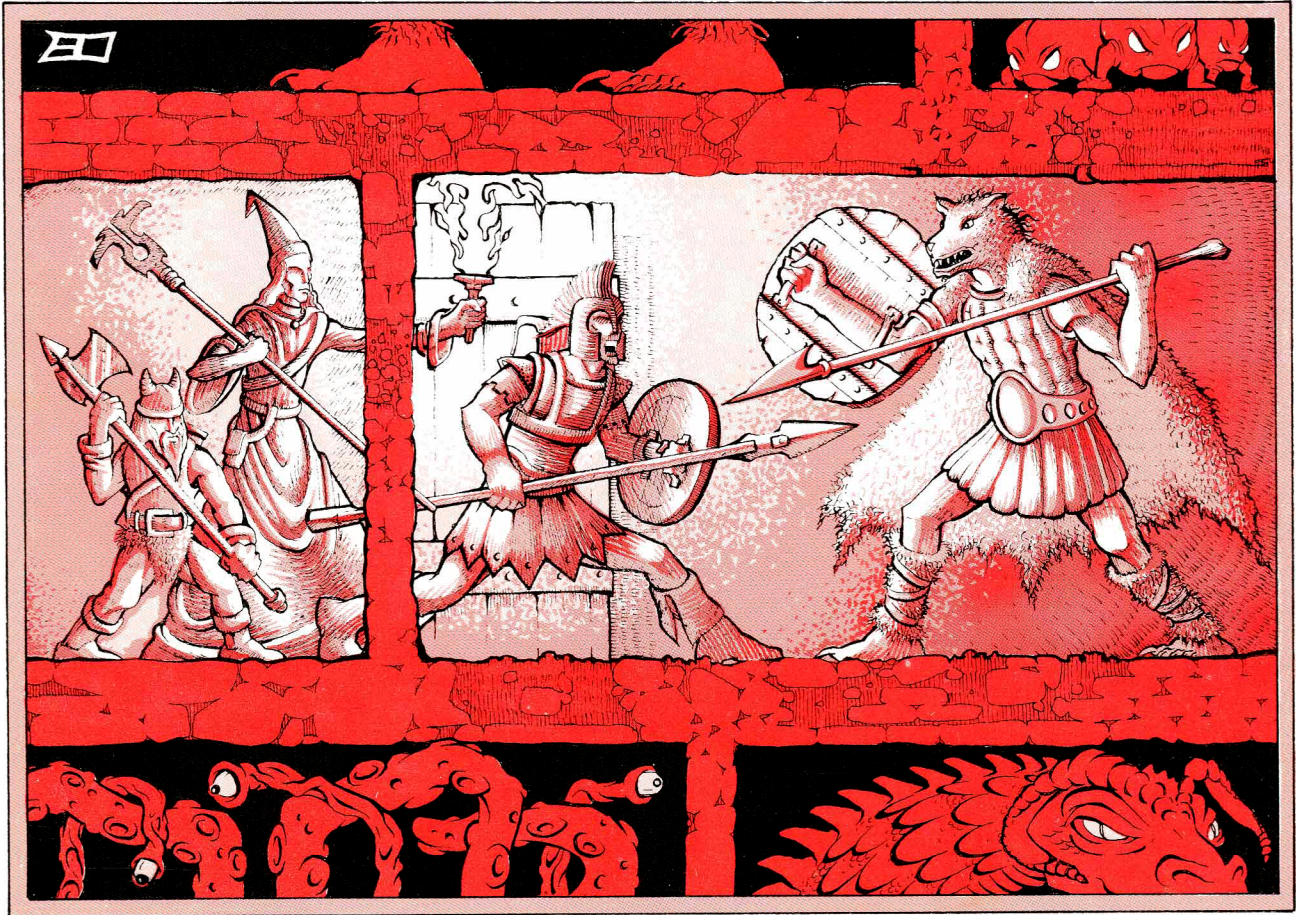


ADVANCED D & D™

FANTASY ADVENTURE GAME

DUNGEON MASTERS ADVENTURE LOG



Here's the **ADVANCED DUNGEONS & DRAGONS DUNGEON MASTERS ADVENTURE LOG**, the second playing aid designed specifically for the DM of **ADVANCED DUNGEONS & DRAGONS™**! No longer need the DM rely on memory and sketchy notes to keep track of one's players in the midst of play. Now all the information needed about the adventurers and their exploits can be kept handy in front of the DM at all times.

