

Monsters Attacking

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Hit Dice	No Armor	Shield	Leather	Le&Sh	Chain	Ch&Sh	Plate	PI & Sh											
Up to 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1+1	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2-3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3-4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
4-6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
7-8	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
9-10	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
11+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
AC:	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

WEAPON PRIORITY

Higher total moves first.
READY WEAPON-

1	Read Scroll
2	Spell of 7-9 Level
3	Short Weapon (Dagger, Hand Axe, Mace)
4	Medium Weapon (Sword, Hammer, Battle Axe) or Touching
5	Long Weapon (M. Star, Flail, Spear, Pole Arm, Halbard, 2 Hand Sword)
6	Very Long Weapon (Mounted Lance)
7	Spell of 4-6 Level
8	Extreme Weapon (Pike)
9	Missile Fire
10	Spell of 1-3 Level
11	Breath Weapon
12	Glance

ARMOR WORN	Adjust	MONSTER'S SPEED
	+3	18" & up
Light	+2	12-17"
Heavy	+1	9-11"
Plate	-	4-8"
Encum.	-1	3" & less

DEXTERITY of	3-4	-2
	5-8	-1
	9-12	-
	13-16	+1
	17-18	+2

In case of tie compare actual dexterity ratings.

Monsters

MONSTER NAME	NA	ALGN	LAIR/TREAS	INT	REFER
AERIAL SERVANT	1 N	-	-	S	G31
ANHKHEG	1-6 N	25% B2	U	D15-12	
AQUATIC ELVES	10-300	30% E	I	B20	
BALROG (Type VI)	1-6 CE	25% F	H	14/E33	
BASTILSK	1-6 N/EC	40% F	U	10/E28	
BEHOLDER	1 N/EC	90% ItrFma	I	G37	
BLACK PUDDING	1 N	-	U	19	
BLINK DOG	4-16 LG	30% C	I	G38	
BRAIN MOLES	1-3 N	-	U	E39	
BUGBEAR	5-20 LE	30% B	U	G34	
BULETTE (Landshark)	1 N	5%	U	D11-19	
CARRION CRAWLER	1-6 N	60% B	U	G39	
CATOBLEPAS	1-3 N	-	S	SRI12-15	
CENTAUR	2-20 LG/N	5% A	S	13	
CEREBRAL PARASITE	3-12 CE	-	U	E39	
CHIMERA	1-4 N/CE	50% F	U	11	
COUATL	1-4 LG/N	35% B+I	H	E38	
DEATH ANGEL	1 N	-	H	D16-29	
DEMOMONS	1-3* CE	-	S	SRI12-15	
TYPE I	MR50% DK5'r	5% B	S	E30	
TYPE II	MR55% DK15'r	10% C	S	E30	
TYPE III	MR60% DK10'r	15% D	I	E32	
TYPE IV	MR65% DK10'r	20% E	H	E32	
TYPE V	MR80% DK5'r	10% G	H	E33	
DENEBIAN SLIME DEVIL	1-4 N	-	S	SRI12-15	
DISPLACER BEAST	2-5 CE/N	35% D	S	G32	
DJINN	1 N	-	I	19	
DOPPELGANGER	3-12 N/CE	25% E	I	G37	
	1-12	MR=10LVL	FTR	assume 1 like form	

DRAGONS	1-4 *	60% H	S/I	11/G35
	* 9/24"	2 claws/1-4	or 1 bite/*	or breathe* 7+
	*info shown under type listing below; also shown is PROB of Talking/Sleeping/Spell Use/8 Spell Level Limit			
BLACK	2	6-8	N/CE	40%/50%/5%/1st
BLUE	2	8-10	N/CE	70%/30%/15%/2nd
BRASS	2	1-2L/3-6N	35%/55%/10%/2nd	
Bronze	2	6-8	bite/4-16, sleep/7x2"	or fear/5x4"
CHROMATIC	0	8-10	1-5L/5-6N	65%/30%/50%/4th
	0	16	bite & breath of WH/BLA/GR/BLU/RED	
COPPER	1	7-9	1-3L/4-6N	50%/50%/25%/3rd
GOLDEN	-2	10-12	LG	100%/10%/100%/as age roll
GREEN	2	7-9	CE/N	55%/40%/10%/2nd
RED	2	9-11	CE/N	85%/20%/15%/3rd
PLATINUM	-3	21	L	100%/0%/100%/8th
SILVER	-1	9-11	1-5L/6N	80%/15%/75%/5th
WHITE	2	10-12	CE/N	25%/60%/0%/-
DRAGON TURTLE	1	N	60% H	I V3-34
	2	3/9"	11to13	bite/3-30, breathe steam/3x9" cone, N
				move rate is land/water (no fly), lift ships on back
DRUID	6	12"	1+	SPs as 5-7LVL MU & 7-9LVL CL, more
				specifics in E1,4,22, possess 20-50 followers-PROB70%
DRYAD	5	12"	2	1-4 or by wpn type, +2 charm person sp
DWARF	4	6"	1	40-400 N/L 50% G I 16
EFREET	3	9/24"	10	3-24 may create wall of fire
ELEMENTALS	2	*	*	* controller must concentrate on
AIR	-/36"	**	2-16	*Hit Dice-
EARTH	6"	**	4-32	Conjured 16HD
FIRE	12"	**	3-24	Device 12HD
WATER	6/18"	**	3-30	Staff 8HD
ELF	5	12"	1+1	1-10 or wpn type may split-move & fire
ENT	2	6"	8	2-16, 3-18, 4-24 per size, com. trees
FIRE LIZARD	2	9"	12	1-4 N 60% E U B19
FLOATING EYES	8	36"	1-2	bite/1-3 and hypnotize or as fear gas
GARGOYLE	5	9/15"	4	2 claws/1-3, bite/1-6, horn/1-4
GELATINOUS CUBE	8	6"	4	2-24 CE 20% B S 9
GHOST	8/0	9"	10	touch/age 10-40yrs, STvsFear, magicjar
GHOUL	6	9"	2	2 claws/1-3 or bite/1-4 & paralyze
GIANTS	4	12"	8	2-16 -HILL GIANT commonest type-60%
	4	12"	9	3-18 -STONE GIANT throw as hvy ctplt
	4	12"	10+1	4-24 -FROST GIANT impervious to cold
	4	12"	11+3	5-30 -FIRE GIANT impervious to fire
	4	12"	12+2	6-36 -CLOUD GIANT keen sense of smell
	4	15"	15	7-42 -STORM GIANT control weather

