Monsters Attacking

		, ,													-				
AC Hit Dice¬	9 No Armor	8 Shield	7 Leather	6 Le&Sh	5 Chain	4 Ch&Sh	3 Plate	2 PI & Sh	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Up to 1 HO	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.

mores in the contract of the c
READY WEAPON-
I 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 0

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

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

11 Breath Weapon

12 Glance

<u>In case of tie</u> compare actual dexterity ratings.

Monsters MONSTER NAME NA

14101	1310	13
MONSTER NAM		NA ALGN LAIR/TREAS INT REFER
AC MOVE	HD	STRIKES/DAMAGES SPECIAL
AERIAL SERV 1 72"		1 N S G31
1 72" ANHKHEG	16	8-32 SE1-4 1-6 N 25% B2 U DI5-12
2/4 12"	3-8	3-18 & squirt acid/1-6 per HD
AQUATIC ELV		10-300 30% E I B20
5 12/18		1-10 or wpn type
BALROG (Ty		1-6 CE 25% F H 14/E33
2 6/15"	10	+1 sword & whip, on 7+ /2to4DoD-size
MR75%@11LVI		
BASILISK	,	1-6 N/EC 40% F U 10/E28
4 6"	6+1	1-10 & meet glance- turn to stone
BEHOLDER		1 N/EC 90% ItrFma I G37
* 3"Lev	*	2-5/bite *body 40HTK ACO, eyes AC7,
eye stalk	10HTK AC2	
BLACK PUDD		1 N U 19
6 6"	10	3-24 & corrodes metal fire affects
BLINK DOG 5 12"	1	4-16 LG 30% C I G38 1-6 5/8 PROB of blinking
BRAIN MOLES	4	1-6 5/8 PROB of blinking 1-3 N U F39
- 1"		Mind thrust 121 pt @3" range
BUGBEAR		5-20 LE 30% B U G34
5 9"	3+1	2-8 SE1-3
BULETTE (La	andshark)	1 N 5% - U DI1-19
-2 14"	6-11	4-48/bite, 3-18/claw \$10%
CARRION CRA		1-6 N 60% B U G39
3/7 12"	3+1	8 tentacles/save vs. paralization
CATOBLEPAS		1-3 N S SRII2-15
7 6"	6+2	tail/1-3 & stun & gaze/save vs. death
CENTAUR		2-20 LG/N 5% A S 13
5 18"	4 ADACTTE	1 wpn or 2 hooves/1-6
CEREBRAL P	HKH211F	
CHIMERA		1" range cure disease 1-4 N/CE 50% F U 11
4 12/18	" 9	2 claws/1-3 or 3 heads- Goat horn/1-4
		on bite/3-12 (or breathes fire-3DoD@15'
COCKATRICE	L J, Diag	1-3 N/CE 35% D U 10/E28
6 9/18"	5	1-6 & turn to stone (incl Eth/Astral)
COUATL		1-4 LG/N 35% B+1 H E38
5 6/18"	9	uses magic as 5LVLMU/7LVLCL, poly self
DEATH ANGE		1 N H DI6-29
4 12/20	" 7	scythe/1-12 & -3ST vs. death/MR95%
DEMONS -		1-3* CE *in lair 1-6 25%PROB/Mix MR50% DK5'r 5% B S E30
TYPE I		MR50% DK5'r 5% B S E30
0 12/18	" 8	detect inv, gate in Type I 10%PROB
TYPE II	Ó	MR55% DK15'r 10% C S E30
-2 6" TYPE III	9	fear, lev, gate in TypeII 20%PROB MR60% Dk10'r15% D I E32
-4 6"	10	fear lev dispell & detect magic
poly self,		fear, lev, dispell & detect magic , gate in Type I-IV 30%PROB (roll type)
TYPE IV	PJIOCECII	MR65% Dk10'r 20% E H E32
4 9/12"	7(10s)	illusion, fear, lev, dis & det magic,
	project	
TYPE V		MR80% Dk5'r 10% G H E33
7 12"	7	charm person, lev, det inv, pyrotech,
poly self,	project	image, read lang, 50%PROB of gating in
Type I 30%	, II 25%,	III 15%, IV 15%, VI 10%, Prince 5%
DENEBIAN S		
- 12"	-	hitting it splits it into 1-4 copies
DISPLACER	BEAST	2-5 CE/N 35% D S G32
4 15"	6	2 tentacles/2-8 MR=12LVLFTR
DJINN		1 N I 19
5 9/24"	7+1	2-16 inv, whirlwind, gaseous form
DOPPELGANG		3-12 N/CE 25% E I G37
5 9"	4	1-12 MR=10LVL FTR, assume like form