The **DUNGEON MASTERS ADVENTURE LOG** contains two different sheets (shown on the back cover). The first type is for recording information about the adventurers, their hit points, armor class, magic items and die roll adjustments. The second provides information on the marching order of the party, the monsters they encounter, treasures they recover, and any unusual events that occur. In addition, this book contains many important tables in an easy reference form, including tables for experience point awards, encounter reactions, movement, surprise, listening, and a new table of collected combat modifiers.

If you find this product useful, you should look into our line of other helpful playing aids, and look for the TSR logo on upcoming publications from the Game Wizards.

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HOW TO USE THIS PRODUCT

The **ADVANCED DUNGEONS AND DRAGONS DUNGEON MASTERS ADVENTURE LOG** has been designed to assist the Dungeon Master by organizing information about the player characters and their adventures in his or her campaign. These sheets will provide easy reference about a character's abilities and combat adjustments, and at the same time will allow the DM to precisely check what has occurred in an adventure. Furthermore, by keeping sheets detailing past adventures, the DM will be able to record secret information without losing it.

These sheets have been drilled for use in a three-ringed binder but have not been perforated for removal. **Do not tear these pages out.** It is intended that all pages remain together to provide an ongoing history of a campaign. Each adventure should make use of a two-page set. These have been placed to face each other when the booklet is opened to lay flat. The left-hand sheet contains space for noting information on player characters, henchmen, and hirelings. The right page is used to record important details of the adventure. Each of these pages is explained in more detail below.

Character Number: Each line is given a number for the character written there. This number may be used in lieu of a name when noting marching orders, light sources, events that happen to characters and to randomly determine which character an event affects (i.e. the stirge attacks character #3).

Class and Level: This space is for the character's class and level. Below is a listing of recommended abbreviations of each character class:

C = Cleric
D = Druid
F = Fighter
P = Paladin
R = Ranger
MU = Magic-User
I = Illusionist
A = Assassin
M = Monk

Level refers to the current level of the character.

Race and Sex: Recommended abbreviations of Race and Sex are as follows:

H = Human
D = Dwarf
E = Elf
½E = Half-Elf
G = Gnome
½ = Halfling
½O = Half-Orc

M = Male
F = Female

Magic Items and Special Abilities: This large space may be used to list magic items a character may possess and any special powers (due to race or class) a character may have. When listing magic items with charges, the total number can be placed afterwards. During the adventure, appropriate changes should be made. When the same character adventures again, the DM need only refer to the listing of the last expedition that

character was on to learn the number of charges remaining. Special abilities the DM may wish to include are chances of finding secret doors, detecting traps or slopes, hearing noise, speaking unusual languages, etc.

Combat Adjustments: All alterations to the character's chance "to hit" and amount of damage caused may be noted here. This will include magic weapons, strength bonuses and penalties, magical devices and other things.

Armor Class and Type: The final adjusted armor class or the base armor class, whichever the DM prefers, may be listed in this space. The type of armor may also be listed here along with any magical adjustments the armor may have.

Armor type may be abbreviated as follows:

S = Shield
L = Leather
SL = Studded leather
R = Ring mail
SC = Scale mail
C = Chain mail
SP = Splint mail
B = Banded mail
P = Plate mail

Marching Order: By writing in the number of the character, marching orders may be arranged for 5' wide, 10' wide and 20' wide corridors in the space allowed. It may be convenient to imagine 1 shaded block as being equal to 5' in width.

Monster Number: This helps the DM keep track of the number of encounters a party has had. It may also be used to match treasures found to the monsters who guarded them. Alternatively, there may be situations where the DM may create wandering encounters ahead of time. These may also be listed here.

The remaining monster information may be taken directly from the **MONSTER MANUAL** and listed in the spaces provided. **Attacks & Defenses** includes the number of attacks, damage, special attacks and special defenses.

Light: The type of light carried and who is carrying it may be listed by writing in the character number and the light source on a line. The DM may also wish to note the round or turn the light was started.

Unusual Events: This space is given to note any occurrence during an adventure that cannot be covered elsewhere. This is especially useful for recording deaths, changes in characters' abilities or prime statistics, alliances, enemies made, or other notable deeds of the party.

Treasure Number: This may be the same as the number of the monster which guards the treasure, or may be entirely different, according to the DM's wishes.

Treasure Type: In some situations, the DM may wish to indicate the treasure type found, especially in wilderness situations. This will allow the DM to give a more balanced treasure later on when more time to think about such things is available.