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Up to 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1+1	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2-3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3-4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
4-6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
7-8	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
9-10	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
11+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
AC:	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

SURPRISE IN ENCOUNTERS

Each side rolls one dice to determine surprise.

Party's Roll	Monster's Roll	Distance Effect
1-2 Surprised	1-2 Surprised	10-30' Determine Initiative by die roll or Weapon Priority.
1-2 Surprised	3-6 Not Surprised	10-30' Monster gets 2 free rounds if 10' or 1 if 20-30'.
3-6 Not Surprised	1-2 Surprised	20-80' Players may flee, spell or close to within 10-30'.
3-6 Not Surprised	3-6 Not Surprised	20-80' Determine Initiative by die roll or Weapon Priority.

Missile Fire

Use 'Men Attacking' with bonuses below-

Range: SHORT +2
MEDIUM +1
LONG +0

(Do not use with Greyhawk system)

ENCOUNTERS

Unless otherwise stated monsters will react according to their intelligence & party size.

MONSTER IS:

PARTY IS:	Unintelligent	Semi-Intelligent	Intelligent
Superior	Attack	Attack	Avoid
Equal	Attack	Attack	Attack
Less	Attack	Capture	Capture

PHANTASMAL FORCES

Each opponent must roll to determine whether or not he 'believes' the image. Score shown (or higher) allows disbelief by specific viewer; image is dissolved if touched or struck by opponent. Balrogs test 'resistance to magic' before determining disbelief.

Viewer's Level:	Round- 1	2	3	4+
1-4	12	10	8	6
5-8	10	8	6	4
9-12	8	6	4	2
13-16	6	4	2	2
17+	4	2	2	2

Die Roll Adjustments:

Intelligence of 13+ +1
Wisdom of 13+ +1
Semi-Intelligent Creature or Intelligence of 5-8 -1
Unintelligent Creature or Intelligence of 3-4 -2
Image is non-threatening -1
Expected Image -1

Note: Damage is real if believed.

SAVING THROWS

		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS
FIGHTING MAN	1-3	12	13	14	15	16
MAGIC USER	1-5	13	14	13	16	15
CLERIC	1-4	11	12	14	16	15
FIGHTER	4-6	10	11	12	13	14
MAGIC USER	6-10	11	12	11	14	12
CLERIC	5-8	9	10	12	14	12
FIGHTER	7-9	8	9	10	10	12
MAGIC USER	11-15	8	9	8	11	8
CLERIC	9-12	6	7	9	11	9
FIGHTER	10-12	6	7	8	8	10
MAGIC USER	16+	5	6	5	8	3
CLERIC	13+	3	5	7	8	7
FIGHTER	13+	4	5	5	5	8

