades	First Level Magic User Spells			
7	Phantasmal Killer	Shadow Magic	True Sight				
8	Shadow Monsters	Summon Shadow	Veil				

## RECOVERY OF SPELLS

SPELL LEVEL	1-2	3-4	5-6	7-8	9
Rest Time	4 hours	6 hours	8 hours	10 hours	12 hours

## THE MONETARY SYSTEM

The basic unit of exchange is the *gold piece* (g.p. hereafter). There are coins of lesser and greater value, and these are shown on the table below. It is also common to use gems of various sorts and values as coin.

10 copper pieces (c.p.)	= 1 silver piece
20 silver pieces (s.p.)	= 1 g.p.
2 electrum pieces (e.p.)	= 1 g.p.
1 platinum piece (p.p.)	= 5 g.p.

Thus:

$$200 \text{ c.p.} = 20 \text{ s.p.} = 2 \text{ e.p.} = 1 \text{ g.p.} = 1/5 \text{ p.p.}$$

It is assumed that the size and weight of each coin is relatively equal to each other coin, regardless of type.

## STARTING MONEY

Cleric/Druid	30-180 g.p. (3d6)
Fighter/Paladin/Ranger	50-200 g.p. (5d4)
Magic-User/Illusionist	20-80 g.p. (2d4)
Thief/Assassin	20-120 g.p. (2d6)
Monk	5-20 g.p. (5d4)

## BASIC EQUIPMENT AND SUPPLIES COSTS

### Armor

Banded	90 g.p.	Ring	30 g.p.
Chain	75 g.p.	Scale	45 g.p.
Helmet, great	15 g.p.	Shield, large	15 g.p.
Helmet, small	10 g.p.	Shield, small	10 g.p.
Leather	5 g.p.	Shield, small, wooden	1 g.p.
Padded	4 g.p.	Splinted	80 g.p.
Plate	400 g.p.	Studded	15 g.p.

### Arms

Arrow, normal, single	2 s.p.	Javelin	10 s.p.
Arrow, normal, dozen	1 g.p.	Lance	6 g.p.
Arrow, silver, single	1 g.p.	Mace, footman's	8 g.p.
Axe, battle	5 g.p.	Mace, horseman's	4 g.p.
Axe, hand or throwing	1 g.p.	Morning Star	5 g.p.
Bardiche	7 g.p.	Partisan	10 g.p.
Bec de corbin	6 g.p.	Pick, Military, footman's	8 g.p.
Bill-Guisarme	6 g.p.	Pick, Military, horseman's	5 g.p.
Bow, composite short	75 g.p.	Pike, awl	3 g.p.
Bow, composite long	100 g.p.	Quarrel (or Bolt), light, single	1 s.p.
Bow, long	60 g.p.	Quarrel (or Bolt), heavy, score	2 g.p.
Bow, short	15 g.p.	Ranseur	4 g.p.
Crossbow, heavy	20 g.p.	Scimitar	15 g.p.
Crossbow, light	12 g.p.	Sling & Bullets, dozen	15 s.p.
Dagger and scabbard	2 g.p.	Sling Bullets, score	10 s.p.
Dart	5 s.p.	Spear	1 g.p.
Fauchard	3 g.p.	Spetum	3 g.p.
Fauchard—Fork	8 g.p.	Sword, bastard, & scabbard	25 g.p.
Flail, footman's	3 g.p.	Sword, broad, & scabbard	10 g.p.
Flail, horseman's	8 g.p.	Sword, long & scabbard	15 g.p.
Fork, Military	4 g.p.	Sword, short & scabbard	8 g.p.
Glaive	6 g.p.	Sword, two-handed	30 g.p.
Glaive-Guisarme	10 g.p.	Trident	4 g.p.
Guisarme	5 g.p.	Voulge	2 g.p.
Guisarme—Voulge	7 g.p.		
Halberd	9 g.p.		
Hammer, Lucern	7 g.p.		
Hammer	1 g.p.		

### Clothing

Belt	3 s.p.	Cloak	5 s.p.
Boots, high, hard	2 g.p.	Girdle, broad	2 g.p.
Boots, high, soft	1 g.p.	Girdle, normal	10 s.p.
Boots, low, hard	-1 g.p.	Hat	7 s.p.
Boots, low, soft	8 s.p.	Robe	6 s.p.
Cap	1 s.p.		

### Herbs

Belladonna, sprig	4 s.p.	Wolfsbane, sprig	10 s.p.
Garlic, bud	5 c.p.		