COMBAT MODIFIERS

To Hit Modifiers

Circumstance	Modification
Protection from evil	-2
Light	-4
Bless	+1/-1*
Chant	+1/-1*
Prayer	+1/-1*
Holy word	-4/-2**
Pain (symbol)	-4
Scare	-1
Enchanted weapon	+1
opponent slowed	+4
Blur	-4/-2†
Hate (emotion)	+2
Rage (emotion)	+1
Improved invisibility	-4
rear attack	+2
opponent off balance	+2
opponent stunned	+4
opponent partially immobile	+4
opponent completely immobile	automatic
opponent invisible	-4
2 weapons, prime weapon	-2
2 weapons, second weapon	-4
charge	+2
moderate intoxication	-1
great intoxication	-5
thief/assassin backstabbing	+4
giant vs. small	-4
dwarf vs. half-orcs, orcs, goblins, & hobgoblins	+1
gnome vs. kobolds & goblins	+1

* +1 for party, -1 for opponents.

** -4 for 8th-11th level creatures, -2 for 12th+ level creatures.

† -4 on 1st round, -2 thereafter.

Hit Point Modifiers

Circumstance	Modification
Tensor's transformation	hp × 2
Rage (emotion)	hp + 5
moderate intoxication	hp + 1
great intoxication	hp + 3

PROGRESSION ON THE COMBAT TABLES

A quick glance at the progression of numbers on the **COMBAT TABLES** will reveal that 20 is repeated. This reflects the fact that a 20 indicates a "perfect" hit. It also incidentally helps to assure that opponents with high armor class value are not "hit proof" in most cases. Should any DM find that this system offends his or her sensibilities, the following modification is suggested: Consider the repeated 20 as a perfectly-aimed attack which does not gain any benefit from strength or magical properties of any sort — spell, missile, or weapon. That is, the 20 must be attained by a roll of *natural* 20. All bonuses accrue only up to and including a total of 20, so that even if a character attacked with a bonus for strength of +3 and a +3 magic sword he or she would have to roll a *natural* 20 in order to score a hit on any creature normally hit by the second or successive repetitions of 20, i.e. the bonus (+3 in the example) could not exceed a total score of 20 unless an *actual* 20 is rolled. Thus, the **COMBAT TABLES** could be amended to read like this:

21 (natural 20 plus at least +1 bonus)
20 (natural)
20 (natural)
20 (natural)
20 (natural)
20 (natural)
20 (die result + bonuses to total)
19 (die result + bonuses to total)

Damage Modifiers

Circumstance	Modification
Bless	+1
Chant	+1/-1*
Prayer	+1/-1*
Hate (emotion)*	+2
Rage (emotion)	+3
Enchanted weapon	+1
Tensor's transformation	+2
weapon set against charge	double
opponent immobile	maximum
thief/assassin, backstabbing	× 2, × 3, × 4, × 5**
ranger vs. giant class	+ level of ranger
monk with weapon	+ ½ level of monk

* +1 for party, -1 for opponents.

** depends on thief/assassin level, see page 27 **PLAYERS HANDBOOK**.

Armor Class Modifiers

Circumstance	Modification
Otto's irresistible dance	AC -4
Tensor's transformation	AC -4
flank attack	AC without shield
rear attack	AC without shield
flank attack	no dexterity bonus
rear attack	no dexterity bonus
large missiles	no dexterity bonus
magical attacks	no dexterity bonus
charge	no dexterity bonus
charge	AC +1*
great helm	AC -1 (head only)

Missile Fire

Cover/Concealment	Armor Class Bonus
Target, 25% cover	+2
Target, 50% cover	+4
Target, 75% cover	+7
Target, 90% cover	+10
Target, 25% concealment	+1
Target, 50% concealment	+2
Target, 75% concealment	+3
Target, 90% concealment	+4

*Penalty only if creature had no dexterity bonus.

TYPICAL INHABITANTS

The bulk of the people encountered on an adventure in an inhabited area — whether city, town, village, or along the roads through the countryside, will be average folk, with no profession as adventurers know it, and no special abilities for clericism, fighting, magic, or thievery. They are simply typical, normal people (as you define typical and normal for the milieu, of course). When dealing with these types, it is suggested that the following factors be used:

General Classification	Hit Points	Combat Ability
sedentary females	1 - 3	-3
sedentary males	1 - 4	-2
active females	1 - 4	-1
active males	2 - 5	0 level
laboring females	2 - 5	0 level
laboring males	2 - 7	0 level

Sedentary occupations are those where the individual does nothing, or is a clerk, scribe, etc.