GNOME	5	6"	1	40-400 L/N	60% C	I	16	
1-6 or wpn type								
GNOLL	5	9"	2	20-200 N	30% D	S	8	
1-8 or wpn type +2 morale, king 6+3HD								
GOBLIN	6	6"	1-1	40-400 CE	50% 1-6GPea.	S	7	
1-4 or wpn type -1 morale in daylight								
GOLEM	9	8"	1	N	-	S	G40	
2 strikes/2-16 only magic wpn hit								
only cold/fire spells affect- slows by 50% -FLESH GOLEM								
5	6"	60HTK	3-24	only +2 wpn hit, fire spells				
or vs. rock slow move by 50%, has slow spell -STONE GOLEM								
2	4"	80HTK	4-40	only +3 wpn hit, ltng slows				
move by 50% fo. 3t, breathe 1"cube/poison gas -IRON GOLEM								
2	7"	50	4-32	only +1 blunt wpn hit, only				
affected by mv earth & disintgr, 1%/turn PROB of becoming								
chaotic, may double attack for 3r (SRI14-10) -CLAY GOLEM								
GORGON	2	12"	8	1-4 C	50% E	U	10	
butt/2-12 & breath/ST vs. stone- 6'								
GREEN SLIME	-	0"	2	1 N	-	U	20	
penetrates & transmutes flesh after 1r								
fire/cold & cure disease destroys it, no effect to stone								
GREY Ooze	8	1"	3	1 N	-	U/S	20/E29	
2-16 corrodes metal after 1r, edged								
wpns and lightning affect it, large ooze has psi ability								
GRIFFON	3	12/30"	7	2-16 N	10% E	U	18	
2 claws/1-4 or bite/2-16, attk horses								
HARPY	7	6/15"	3	2-12 CE	20% C	I	G35	
2 claws/1-3 wpn/1-6 STvsMagic failure								
(when in earshot) causes advance to harpy, her touch charms								
HELL HOUND	4	12"	3to7	2-8 CE	25% C	I	G38	
bite/1-6 & breathe wpn/DoD as HD,								
detect hidden or invisible PROB 75%								
HIPPOGRIFF	5	18/36"	3+1	2-16 L	-	S	17	
2 claws/1-6, bite/1-10, attk pegasi								
HOBBIT	7	6"	1-1	10-100 N/L	65% D	I	G58/68	
1-4 or wpn type ST +4LVL Sting+3HF								
HOBGOBLIN	5	9"	1+1	20-200 CE	30% D	S	8	
1-8 or wpn type +1morale king 4+1HD								
HOMONUCLOUS	7	6/18"	2	1 N	-	I	G68	
bite/1-3 & STvsMagic failure- sleep								
HORSES	7	24"	2	-	N	-	U	20
2 hooves/1-4, max. load 3000GP -LIGHT								
7	18"	2+1	2	hooves/1-6, bite/1-3, 3750GP -MEDIUM				
7	12"	3	2	hooves/1-8, bite/1-3, 4500GP -HEAVY				
7	12"	2+1	-	max. load 4500GP wt -DRAFT HORSE				
7	12"	2+1	-	max. load 3500GP wt -MULE				
HYDRA	5	12"	5-12hds	1 bite per head/1-6, 1-8, 1-10, per size				
INTELLECT DEVOURER	4	12/24"	6	1-2 CE	60% D	I	E38	
4 claws/1-4 psi strength of 200								
INVISIBLE STALKER	3	12"	8	1 N	-	I	18	
4-16 may be dispelled								
IIXTACHITL	5	9"	2-1	50-150 C	75% F	H	B23	
bite/3-18 40-120 are 1stLVL CL								
KI RIN	-	5	24/48"	1 LG	5% E+I	H	E38	
2 hooves/2-8, 18LVL MU SP, MR90%@13LVL								
KOBOLD	7	6"	1/2	40-400 C	50% 1-6GP	S	7	
1-4 or wpn type -1 morale/HP in light								
LAMMASU	6	12/24"	6+2	2-8 LG	40% A3	I	G37	
2 claws/1-6, inv, 6LVL CL SP, permanent								
protection from evil 10' r, dimension door, speak L/N lang.								
LEPRECHAUN	8	15"	1-3HTK	1+ N	10% F	H	SRI3-2	
by wpn type, inv, surprised on 1 only								
LICHE	3	6"	10+	1-4 CE	100% A	I	G35	
1-10, either MU or CL with SPs @12-18								
LVL & up, touch causes paralysis- no ST, fear in 4LVL								
LIZARDMEN	5	6/12"	2+1	10-40 CE	40% D	S	G37	
2 claws/1-3, 1 bite/1-8								
LOCATHAH	7	24/36"	2+1	30-300 N	15% -	I	B23	
1-6 or wpn type eel-riding nomads								
LURKER ABOVE	6	1/9"	10	1-4 N	50% -	U	SRI3-3	
1-6 constrictor damage per turn								
LYCANTHROPE	7	12"	3	2-20 N/C	15% C	I	14/G37	
1-3 or wpn type -WERERAT								
5	15"	4	1	bite/2-8 -WEREWOLF				
4	12"	4+1	1	bite/2-12 -WEREBOAR				
3	12"	5	2	claws/1-3, 1 bite/1-10 -WERETIGER				
2	9"	6	2	claws/1-3, 1 bite/2-8, hug (on 18 or				
more) causes 2-16 additional damage, ALIGN- N/L -WEREBEAR								
MAGIC STATUE	6	15"	20	1+ L/N/C	special I	JG L-24		
1-6 to 8-64, see random actions								
MASHER	6	15"	20	1-4 N	25% D	U	B23	
bite/2-24, sting/1-8 & ST vs poison								
MANTICORA	4	12/18"	6+1	1-4 C	25% D	S	10	
2 claws/1-3, 1 bite/1-8, 24 spikes/1-6								