### Livestock

Chicken	3 c.p.	Horse, medium war	225 g.p.
Cow	10 g.p.	Horse, riding (light)	25 g.p.
Dog, guard	25 g.p.	Mule	20 g.p.
Dog, hunting	17 g.p.	Ox	15 g.p.
Donkey	8 g.p.	Pigeon	2 c.p.
Goat	1 g.p.	Piglet	1 g.p.
Hawk, large	40 g.p.	Pig	3 g.p.
Hawk, small	18 g.p.	Pony	15 g.p.
Horse, draft	30 g.p.	Sheep	2 g.p.
Horse, heavy war	300 g.p.	Songbird	4 c.p.
Horse, light war	150 g.p.		

### Miscellaneous Equipment & Items

Backpack, leather	2 g.p.	Pouch, belt, large	1 g.p.
Box, iron, large	28 g.p.	Pouch, belt, small	15 s.p.
Box, iron, small	9 g.p.	Quiver, 1 doz, arrows cap.	8 s.p.
Candle, tallow	1 c.p.	Quiver, 1 score arrows cap.	12 s.p.
Candle, wax	1 s.p.	Quiver, 1 score bolts cap.	15 s.p.
Case, bone, map or scroll	5 g.p.	Quiver, 2 score bolts cap.	1 g.p.
Case, leather, map or scroll	15 s.p.	Rope, 50'	4 s.p.
Chest, wooden, large	17 s.p.	Sack, large	16 c.p.
Chest, wooden, small	8 s.p.	Sack, small	10 c.p.
Lantern, bullseye	12 g.p.	Skin for water or wine	15 s.p.
Lantern, hooded	7 g.p.	Spike, iron, large	1 c.p.
Mirror, large metal	10 g.p.	Thieves' picks & tools	30 g.p.
Mirror, small, silver	20 g.p.	Tinder Box, with flint & steel	1 g.p.
Oil, flask of	1 g.p.	Torch	1 c.p.
Pole, 10'	3 c.p.		

### Provisions

Ale, pint	1 s.p.	Mead, pint	5 s.p.
Beer, small, pint	5 c.p.	Rations, iron, 1 week	5 g.p.
Food, merchant's meal	1 s.p.	Rations, standard, 1 week	3 g.p.
Food, rich meal	1 g.p.	Wine, pint, good	10 s.p.
Grain, horse meal, 1 day	1 s.p.	Wine, pint, watered	5 s.p.

### Religious Items

Beads, Prayer	1 g.p.	Symbol, Holy*, wooden	7 s.p.
Incense, stick	1 g.p.	Water, Holy*, vial	25 g.p.
Symbol, Holy*, iron	2 g.p.	* or Unholy	
Symbol, Holy*, silver	50 g.p.		

### Tack and Harness

Barding, chain	250 g.p.	Saddle	10 g.p.
Barding, leather	100 g.p.	Saddle Bags, large	4 g.p.
Barding, plate	500 g.p.	Saddle Bags, small	3 g.p.
Bit and Bridle	15 s.p.	Saddle Blanket	3 s.p.
Harness	12 s.p.		

### Transport

Barge (or Raft), small	50 g.p.	Galley, small	10,000 g.p.
Boat, small	75 g.p.	Ship, merchant, large	15,000 g.p.
Boat, long	150 g.p.	Ship, merchant, small	5,000 g.p.
Cart	50 g.p.	Ship, war	20,000 g.p.
Galley, large	25,000 g.p.	Wagon	150 g.p.

## THE CLERIC

Minimum wisdom = 9  
(13 for multiclassed 1/2 elf)

If wisdom is greater than 15, +10% XP

Any alignment except true neutral

Cannot use edged or pointed weapons

Turn undead

Can use most potions, clerical and protection scrolls, most rings, some rods, wands, and staves, and some other magic items. Can employ any non-edged, non-pointed magical weapon, and can use all magical armors and shields.

Upon becoming 8th level, attracts followers

Upon becoming 9th level, stronghold possible

## THE DRUID

Must be true neutral

If wisdom and charisma greater than 15, +10% XP

Cannot turn undead

Attuned to nature, especially forests

Upon becoming 3rd level, gains the following abilities:

- Can identify plant types
- Can identify animal types
- Can identify pure water
- Can pass through overgrown areas without leaving a trail, at normal movement rate

Upon becoming 7th level, the following abilities apply:

- Is immune to charm spells from woodland beings (nixies, sylphs, etc.)
- Change form 3 times/day (reptile, bird, mammal)
  - Each form only 1/day
  - Can be as small as a bullfrog
  - Can be as large as a black bear
  - Each shape change restores 1d6 X 10% Points of damage

Have own secret language

Upon gaining a level above the 2nd, gains a language of choice: centaur, dryad, elf, faun, gnome, green dragon, hill giant, lizardman, manticores, nixie, pixie, sprite, treant.