Active occupations are those involving considerable movement and activity such as a serving maid, carpenter, etc.

Laboring occupations are strenuous and include farming, mining, and most menial labor tasks.

SURPRISE

Surprise is determined by rolling a six-sided die for each party concerned, modifying the result by using the most favorable member of the party concerned, i.e. a ranger, surprised only on a roll of 1, will represent the whole of a group of other character types. Note, however, the effect of dexterity as detailed below. The same holds for mixed types of monsters. If surprise is indicated for both parties concerned, the party which has lesser surprise subtracts its result from the result of the greater to find the number of segments the latter are inactive. Nonetheless, it is possible for both parties to be surprised equally — with surprise thus having no effect.

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

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

Example: Party A is surprised on a roll of 1 or 2, while party B is surprised only on a roll of 1. A rolls 2 and B rolls 1, so A is inactive due to surprise for 1 segment. Had B rolled a 2, it would not have been surprised at all, and A would have been inactive for 2 segments.

Example: Party A is surprised only on a roll of 1, but party B surprises on 5 in 6 (d6, 1-5) due to its nature or the particular set of circumstances which the DM has noted are applicable to this encounter. The favorable factor normally accruing to party A is 1, i.e., parties of this sort are normally surprised on 1 or 2, but this party is surprised only on a 1 — therefore they have an additional 1 in 6 to their favor (and *not* a 50% better chance). Party B will surprise them on 5 in 6 less 1 in 6, or 4 in 6. Assume A rolls a 4, so it is surprised for 4 segments unless B rolls a 1, in which case A party's inactive period will be only 3 segments, or if B rolls a 2, in which case surprise will last for only 2 segments (4 - 1 = 3, 4 - 2 = 2).

AVOIDING ENCOUNTERS

It is always possible to flee from an undesired confrontation if the other party is surprised. It is never possible to flee from an encounter where the opponent party is in striking range. A party can always flee an encounter if it gains the *first* initiative. Whether or not the opponent party will follow in pursuit of the fleeing party depends on the following factors:

1. What you, the Dungeon Master, have stated in your key concerning the encounter, if applicable. This is first and foremost in ALL cases.
2. What the stated characteristics of the creature(s) involved are. That is, if player characters, do they say they will pursue, or if monsters, does their description say that they will always seek to pursue?
3. Obvious deterrents to pursuit, such as a pool of flaming oil, a secured portal, etc. will modify monster behavior accordingly.
4. Fleeing party behavior and/or possessions noted by the opponent party will modify pursuit desire.
5. Relative speed will cause the pursuing party to cease fruitless chase if they are obviously being outdistanced (except if the pursuers are player characters who must state they are halting such chase).
6. Otherwise 50% of the time (d6, 1-3 = pursuit, 4-6 = break off pursuit).

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.

ENCOUNTER DISTANCE

When encounters occur, the distance between concerned parties will be 5' to 10' (d6 + 4) subject to the following modifying factors:

1. **Line of Sight:** If this is unobstructed and light is present the distance possible for determination of another party present is virtually several miles. It could likewise be sharply restricted due to obstructions.
2. **Noise:** If one party is making considerable noise which is discernible by the other party, the latter will have the options of fleeing or seeking concealment; the former negating the encounter, the latter allowing distance to be 1' to 4' before discovery by the noisy party.
3. **Actual Area:** If the encountered party is in a small area, distance between the two can be no greater than the maximum distance possible for discovery of the one by the other, i.e. opening a door into a 20' x 20' room will mean the distance between the two parties can be under 10', 10' or thereabouts, or 20' (d6, 1-2 = striking distance, 3-4 = 10' distance, 5-6 = 20' distance).
4. **Planned or Unplanned Appearance:** The sudden precipitation of one party upon the other due to any of a number of factors (*teleportation*, *dimension door* spell, other magical means, a chute, etc.) will cause distance similar to that found when actual area is a factor.
5. **Surprise:** Surprise can only be a factor in close encounter situations. If either or both parties are surprised, the distance must be either 1' to 3' or it must be less as determined under the actual area modifier. Thus if the actual area were a 40' x 60' room, if surprise exists the distance between the parties will be 1' to 3'.
6. **Light:** The illumination factor or visual capability of the concerned parties will affect encounter distance as follows:
 - A. A light source reliance limits the encounter distance to twice the normal vision radius of the party (2 x radius of the light source).
 - B. Infravision and/or ultravision operate only to the stated limit of their range and limit encounter distance accordingly.