MEDUSA	8	9"	4	1-4 C	75% F	I	10
by wpn type and meet glance- stone							
MEN	7	4"	1	30-300 *	15% A	I	5
wpn type, 50% C/50% N -BANDITS							
7to4 ftsho	7	12"	1+1	wpn type, N, +2HP	-BERSERKERS		
9to5 ftsho	7	12"	1	wpn type, C, +1 morale	-BRIGANDS		
9to5 ftsho	7	12"	1	wpn type, 50% C/50% N	-BUCCANEERS		
9to5 ftsho	7	12"	1	wpn type, N, +2 HP	-CAVEMEN		
9to5 ftsho	7	12"	1	wpn type, 50% C/50% N	-DERVISHES		
9to5 ftsho	7	12"	1	wpn type, C	-NOMADS		
9to5 ftsho	7	12"	1	wpn type, C	-PIRATES		
MERME	7	12"	1+1	30-300 N	15% A	I	7
tridents & darts, -1HP on land							
MIND FLAYER	5	12"	8+3	1-4 N	50% F	H	SRI1-2
tentacle takes 4A after hitting to							
reach victim's brain, mind blast effectiveness based on							
range & INT- MUs add 1 to ST, CLs +2 ST, Helm of Telepathy							
adds four and successful ST with helm stuns mind flayer 3t							
MINOTAUR	6	12"	6	1-8 N/C	10% C	S	15
butt/2-8, bite/1-3, or wpn type							
MORKOTH	3	-	8	1	100% H	B23	
spiral tunnels pull any within 24"							
lair in center- charm sp with -4ST cast when within 6",							
will reflect back equivalent spells thrown at it							
MUMMY	3	6"	5+1	1-12 C	30% D	S	9
1-12 & rotting disease, only magic							
wpns hit- and at 1/2 damage, rot increases healing time 10x							
NAGAS	5	15"	11-12	1+ *	60% H	H	SRI3-2
bite/1-3 & ST vs. poison, spit 3" & ST							
vs. poison, or constrict/2-8, SPs as 6LVL CL, L -GUARDIAN							
5	15"	7-8	bite/1-4 & ST vs poison, SPs as 5LVL				
MU (except fire or ltng SPs), Neutral -WATER NAGA							
5	15"	9-10	bite/1-3 & ST vs poison, SPs as 6LVL				
CL & 7LVL MU, their eyes permanently charm looker unless							
saved vs paralysis, ALIGN- CE -SPIRIT NAGA							
NIXIES	7	12"	1	10-100 N	100% B	I	15
1-4 or wpn type, 1 charm per 10 nixies							
OCHRE JELLY	8	3"	5	1 N	-	U	19
2-12 affected by fire & cold only							
OGRE	5	9"	4+1	3-18 N/C	30% C+1000GP	S	8
1-10 outside lair they carry 1-600GPea							
OGRE MAGE	4	9/15"	5+2	1-6 CE	40% E	I	G34
1-12, inv, fly, dark 10' r, poly self							
into human form, regen. lpt/rnd, 1 charm & 1 sleep & 1							
DoD cold per day							
ORC	6	9"	1	30-300 C	50% D	S	7
1-6 or wpn type, -1 morale/HP in light							
OWL BEAR	5	12"	5	2-5 N	40% C	U	G39
2 claws/1-6 & C, on 18 or more, hug/2-16							
adnal damage, bite/1-12, no morale check							
PEGASUS	6	24/48"	2+2	1-12 L	-	S	17
2 hooves/1-8							
PHASE SPIDER	6	6/15"	5	1-6 N	80% E	S	G39
1-6 & ST vs poison, shift out of phase							
PIERCER	3	1"	1to4	2-12 N	-	U	SRI3-2
drop from ceiling/same DoD as HD							
PIXIES	6	9/18"	1	10-100 N	25% C	I	16
1-4 or by wpn type, remain nearly inv							
even while attacking (high LVL FTR/monster may detect)							
PURPLE WORM	6	6"	15	1-4 N	25% D	U	15
bite/2-24, sting/1-8 & ST vs. poison							
RAKSHASA	-	4	12"	1-4 C	20% F	H	SRI5-14
2 claws/1-3, bite/2-5, or wpn, SPs-							
MU 1st-3rd LVL, CL 1st LVL, only magic wpn hit, below +3							
DoD damage, blessed crossbow bolts kill them outright							
REMORHAZ	**	12"	6to14	1* N	20% F	S	D12-21
bite/3-36, breathe/3to7 DoD, MR75%							
*NA in lair is 1-4, **underside ACA, back ACO, head AC2							
ROC	4	6/48"	6	1-20 L/N	20% I	S	17
2 claws/1-8, 2-12 or 4-16 per size,							
bite/2-12, 3-18 or 4-24 per size							
ROPER	0	3"	10to12	1-3 C	90% D(spec)	I	SRI2-4
6 strands/ST vs. poison- dragged to							
its mouth 10'/r, strand range is 20-50', has 80% MR							
RUST MONSTER	2	12"	5	1-2 N	-	U	G39
cause metal touched to disintegrate							
SAHUAGIN	4	18/30"	2	10-60 CE	30% F&A	I	B21
2-12 or wpn type, susceptible to light							
SALAMANDER	5/3	9"	7+3	2-5 C	65% F	H	G37
touch/1-6, constrictor/2-16, or wpn							
SEA MONSTER	**	15to45	3to4	DoD	L/M/C	*	15
*referee's option							
SHADOWS	7	9"	2+2	2-20 C	50% F	I	G34
touch/1 STR pt (effect lasts 8t),							
victim reduced to 0 STR becomes a shadow, may be hit only							
by magic weapons, sleep & charm are non-effective							