器	* 9/24"	*	2 claws/1-4 or 1 bite/* or breathe* 7+
		under ty	/pe listing below; also shown is PROB
ğ			/Spell Use/& Spell Level Limit
	BLACK		
	2	6-8	N/CE 40%/50%/5%/1st bite/3-18, acid/6x½" line
g	BLUE	0-0	N/CE 70%/30%/15%/2nd
8	2	8-10	bite/2-24, lightening/10x½" line
	BRASS		1-2L/3-6N 35%/55%/10%/2nd
	2	6-8	bite/4-16, sleep/7x2" or fear/5x4"
g	BRONZE		1-5L/5-6N 65%/30%/50%/4th
8	0	8-10	bite/3-24, ltng or repulsion 3"front
g	CHROMATIC		CE 100%/0%/100%/2 ea. of 1-5
9	0	16	bite & breath of WH/BLA/GR/BLU/RED
器	COPPER		1-3L/4-6N 50%/50%/25%/3rd bite/5-20, acid or slow 3-18
	1	7-9	bite/5-20, acid or slow 3-18
	GOLDEN	10 10	LG 100%/10%/100%/as age roll
	-2 GREEN	10-12	bite/3-36, fire or gas, chg. human form CE/N 55%/40%/10%/2nd
8	2	7-9	bite/2-20, chlorine gas/5x4" cloud
	RED	1-3	CE/N 85%/20%/15%/3rd
	2	9-11	bite/3-30, fire/9x3" cone
	PLATINUM		L 100%/0%/100%/8th
麗	-3	21	bite/4-48, gaseous form/5x4" cloud or
8			disintegrate 3-18, may shape change 1-5L/6N 80%/15%/75%/5th
삃	SILVER		1-5L/6N 80%/15%/75%/5th
	-1	9-11	bite/3-30, cold or gas, chg. human form
3	WHITE		CE/N 25%/60%/0%/-
菱	2	10-12	bite/2-16, cold/8x3" cone
9	DRAGON TURTL		1 N 60% H I V3-34 S
	2 3/9"	11to13	bite/3-30, breathe steam/3x9" cone, N
g	move rate is	s land/wa	ater (no fly), lift ships on back
麗	DRUID		1-4+ N 15% A I G34
	6 12"	1+	SPs as 5-7LVL MU & 7-9LVL CL, more
	Specifics in DRYAD	1 11,4,2	2, possess 20-50 followers-PROB70% 1-6 N 20% D I 16
圆		2	1 A on by won type +2 charm person sn
	5 12"	2	1-4 or by wpn type, +2 charm person sp
200000	5 12" DWARF		1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16
S. S	5 12" DWARF 4 6"	1	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½DAM from Ogre+
TO SERVICE STATE OF THE PARTY O	5 12" DWARF 4 6" EFREET	1	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, 1 ₈ DAM from 0gre+ 1 C - I 19 3-24 may create wall of fire
の可能をなる。	5 12" DWARF 4 6" EFREET	1 10	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
	5 12" DWARF 4 6" EFREET 3 9/24"	1	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½DAM from Ogre+ 1 C - I 19 3-24 may create wall of fire
以可以有以大之之下。 方式可以上, 大之之下。 方式可以上, 一式一, 一式一, 一式一, 一式一, 一式一, 一式一, 一式一, 一式一, 一式一, 一式一一, 一式一一, 一式一一, 一式一一, 一式一一, 一式一一, 一式一一, 一式一一, 一式一一, 一式一一一, 一一,	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 *	1 10	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
THE REPORT OF THE PARTY OF THE	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36"	1 10 *	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
日本のできるからなっていることと 日本のできる	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6"	1 10 *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½0AM from 0gre+ 1 C - I 19 3-24 may create wall of fire 1 N - I 18 * controller must concentrate on 2-16 **Hit Dice- 4-32 **Conjured 16HD**
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 ** AIR -/36" EARTH 6" FIRE 12"	1 10 * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½DAM from Ogre+ 1 C - I 19 3-24 my create wall of fire 1 N - I 18 * controller must concentrate on 2-16 *Hit Dice- 4-32 Conjured 16HD 3-24 Device 12HD 3-30 Staff 8HD