DETECTION OF THE INVISIBLE TABLE

Level or 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+ to 11	—	—	—	5%	15%	25%	30%	35%
12/11+ to 12	—	—	5%	15%	25%	35%	40%	45%
13/12+ to 13	—	5%	10%	25%	35%	45%	50%	55%
14/13+ to 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.

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%)

EXPERIENCE POINTS VALUE OF MONSTERS

The following table is for determination of x.p. to be awarded for slain opponent creatures. If the monster is particularly powerful, double the Exceptional Ability Addition may be awarded.

Experience Level or Monster's Hit Dice*	Basic X.P. Value (BXPV)	X.P. Per Hit Point (XP/HP)	Special Ability X.P. Bonus (SAXPB)**	Exceptional Ability X.P. Addition (EAXPA)***
up to 1 - 1	5	1	2	25
1 - 1 to 1	10	1	4	35
1 + 1 to 2	20	2	8	45
2 + 1 to 3	35	3	15	55
3 + 1 to 4	60	4	25	65
4 + 1 to 5	90	5	40	75
5 + 1 to 6	150	6	75	125
6 + 1 to 7	225	8	125	175
7 + 1 to 8	375	10	175	275
8 + 1 to 9	600	12	300	400
9 + 1 to 10+	900	14	450	600
11 to 12+	1300	16	700	850
13 to 14+	1800	18	950	1200
15 to 16+	2400	20	1250	1600
17 to 18+	3000	25	1550	2000
19 to 20+	4000	30	2100	2500
21 and up	5000	35	2600	3000

*Treat peasants/levies as up to 1 - 1, men-at-arms as 1 - 1 to 1, and all levels as the n + 1 hit dice category.

**Typical *special abilities*: 4 or more attacks per round, missile discharge, armor class 0 or lower, special attacks (blood drain, hug, crush, etc.), special defenses (regeneration, hit only by special and/or magic weapons), high intelligence which actually affects combat, use of minor (basically defensive) spells.

***Typical *exceptional abilities*: energy level drain, paralysis, poison, major breath weapon, magic resistance, spell use, swallowing whole, weakness, attacks causing maximum damage greater than 24 singly, 30 doubly, 36 trebly, or 42 in all combinations possible in 1 round.

Judicious application of these guidelines will assume that an equitable total number of experience points are given for slaying any given monster. Special ability bonus awards should be cumulative, i.e., a gargoyle attacks 4 times per round and can be hit only by magic weapons, so a double *Special Ability X.P. Bonus* should be awarded. Likewise, if there are multiple *exceptional abilities*, the awards should reflect this. If an otherwise weak creature has an extraordinary power, multiply the award by 2, 4, 8, or even 10 or more.

MAGICAL AGING CAUSES

casting <i>alter reality</i> spell	3 years
casting <i>gate</i> spell	5 years
casting <i>limited wish</i> spell	1 year
casting <i>restoration</i> spell	2 years
casting <i>resurrection</i> spell	3 years
casting <i>wish</i> spell	3 years
imbibing a <i>speed</i> potion	1 year
under a <i>haste</i> spell	1 year

HIRING NON-PLAYER CHARACTERS TO CAST SPELLS OR USE DEVICES

It is a certainty that your players will seek outside aid many times during the course of your campaign. At times a particular spell — or device able to deliver a magical power — will be necessary or very helpful to a party, and so they will seek out a cleric or magic-user to hire for the service. The most common spells sought are various cures and informational spells. The players should know from the outset that there is no free lunch anywhere, and that the performance of any service is going to cost a "reasonable" sum. A few sample prices for spells are listed below. Note that these charges are based on the assumption that the characters requesting the service are of the same religion and alignment of the cleric and that the request is made at the cleric's headquarters.