SHAMBLING MOUND	0	6"	6to9	1-3 N	25% I	S	SRI3-2	
2 clubs/2-16 or entanglement/suffocation								
in 2-5t, fire has no effect, ltng adds 1HD, wpns do 1/2 damage								
SHEDU	4	12/24"	9+2	2-8 LG	20% A	I	E38	
2 hooves/1-6, 11-18 CL PSI abilities								
SHRIEKER	7	1"	3	2-5 N	-	U	SRI3-2	
1 light within 30' or movement in 10'								
causes it to shriek for 1-3t, attracting wandering mon-								
sters 50%PROB/per turn and one turn afterwards								
SKELETON	7	6"	1/2	3-30 C	-	U	9	
1-6 never check morale								
SLITHERING TRACKER	1*	12"	5	1-8 N	15% C	I	SRI5-14	
touch/save vs. paralysis- if fail,								
victim killed in 6t, nearby inv (5%PROB of sighting) & AC5								
to those able to see invisible objects. 10% PROB of immed-								
iate attack- otherwise wait until victim is asleep								
SPECTRE	2	15/30"	6	1-8 CE	25% E	I	9	
1-8 & 2 LVLs drain, hit only by magic								
wpns & silver arrows, a spectre's victim becomes a like								
creature after death & is controlled by his slayer								
STIRGE	7	18"	1	1-3	(hits as if 4LVL FTR) & then 1-4/r			
SUCCUBI	9	12/18"	6	1	CE 2% Ix2	I	E33	
2 foot talons/1-3, MR70%, dgk 5'r,								
become ethereal, charm, esp, clairaudic, suggestion, shape-								
change, open gate PROB40%- Type IV 70%, VI 25%, Prince 5%								
SU MONSTER	6	9"	4+2	4 claws/1-3, 1 bite/1-8, will use PSI				
attack form of either, on 1-2 psy crush, 3-4 psi blast or								
5-6 mind thrust, if PSI is being used within 12"								
THOUGHT EATER	(9)	6"	(3)	1-3 N	-	U	E39	
when within 6" is able to consume								
101-200 psi energy points & within 1' victim's INT								
TITAN	2to-3	15to21"	75to100HTK	7-42, Spells include 1-7 CL SPK				
& 1-7 MU SPs- 2 per lvl, there are ten titans total								
TRAPPER	3	3"	12	1 N	70% G	I	SRI5-14	
crushes/ 4 + AC hit pts/turn, 5%PROB								
of detecting, cover 400 to 600 sq ft of area								
TRITON	6to4	15/24"	5to7	3-18, SPs- 2 to 4th LVL, MR90%				
2 claws/1-4, bite/1-8, regenerate after								
3rd meal rnd of being hit @3 hit pts per turn								
TROLL	4	12"	6+3	2 claws/1-4, bite/1-8, regenerate after				
3rd meal rnd of being hit @3 hit pts per turn								
UMBER HULK	2	6"	8	1-4	50% E	U	G38	
2 claw/2-12, bite/2-8, viewing eyes								
causes confusion- ST vs magic, burrow thru rock 1"/t								
UNICORN	2	24"	4	1-4 L	-	I	15	
2 hooves/1-8, 1 horn/1-16, dim door								
once per day, MR=11LVL MU, sense enemies at 24"								
VAMPIRE	2	12/18"	7to9	1-6 CE	20% F	I	9	
1-10 & 2 LVLs drain, only magic wpn								
hit- but only disperse them, regenerate 3 hit pts/t, -2								
charm with eyes, victims become vampires contrid by slayer								
WIGHT	5	9"	3	2-24 CE	60% B	I	9	
1 LVL energy drain, only magic wpn								
hit & silver tipped arrows, magic arrows score double dam.								
WILL O' WISP	-	8	18"	9	1 N	1% A	I	G35
2-12, will reveal treasure at 3HTK								
WRAITH	3	12/24"	4	2-16 CE	20% E	I	9	
1-6 & 1 LVL drain, only magic wpn hit								
WYVERN	3	9/24"	7	1-6 N	60% E	S	11	
bite/2-16, sting/1-6- ST vs. poison								
WIND WALKER	8	15/30"	8	1-3 N	20% -	I	SRI3-2	
at 10' 3-18, ethereal								
YELLOW MOLD	-	-	-	-	N	-	U	20
1-6/t of exposure, plus rough contact								
may cause (PROB50%) asphyxiation- ST vs. poison, PSI- E29								
YETI	6	12"	4	1-6 N	10% D	I	SRI3-2	
2 claws/1-6 & C on 18 or more hug/2-16								
ZOMBIE	8	6"	1	3-30 CE	-	U	9	
1-8 never check morale								

Judges Guild

P O Box 773
Decatur, IL
62525

#28 Judges Shield \$1.98

TREASURE TYPES					
A	CP	SP	GP	G&J	M&M
I	25%	30%	35%	50%	40%
I	1-6	1-6	2-12	6-36	Any 3
d	20%	25%	30%	50%	60%
d	1-4	1-4	1-6	10-40	3 Magic
w				60%	60%
				5-30	10-60
B	CP	SP	GP	G&J	M&M
	50%	25%	25%	25%	10%
	1-8	1-6	1-3	1-6	Weapon
C	CP	SP	GP	G&J	M&M
	20%	30%	25%	25%	10%
	1-12	1-4	1-4	1-4	Any 2
D	CP	SP	GP	G&J	M&M
	10%	15%	60%	30%	20%
	1-8	1-12	1-6	1-8	Potion+2
E	CP	SP	GP	G&J	M&M
	05%	30%	25%	10%	30%
	1-10	1-12	1-8	1-10	Scroll+3
F		SP	GP	G&J	M&M
		10%	45%	20%	35%
		2-20	1-12	2-24	No Weapon
				10%	Potion+
				1-12	Scroll+3
G			GP	G&J	M&M
			75%	25%	40%
			10-40	3-18	Scroll+4
H	CP	SP	GP	G&J	M&M
	25%	50%	75%	50%	20%
	3-24	1-100	10-60	1-100	Potion+
				50%	Scroll+4
				10-40	
I				G&J	M&M
				50%	20%
				2-16	Any 1

I=land d=desert w=water GP=1

MEN ATTACKING

Class:	m	c	f	9	8	7	6	5	4	3	2																
				No Armor	Shield Only	Leather	Leather & Shield	Chain	Chain & Shield	Plate	Plate & Shield	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9					
Your Level ↑	1-5	1-4	1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28					
	6-10	5-8	4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26					
	11-15	9-12	7-9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23					
	16+	13-16	10-12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21					
		17+	13-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19					
		16+	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16						

● Strength	3-4	5-6	7-12	13-15	16	17	18
Hit Prob.	-2	-1	-	+1	+1	+2	+2
+ Damage	-1	-	-	-	+1	+2	+3

Hit Probability Bonus:

Target Surprised/Rear Attack	+2
Target is Prone	+3

● Weapons

HIT PROB. +/- VS: AC-		DAMAGE vs.								Man size	Larger size
		9	8	7	6	5	4	3	2		
SH*-	1 Dagger	+2	+1	0	0	0	-1	-3	-3	1-4	1-3
	1 Hand Axe	+1	+1	0	0	-1	-1	-2	-3	1-6	1-4
	3 Mace	0	0	0	0	0	0	+1	0	1-6	1-4
MED-	4 Sword	0	0	0	0	0	0	-1	-2	1-8	1-12
	4 Hammer	0	0	0	0	+1	0	+1	0	1-6	1-4
	5 Battle Axe	0	0	0	0	+1	+1	0	0	1-8	1-8
LG-	6 Morn. Star	+2	+2	+1	+1	+2	+1	0	0	1-8	1-6
	7 Flail	+1	+1	+1	+1	+2	+1	+2	+2	1-8	1-8
	8 Spear	0	0	0	0	-1	-1	-1	-2	1-6	1-8
V LG	9 Pole Arm	+2	+2	+2	+1	+1	0	0	-1	1-8	1-12
	9 Halbard	0	0	0	+1	+2	+1	+1	0	1-10	2-12
	10 2 Hd Sword	+2	+2	+2	+2	+3	+3	+2	+1	1-10	3-18
EX-	11 Mtd Lance	+3	+3	+3	+3	+2	+1	0	0	1-8	2-24
	12 Pike	0	0	0	0	0	0	0	-1	1-8	1-12

● Experience Pts.

Monster's Hit Dice	Base Value	+ Spec'l
1/2	5	1
1-1	7.5	2
1	10	3
1+1	15	4
2	20	5
2+1	25	10
3	35	15
3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
6+1	350	300
7	450	400
7+1	525	475
8	650	550
8+1	750	625
9 to 10	900	700
11 to 12	1100	800
12 to 13	1350	950
14 to 16	1650	1150
17 to 20	2000	1500
21 & up	2500	2000

MEN ATTACKING

Class:	m	c	f	9 No Armor	8 Shield Only	7 Leather	6 Leather & Shield	5 Chain	4 Chain & Shield	3 Plate	2 Plate & Shield	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Your Level	1-5	1-4	1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
	6-10	5-8	4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
	11-15	9-12	7-9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	16+	13-16	10-12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
		17+	13-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
			16+	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

● Strength 3-4 5-6 7-12 13-15 16 17 18
 Hit Prob. -2 -1 - +1 +1 +2 +2
 + Damage -1 - - - +1 +2 +3

Hit Probability Bonus:
 Target Surprised/Rear Attack +2
 Target is Prone +3

Weapons

HIT PROB. +/- VS:	AC-	9	8	7	6	5	4	3	2	DAMAGE vs. Man Larger size size	
SH -	1 Dagger	+2	+1	0	0	0	-1	-3	-3	1-4	1-3
	1 Hand Axe	+1	+1	0	0	-1	-1	-2	-3	1-6	1-4
	3 Mace	0	0	0	0	0	0	+1	0	1-6	1-4
MED-	4 Sword	0	0	0	0	0	0	-1	-2	1-8	1-12
	4 Hammer	0	0	0	0	+1	0	+1	0	1-6	1-4
	5 Battle Axe	0	0	0	0	+1	+1	0	0	1-8	1-8
LG-	6 Morn. Star	+2	+2	+1	+1	+2	+1	0	0	1-8	1-6
	7 Flail	+1	+1	+1	+1	+2	+1	+2	+2	1-8	1-8
	8 Spear	0	0	0	0	-1	-1	-1	-2	1-6	1-8
V LG	9 Pole Arm	+2	+2	+2	+1	+1	0	0	-1	1-8	1-12
	9 Halbard	0	0	0	+1	+2	+1	+1	0	1-10	2-12
	10 2 Hd Sword	+2	+2	+2	+2	+3	+3	+2	+1	1-10	3-18
EX-	12 Pike	0	0	0	0	0	0	-1		1-8	1-12

Missile Fire

Use 'Men Attacking' with bonuses below-
 Range: SHORT +2
 MEDIUM +1
 LONG +0
 (Do not use with Greyhawk system)

Experience Pts.

Monster's Hit Dice	Base Value	+ Spec'l
1/2	5	1
1-1	7.5	2
1	10	3
1+1	15	4
2	20	5
2+1	25	10
3	35	15
3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
6+1	350	300
7	450	400
7+1	525	475
8	650	550
8+1	750	625
9 to 10	900	700
11 to 12	1100	800
12 to 13	1350	950
14 to 16	1650	1150
17 to 20	2000	1500
21 & up	2500	2000

SAVING THROWS

	DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS	Cleric Vs. Undead
FIGHTING MAN	1-3	12	13	14	15	16
MAGIC USER	1-5	13	14	13	16	15
CLERIC	1-4	11	12	14	16	15
FIGHTER	4-6	10	11	12	13	14
MAGIC USER	6-10	11	12	11	14	12
CLERIC	5-8	9	10	12	14	12
FIGHTER	7-9	8	9	10	10	12
MAGIC USER	11-15	8	9	8	11	8
CLERIC	9-12	6	7	9	11	9
FIGHTER	10-12	6	7	8	8	10
MAGIC USER	16+	5	6	5	8	3
CLERIC	13+	3	5	7	8	7
FIGHTER	13+	4	5	5	5	8

Cleric Vs. Undead

Cleric Lvl	SKELETON	ZOMBIE	GHOUL	WIGHT	WRAITH	MUMMY	SPECTRE	VAMPIRE
1	7	9	11
2	T	T	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

PHANTASMAL FORCES

Each opponent must roll to determine whether or not he 'believes' the image. Score shown (or higher) allows disbelief by specific viewer; image is dissolved if touched or struck by opponent. Balrogs test 'resistance to magic' before determining disbelief.