Cannot wear metal armor

+2 saving throw vs. fire and lightning

Can use any magic item not proscribed but not clerical magic in written form

Limited number of high level druids

## THE MONK

Must have a minimum strength of 15

Must have a minimum wisdom of 15

Must have a minimum dexterity of 15

Must have a minimum constitution of 11

Do not gain 10% XP bonus

Dexterity does not effect armor class

Must be lawful

Add 1/2 hp damage per level of monk to weapon damage in melee combat.

Chance to stun

Upon becoming 4th level, multiple attacks

Saving throw vs. petrification allows monk to dodge non-magical missiles

When saving throws are made vs. other attack forms, such as fireball or lightning bolt, no damage is sustained by the monk

Upon becoming 9th level, when saving throws vs. attack forms such as fireball or lightning bolt are, no damage is sustained

Upon becoming 9th level, when saving throws are failed vs. attack forms such as fireball or lightning bolt, 1/2 damage is sustained by the monk

Chance of surprise is reduced

Monks have the following thief abilities at their level of proficiency

Upon becoming 4th level, monks can fall up to 20' if within 1' of wall

Upon becoming 6th level, monks can fall up to 30' if within 4' of wall

Upon becoming 13th level, monks can fall any distance if within 8' of wall

Special abilities of monks below are referenced by the level needed to gain mastery of the ability.

- Monk can speak with animals as druids do
- Monk can mask own mind vs. esp with 70% (-2% per level thereafter) success
- Monk is not subject to disease. Monk cannot be hasted or slowed
- Monk can appear dead for up to 2 turns per level of monk
- Monk can heal self for 1d4 + 1 for each level monk is above 6th
- Monk can speak with plants as druids
- Monk is 50% resistance to beguiling, charms, hypnosis, and suggestion spells. + 5% per level gained after 9th level
- Monk has 18 intelligence as regards the effects of telepathic and mind blast attacks
- Monk is unaffected by all poisons
- Monk is immune to geas and quest spells
- Monk acquires quivering palm

Monk cannot wear armor

Monks must dispose of most treasure

Monks can use any magical weapon not proscribed, rings, and any item usable by a thief

Monks gain no bonuses to hit or damage

Monks can retain no hirelings or henchmen

Until becoming 6th level, at which time they can retain 2 short term hirelings

## FIGHTERS', PALADINS', & RANGERS' ATTACKS PER MELEE ROUND TABLE

Level	Attacks per Melee Round*
Fighter 1-6	1/1 round
Paladin 1-6	1/1 round
Ranger 1-7	1/1 round
Fighter 7-12	3/2 rounds
Paladin 7-12	3/2 rounds
Ranger 8-14	3/2 rounds
Fighter 13 & up	2/1 round
Paladin 13 & up	2/1 round
Ranger 15 & up	2/1 round

\* With any thrusting or striking weapon

**Note:** This excludes melee combat with monsters (q.v.) of less than one hit die (d8) and non-exceptional (0 level) humans and semi-humans, i.e. all creatures with less than one eight-sided hit die. All of these creatures entitle a fighter to attack once for each of his or her experience levels (See **COMBAT**).

# Advanced Dungeons & Dragons®

Official Game Accessory

---

## DUNGEON MASTER'S SCREEN

---

This ALL NEW edition of the ADVANCED DUNGEONS & DRAGONS® Dungeon Master's Screen has been redesigned. Consisting of two durable cardstock screens, it places all those much used tables at your fingertips. One screen for the DM with all the important combat, weapon and saving throw charts; the second for the Player. You'll find this new edition more useful than ever before!

This product is for use with the ADVANCED DUNGEONS & DRAGONS® game, and cannot be used without the AD&D® rules produced by TSR, Inc.

© 1985 TSR, Inc. All Rights Reserved.

TSR, Inc.  
POB 756  
Lake Geneva,  
WI 53147

TSR UK Ltd.  
The Mill, Rathmore Road  
Cambridge CB1 4AD  
United Kingdom

0-88038-224-4