Cleric Spell Requested	Cost in Gold Pieces (See Below)
<i>astral spell</i>	5,000 per person
<i>atonement</i>	500 per level of experience of the recipient
<i>augury</i>	300
<i>bless</i>	5 per person per level of spell caster
<i>commune</i>	1,000 plus 500 per question
<i>continual light</i>	500
<i>control weather</i>	10,000
<i>cure blindness</i>	1,000
<i>cure disease</i>	1,000
<i>cure light wounds</i>	100
<i>cure serious wounds</i>	350
<i>cure critical wounds</i>	600
<i>detect evil/good</i>	100 (assumes device being checked)
<i>detect magic</i>	150 (assumes device being checked)
<i>dispel evil/good</i>	1,000
<i>dispel magic</i>	100 per level of spell caster
<i>divination</i>	1,000
<i>earthquake</i>	10,000
<i>exorcise</i>	1,000 per level of spell caster
<i>find the path</i>	500 per level of spell caster
<i>gate</i>	50,000
<i>glyph of warding</i>	100 per level of spell caster
<i>heal</i>	200 per point of healing
<i>neutralize poison</i>	1,000
<i>part water</i>	1,000 per level of spell caster
<i>plane shift</i>	4,000
<i>prayer</i>	50 per level of spell caster
<i>protection from evil</i>	50 per level of spell caster
<i>purify food & drink</i>	100
<i>raise dead</i>	1,000 plus 500 per level of spell caster
<i>regenerate</i>	15,000
<i>remove curse</i>	500 per level of spell caster
<i>resist cold</i>	50 per level of spell caster
<i>resist fire</i>	100 per level of spell caster
<i>restoration</i>	10,000 plus a like amount per level of experience of the recipient
<i>silence</i>	100 per level of spell caster
<i>slow poison</i>	200 per level of spell caster
<i>speak with dead</i>	100 per level of spell caster
<i>tongues</i>	500
<i>true seeing</i>	400 per level of spell caster

Prices can be adjusted for faithful, lower-level characters. Likewise, they can be upped a bit for those who are not regular attendees of services. If the caster is expected to travel any distance, but not at risk, factors will be as much as doubled. If at any risk, the cleric is likely to refuse or charge five or more times the rates shown.

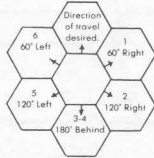
Attack spells are not shown in order to discourage hiring of spell casters for such purposes. As a general rule, *no specially hired spell caster will ever accompany a party on an adventure of any sort*, except in circumstances planned and directed by the Dungeon Master.

BECOMING LOST

Any party not guided by a creature knowledgeable of the countryside through which the party is moving, or is not following a well defined course (river, road, or the like), is not using a well-drawn and correct map, might become lost. This is determined prior to the commencement of a day's movement. Determination is based on the terrain:

Terrain Type	Chance Of Becoming Lost	Direction
Plain	1 in 10	60° left or right
Scrub	3 in 10	60° left or right
Forest	7 in 10	any
Rough	3 in 10	60° left or right
Desert	4 in 10	60° left or right
Hills	2 in 10	60° left or right
Mountains	5 in 10	120° left or right
Marsh	6 in 10	any

To find the direction of movement if a party is lost, roll d6, 1-3 indicating left, 4-6 indicating right. Each hex face is 60°. If a loss of direction of 120° is possible, roll a second d6, 1-3 indicating a 60° direction loss, 4-6 indicating 120°. In any direction, roll a single d6, with results being read off clockwise considering the intended direction of travel as 12 o'clock, and giving 2 chances for complete loss and movement in the exact opposite direction, thus: 1 = right ahead, 2 = right behind, 3-4 = directly behind, 5 = left behind, and 6 = left ahead, i.e. there is NO chance of the party ever accidentally moving in the desired direction when the die indicates the condition of being lost exists. Direction of lost movement is illustrated below:



CHANCE OF ENCOUNTERS

Population Density	Base Chance Of Encounter
relatively dense	1 in 20
moderate to sparse/patrolled	1 in 12
uninhabited/wilderness	1 in 10

FREQUENCY OF ENCOUNTER CHANCE TIME CHECKS:

Type Of Terrain	Check For Encounter At					
	Morning	Noon	Evening	Night	Midnight	Pre-Dawn
Plain	X	—	X	—	X	—
Scrub	X	—	X	X	—	X
Forest	X	X	X	X	X	X
Desert	X	—	—	X	—	X
Hills	—	X	—	X	—	X
Mountains	X	—	—	X	—	—
Marsh	X	X	X	X	X	X