Viewer's Level:	Round- (2 six-sided dice)
1-4	12 10 8 6 4
5-8	10 8 6 4 2
9-12	8 6 4 2 2
13-16	6 4 2 2 2
17+	4 2 2 2 2

Die Roll Adjustments:
 Intelligence of 13+ +1
 Wisdom of 13+ +1
 Semi-Intelligent Creature or Intelligence of 5-8 -1
 Unintelligent Creature or Intelligence of 3-4 -2
 Image is non-threatening -1
 Expected Image -1

Note: Damage is real if believed.

TIME REQUIRED

One turn equals two move segments or ten rounds. Roll for monsters every turn. All time is listed in rounds (r).

Bend bars- 2 r*
Bust through door- 1/2 r**
Break down wood door- 3 r***
" " reinforced door- 7 r***
" " iron door- 10 r***
Chop 4' hole in log wall- 10 r***
Bribe or negotiate- 10 r
Break out of webs- 3 r
" w. flaming sword- 1 r
" giant class- 1 r
Cut rigging or anchor rope- 3 r
" giant class- 1 r
Set up elemental control items- 3 r
Call forth elemental via item- 1 r
*requires STR test. **per attempt. ***Giant class breaks down in 1 r.
Search 10' of wall- 10 r
Rest after 1 hour- 10 r
Rest after pursuit- 20 r
Search 10 bodies- 10 r
Look over 10x10' room-10r
20x20' room- 20 r
30x30' room- 30 r
Detect for traps- 5 r
Remove trap- 10 r
Teleport out- 1/2 r
Teleport in- 1/2 r
Get out & blow horn- 1 r
Get out, uncork bottle- 1 r
Give instructions- 1 r
Use crystal ball- 5 r
Remove armor- 10 r
Put on armor- 10 r
Pick up weapon- 1 r
Take potion- 1 r
Potion take effect- 1 r
'X'-ray- 1 r
Glance- 1/2 r

SAVING THROWS

		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS		Cleric Vs. Undead							
							CLERIC LVL	SKELETON	ZOMBIE	GHOUL	WIGHT	WRAITH	MUMMY	SPECTRE	VAMPIRE
FIGHTING MAN	1-3	12	13	14	15	16									
MAGIC USER	1-5	13	14	13	16	15									
CLERIC	1-4	11	12	14	16	15									
FIGHTER	4-6	10	11	12	13	14									
MAGIC USER	6-10	11	12	11	14	12									
CLERIC	5-8	9	10	12	14	12	1	7	9	11
FIGHTER	7-9	8	9	10	10	12	2	T	T	9	11
MAGIC USER	11-15	8	9	8	11	8	3	T	T	7	9	11	.	.	.
CLERIC	9-12	6	7	9	11	9	4	D	T	T	7	9	11	.	.
FIGHTER	10-12	6	7	8	8	10	5	D	D	T	T	7	9	11	.
MAGIC USER	16+	5	6	5	8	3	6	D	D	D	T	T	7	9	11
CLERIC	13+	3	5	7	8	7	7	D	D	D	D	T	T	7	9
FIGHTER	13+	4	5	5	5	8	8	D	D	D	D	D	T	T	7

CLASSES & LEVELS

WEAPON PRIORITY

Higher total moves first.

READY WEAPON-

1	Read Scroll
2	Spell of 7-9 Level
3	Short Weapon (Dagger, Hand Axe, Mace)
4	Medium Weapon (Sword, Hammer, Battle Axe) or Touching
5	Long Weapon (M. Star, Flail, Spear, Pole Arm, Halbard, 2 Hand Sword)
6	Very Long Weapon (Mounted Lance)
7	Spell of 4-6 Level
8	Extreme Weapon (Pike)
9	Missile Fire
10	Spell of 1-3 Level
11	Breath Weapon
12	Glance

ARMOR WORN	Adjust	MONSTER'S SPEED
Light	+3	18" & up
Heavy	+2	12-17"
Plate	+1	9-11"
Encum.	-1	4-8"
		3" & less

DEXTERITY of	3-4	-2
	5-8	-1
	9-12	-
	13-16	+1
	17-18	+2

In case of tie compare actual dexterity ratings.

● -GREYHAWK

Judges Guild

FIGHTERS 8 SIDED

LVL	EXPERIENCE	DICE
1	0	1
2	2000	2
3	4000	3
4	8000	4
5	16000	5
6	32000	6
7	64000	7
8	120000	8
9	240000	9
10	480000	9+2
11	720000	9+4
12	960000	9+6

THIEVES 4 SIDED

LVL	EXPERIENCE	DICE
1	0	1
2	1200	2
3	2400	3
4	4800	4
5	9600	5
6	20000	6
7	40000	7
8	60000	8
9	90000	9
10	125000	10
11	250000	10
12	375000	10+1

RANGERS 8 SIDED

LVL	EXPERIENCE	DICE
1	0	2
2	2500	3
3	5000	4
4	12000	5
5	25000	6
6	50000	7
7	100000	8
8	175000	9
9	275000	10
10	550000	10+2
11	825000	10+4
12	1100000	10+6

MONKS 4 SIDED

LVL	EXPERIENCE	DICE
1	0	1
2	2500	2
3	5000	3
4	10000	4
5	25000	5
6	50000	6
7	100000	7
8	200000	8
9	300000	9
10	450000	10
11	600000	11
12	850000	12