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½DAM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12"	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½DAM from Ogre+ 1 C - I 19 3-24 may create wall of fire 1 N - I 18 * controller must concentrate on 2-16 *Hit Dice- 4-32 Conjured 16HD 3-24 Device 12HD 3-30 Staff 8HD 3-30 N/G 25% E I 16 1-10 or wpn type may split-move&fire
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12"	1 10 * * * * * * * * * * * * * 1+1	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½0AM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6"	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½DAM from Ogret 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 ** EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD	1 10 * ** ** ** 1+1 8	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½DAM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9"	1 10 * ** ** ** ** 1+1 8	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½0AM from 0gre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI	1 10 * ** ** ** ** 1+1 8 12 ES	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, \(\frac{1}{2}\) DAM from Ogre+ 1
	5 12" DWAFF 4 6" EFREET 3 9/24" ELEMENTALS 2 * EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EY! 8 36"	1 10 * ** ** ** ** 1+1 8	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½0AM from 0gre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 GARGOYLE	1 10 * ** ** ** ** 1+1 8 12 ES 1-2	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 16 1-8 or by wpn type, ½DAM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * */36" EARTH 6" FIRE 12" ENT 2 6" ENT 2 6" FIRE LIZARD 2 9" FLOATING EY! 8 36" GARGOYLE 5 9/15"	1 10 * *** ** ** **	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½0AM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EY! 8 36" GARGOYLE 5 9/15"	1 10 * *** ** ** **	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, \(\frac{1}{2}\) DAM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 36" GARGOYLE 5 9/15" GELATINOUS 8 6" GHOST	1 10 * *** *** *** 1+1 8 12 ES 5 1-2 4 CUBE	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, \(\frac{1}{2}\) AM from Ogre+ 1 C - I 19 3-24 may create wall of fire 1 N - I 18 * controller must concentrate on 2-16 *Hit Dice- 4-32 Conjured 16HD 3-24 Device 12HD 3-24 Device 12HD 3-24 Device 12HD 3-20 N/G 25% E I 16 1-10 or wpn type may split-move& fire 2-20 LG/N - I 16 2-16, 3-18, 4-24 per size, com. trees 1-4 N 60% E U B19 bite/4-16, 2 claws/1-8, breathe/1-10 2-12 N - S B23 bite/1-3 and hypnotise or as fear gas 2-20 CE 25% C S 14 2 claws/1-3, bite/1-6, horn/1-4 1 N - spc1. U 39 2-8 plus ST vs. paralization 1+ C 35% E I SR13-2
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF ENT 2 6" FIRE LIZARD 2 9" FLOATING EY! 8 36" GARGOYLE 5 9/15" GELATINOUS 68 8 6"	1 10 * *** *** *** 1+1 8 12 ES 5 1-2 4 CUBE	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, \(\frac{1}{2}\) DAM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 ** AIR -/36" EARTH 6" FIRE 12" ENT 2 6" ENT 2 9" FLOATING EY! 8 36" GARGOYLE 5 9/15" GELATINOUS 0 8 6" GHOUL	