X = check for encounter

— = do not check unless party numbers over 100 creatures

ENCOUNTER DISTANCE

If either party is surprised, the encounter distance is determined by subtracting the value of surprise (as determined by the die which indicated that the condition existed) from normal encounter distance. **Normal encounter distance is 6" to 24" (6d4).** Thus, on a surprise roll of 1, for example, encounter distance is 5" to 23" (6d4 - 1), on a 2 the distance is 4" to 22", etc. In addition to shortening encounter distance, surprise also allows the surprising party to have that number of segments as shown on the die as the surprise factor as free and unanswered activity to move, attack, flee, etc. (See **SURPRISE**.) In addition to modification for surprise, terrain will also modify encounter distance as follows:

Scrub —	-1 per die on all 3's and 4's
Forest —	-1 per die on all numbers (0's are possible)
Marsh —	-1 per die on all 2's, 3's, and 4's

Plain, desert, hills, and mountains do not alter encounter distance variables unless one of the three modifying types of terrain also exists. If final encounter distance is 1" or less, then a *confrontation* will usually take place.

MOVEMENT AFLOAT, OARED OR SCULLED IN MILES/DAY

Vessel Type	Lake	Marsh	River*	Sea	Stream
raft	15	5	15	—	10
boat, small	30	15	35	—	25
barge	20	5	20	—	—
galley, small	40	5	40	30	—
galley, large	30	—	30	30	—
merchant, small	10	—	15	20	—
merchant, large	10	—	10	15	—
warship	10	—	10	20	—

MOVEMENT AFLOAT, SAILED IN MILES/DAY

Vessel Type	Lake	Marsh	River*	Sea	Stream
raft	30	10	30	—	15
boat, small	80	20	60	—	40
barge	50	10	40	—	—
galley, small	70-80	—	60	50	—
galley, large	50-60	—	50	50	—
merchant, small	50-60	—	50	50	—
merchant, large	25-35	—	35	35	—
warship	40-50	—	40	50	—

*See page 58 DMG for the effects of current and winds on movement.

MOVEMENT AFOOT IN MILES/DAY

Burden	Terrain Is		
	Normal	Rugged	Very Rugged
light	30	20	10
average	20	10	5
heavy	10	5	2

MOVEMENT MOUNTED IN MILES/DAY

Mount	Terrain Is		
	Normal	Rugged	Very Rugged
light	60	25	5
medium	40	20	5
heavy	30	15	5
draft	30	15	5
cart*	25	15	—
wagon*	25	10	—

*Road, track or open terrain only.

EVADING PURSUIT OUTDOORS

BASE CHANCE OF EVADING PURSUIT OUTDOORS 80%

MOVEMENT SPEED ADJUSTMENT

— Pursued is faster	+ 10%
— Both parties are of equal speed	0%
— Pursuer is faster	-20%

TERRAIN ADJUSTMENT

— Plain, desert, open water	-50%
— Scrub, rough, hills, marsh	+ 10%
— Forest, mountains	+ 30%

SIZE OF PARTIES INVOLVED ADJUSTMENT

— Pursued party totals fewer than 6 creatures	+ 10%
— Pursued party totals 6-11 creatures	0%
— Pursued party totals 12-50 creatures	-20%
— Pursued party totals over 50 creatures	-50%
— Pursuing party totals fewer than 12 creatures	-12%
— Pursuing party totals 12-24 creatures	0%
— Pursuing party totals over 24 creatures	+ 10%

AVAILABLE LIGHT ADJUSTMENT

— Light equal to full daylight	-30%
— Light equal to twilight	-10%
— Light equal to bright moonlight	0%
— Light equal to starlight	+ 20%
— Light equal to dark night	+ 50%