MAGIC USER 4 SIDED

LVL	EXPERIENCE	DICE	1	2	3	4	5	6	7	8	9
1	0	1	1	-	-	-	-	-	-	-	-
2	2500	2	2	-	-	-	-	-	-	-	-
3	5000	3	3	1	-	-	-	-	-	-	-
4	10000	4	4	2	-	-	-	-	-	-	-
5	20000	5	5	4	2	-	-	-	-	-	-
6	35000	6	6	4	2	2	-	-	-	-	-
7	50000	7	7	4	3	2	1	-	-	-	-
8	75000	8	8	4	3	2	-	-	-	-	-
9	100000	9	9	4	3	2	1	-	-	-	-
10	200000	10	10	4	4	3	2	-	-	-	-
11	300000	11	11	4	4	3	3	-	-	-	-
12	600000	11+1	11	4	4	4	4	1	-	-	-
13	900000	11+2	11	5	5	5	4	4	2	-	-
14	1200000	11+3	11	5	5	5	4	4	3	1	-
15	1500000	11+4	11	5	5	5	4	4	4	2	-
16	1800000	11+5	11	5	5	5	5	5	2	1	-
17	2100000	11+6	11	6	6	6	5	5	2	2	-
18	2400000	11+7	11	6	6	6	6	6	2	2	1

CLERICS 6 SIDED

LVL	EXPERIENCE	DICE	1	2	3	4	5	6	7
1	0	1	1	-	-	-	-	-	-
2	1500	2	2	1	-	-	-	-	-
3	3000	3	3	2	-	-	-	-	-
4	6000	4	4	2	1	-	-	-	-
5	12000	5	5	2	2	-	-	-	-
6	25000	6	6	2	2	1	-	-	-
7	50000	7	7	2	2	1	1	-	-
8	100000	8	8	2	2	2	2	-	-
9	200000	8	8	3	3	2	2	-	-
10	300000	8+1	8	3	3	3	3	-	-
11	400000	8+1	8	4	4	3	3	-	-
12	500000	8+2	8	4	4	4	4	1	-
13	600000	8+2	8	5	5	4	4	1	-
14	700000	8+3	8	5	5	5	5	2	-
15	800000	8+3	8	6	6	5	5	2	-
16	900000	8+4	8	6	6	6	6	3	-
17	1000000	8+4	8	7	7	6	6	3	1
18	1100000	8+5	8	7	7	7	7	4	1

ILLUSIONISTS 4 SIDED

LVL	EXPERIENCE	DICE	1	2	3	4	5
1	0	1	1	-	-	-	-
2	3000	2	2	-	-	-	-
3	6000	3	3	-	-	-	-
4	12000	4	4	1	-	-	-
5	25000	5	5	4	3	-	-
6	50000	6	6	4	4	1	-
7	75000	7	7	4	4	2	-
8	110000	8	8	4	4	3	1
9	175000	9	9	5	4	4	2
10	350000	10	10	5	5	4	3
11	525000	11	11	5	5	4	4
12	700000	11+1	11	5	5	5	4
13	875000	11+2	11	5	5	5	5

BARDS 6 SIDED

LVL	EXPERIENCE	DICE	1	2	3	4	5	6	7
1	0	1	-	-	-	-	-	-	-
2	1000	2	1	-	-	-	-	-	-
3	4000	3	1	-	-	-	-	-	-
4	9000	4	2	-	-	-	-	-	-
5	16000	5	3	-	-	-	-	-	-
6	25000	6	3	1	-	-	-	-	-
7	50000	7	4	1	-	-	-	-	-
8	100000	8	4	2	-	-	-	-	-
9	150000	9	4	2	-	-	-	-	-
10	200000	10	4	2	1	-	-	-	-
11	250000	10+1	4	2	1	-	-	-	-
12	300000	10+2	4	2	2	-	-	-	-
13	400000	10+3	4	3	2	-	-	-	-
14	500000	10+4	4	3	2	1	-	-	-
15	600000	10+5	4	3	3	1	-	-	-
16	700000	10+6	4	3	3	2	-	-	-
17	800000	10+7	4	3	3	2	-	-	-
18	900000	10+8	4	3	3	2	1	-	-
19	1000000	10+9	4	4	3	2	1	-	-
20	1100000	10+10	4	4	3	3	2	-	-
21	1200000	10+11	4	4	4	3	2	-	-

DRUIDS 6 SIDED

LVL	EXPERIENCE	DICE	1	2	3	4	5	6	7
1	0	1	1	-	-	-	-	-	-
2	2000	2	2	1	-	-	-	-	-
3	4000	3	3	1	-	-	-	-	-
4	7500	3+1	3	1	1	-	-	-	-
5	12000	4	3	2	1	-	-	-	-
6	20000	5	3	2	2	-	-	-	-
7	40000	6	4	2	2	1	-	-	-
8	60000	7	4	3	2	1	-	-	-
9	90000	7+1	4	3	3	2	-	-	-
10	125000	8	5	3	3	2	1	-	-
11	200000	9	5	3	3	3	2	1	-
12	400000	10	5	4	4	3	2	1	-
13	800000	11	6	5	5	4	3	2	1

ASSASSINS 6 SIDED

LVL	EXPERIENCE	DICE
1	0	1
2	1500	2
3	3000	3
4	6000	4
5	12000	5
6	24000	6
7	48000	7
8	100000	8
9	175000	9
10	275000	10
11	400000	11