SAMPLE ADVENTURE LOG PAGES

CHARACTER NUMBER	PLAYER NAME	CHARACTER NAME	CLASS AND LEVEL	RACE AND SEX	ALIGNMENT	SPECIAL ABILITIES	(MAGICAL ITEMS OR PERSONAL ABILITIES)	COMBAT ADJUSTMENTS	ARMOR CLASS AND TYPE	HIT POINTS
1	DAVE COOK	FRED 9802	F D 5TH M	LN		POTION OF GROWTH. RING OF FREE ACTION. SHIELD +2, SWORD +1	+2 +5	0 SHIELD	38	
2	HELEN COOK	KNOCK GRAFTON	T H 7TH M	N		POTION OF LEVITATION. RING OF INVISIBILITY.	N N	4 LEATHER	26	
3	KEVIN HENDRYX	BLACK DOUGAL	R H 7TH M	LN		SCALE MAIL +2. SWORD +2, DRAGON SLAYING.	+1 +3	2 SCALE + SHIELD	36	
4	JEFF R. LEASON	HARRY FURRYFOOT	F+ 1/2 T M 6TH	CN		NET OF SNARING. SWORD +1. LEATHER ARMOR +2.	N N	3 LEATHER	30	
5	STEVE MARSH	ILLYSIO MORNINGSTAR	M-U 1/2 F 5TH	LG		SCROLL: MAGIC MISSILE, ESP. SCARE, FIREBALL, FEAR, ICE STORM. SWORD +1	+1 +1	2 PLATE + SHIELD	22	
6	JOLAN MOLDVAY	YOLANDA MIRABILIS	M-U H 6TH F	NG		WAND OF FIRE. DAGGER +1. RING OF PROTECTION +1	N N	9 NONE	17	
7	REBECCA MOLDVAY	SISTER REBECCA	C H 7TH F	LN		POTION OF EXTRA HEALING. MACE +1. PLATE MAIL +1.	N +1	1 PLATE + SHIELD	31	
8	TOM MOLDVAY	MORGAN IRONWOLF	F H 8TH F	CG		RING OF WARMTH. SHIELD +1. SPEAR +2	+1 +3	-1 PLATE + SHIELD	43	
9	LAWRENCE SCHICK	ELRON HUBBARD	M-U +T 6TH M	CN		ELVEN CLOAK. POTION OF FLYING.	N N	7 NONE	19	
10	JEAN WELLS	LAKESLA	I G 7TH F	LG		SCROLL: COLOR SPRAY, LIGHT, WALL OF FOG, BLUR, ROPE TRICK, WAND OF FEAR	N N	7 NONE	18	

MARCHING ORDER	NUMBER	MONSTER NAME	HIT DICE	HIT POINTS	ARMOR CLASS	MOVE	ATTACKS & DEFENSES	DAMAGE
8	1	4 GARGOYLES	4+4	22, 21, 24, 20	5	9"		1-3/1-3/ 1-6/1-4
4	2	3 OGRES	4+1	19, 20, 17	5	9"		1-10
6	3	42 ORCS	1	189 Total	6	9"		1-8
10	4	2 MINOTAURS	6+3	30, 32	6	12"		2-8
7	5	17 GNOLLS	2	153 Total	5	9"		2-8
	6	1 FIRE GIANT	11+3	51	3	12"	HURLED ROCKS	2-20
	7	1 LURKER ABOVE	10	45	6	1"/9"	SURPRISE ON	1-4
	8	3 GIANT SPIDERS	4+4	23, 19, 22	4	3"/12"	POISON	2-8
	4	2 MANTICORES	6+3	30, 28	4	12"/18"	6 TAIL SPIKES	1-3/1-3/ 1-6/1-8
	10	3 WIGHTS	4+3	22, 18, 19	5	12"	ENERGY DRAIN	1-4
	11	1 ADULT, LARGE BLACK DRAGON	8	37	3	12"/24"	ACID BREATH	1-4/1-4 3-18
	12	1 UMBER HULK	8+8	44	2	6"	BURROW THROUGH STONE	2-10

NUMBER	TYPE	TREASURE	NUMBER	TYPE	TREASURE	UNUSUAL EVENTS
1	M	200 G.P.	9	E	6000 G.P., 5000 G.P., 1 JEWEL WORTH 1300 G.P.	MORGAN IRONWOLF'S CONST. +1 FROM MAGIC CHAIR. FRED 9802 TALKED BACK TO OPIN--AND LIVED! BLACK DOUGAL SLAIN BY FIRE GIANT. KNOCK GRAFTON ROCKETED RING OF DELUSION WITHOUT KNOWLEDGE OF PARTY. SISTER REBECCA FALLS IN VALIANT COMBAT WITH A BLACK DRAGON.
3	L*	380 G.P., 3000 G.P., 20 GEMS WORTH 4900 G.P.	11	H	16,000 G.P., 59 GEMS WORTH 7200 G.P. TOTAL	
-	MISC	PURSE FROM CORPSE; 170 G.P.	-	MISC	TRAPPED CHEST, 1900 S.P.	
6	E	7000 S.P., 3000 G.P., M-U SCROLL: 3 SPELLS, 12 POTION OF ANIMAL	G		3000 G.P., 5 PIECES OF JEWELRY: 1100 G.P., 900 G.P., 800 G.P., 500 G.P., 200 G.P.	
"	"	CONTROL RING OF DELUSION, STAFF OF STRIKING	"	"		