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, \(\frac{1}{2}\) ADM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" MATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 36" GARGOYLE 5 9/15" GARGOYLE 5 9/15" GHOST 8/0 9"	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½0AM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 36" GARGOYLE 5 9/15" GELATINOUS 6 GHOST 8/0 9" GHOUL	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½0AM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 36" GARGOYLE 5 9/15" GELATINOUS 8 6" GHOST 8/0 9" GHONT 6 9" GIANTS	1 10 * * ** ** ** ** ** 1+1 8 12 ES 1-2 4 CUBE 4 10 2	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½0AM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 36" GARGOYLE 5 9/15" GELATINOUS 6 GHOST 8/0 9" GHOUL 6 9" GIANTS 4 12"	1 10 * * ** ** ** ** 1+1 8 12 ES 1-2 4 CUBE 4 10 2	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, \(\frac{1}{2}\) ADM from Ogre+ 1
	5 12" DWAFF 4 6" EFREET 3 9/24" ELEMENTALS 2 * EARTH 6" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 36" GARGOYLE 5 9/15" GELATINOUS 8 6" GHOST 8/0 9" GHOUL 6 9" GIANTS 4 12" 4 12"	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½DAM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EY! 8 36" GARGOYLE 5 9/15" GARGOYLE 5 9/15" GELATINOUS 0 8 6" GHOST 8/0 9" GHOUL 6 9" GIANTS 4 12" 4 12"	1 10 * * ** ** ** ** ** 1+1 8 12 ES 1-2 4 CUBE 4 10 2 8 9 10+1	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I I 6 1-8 or by wpn type, ½0AM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 * AIR -/36" EARTH 6" FIRE 12" WATER 6/18" ELF 5 12" ENT 2 6" FIRE LIZARD 2 9" FLOATING EYI 8 36" GARGOYLE 5 9/15" GELATINOUS 8 6" GHOST 8/0 9" GHOST 8/0 9" GIANTS 4 12" 4 12" 4 12" 4 12"	1 10 * * * * * * * * * * * * * * * * * *	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½0AM from Ogre+ 1
	5 12" DWARF 4 6" EFREET 3 9/24" ELEMENTALS 2 ** EARTH 6" FIRE 12" ENT 2 6" FIRE 12" ENT 2 6" FIRE LIZARD 2 9" FIRE LIZARD 2 9" FOATOMORE SALE 5 9/15" GARGOYLE 5 9/15" GARGOYLE 5 9/15" GELATINOUS 18 6" GHOUL 6 9" GHOUL 6 9" GIANTS 4 12" 4 12" 4 12"	1 10 * * ** ** ** ** ** 1+1 8 12 ES 1-2 4 CUBE 4 10 2 10+1 11+3	1-4 or by wpn type, +2 charm person sp 40-400 N/L 50% G I 16 1-8 or by wpn type, ½DAM from Ogre+ 1

1-4 * 60% H

S/I 11/G35

DRAGONS

Monsters Attacking

AC Hit Dice¬	9 No Armor	8 Shield	7 Leather	6 Le&Sh	5 Chain	4 Ch&Sh	3 Plate	2 PI & Sh	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
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		10-30' Determine Initiative
Surprised	Surprised	by die roll or Weapon Priority.
1-2		10-30' Monster gets 2 free
Surprised	Not Surprised	rounds if 10' or 1 if 20-30'.
3-6	1-2	20-80' Players may flee, spell
Not Surprised	Surprised	or close to within 10-30'.
3-6	3-6	20-80' Determine Initiative
Not Surprised	Not Surprised	by die roll or Weapon Priority.

Use 'Men Attacking' with bonuses below-

Missle Fire

SHORT +2 MEDIUM +1

E 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
Equa1	Attack	Attack	Attack
Less	Attack	Capture	Capture

SAVING DEATH RAY ALL DRAGON **STAVES THROWS** OR POISON **WANDS** STONE **BREATH 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 - 1011 12 11 14 12 CLERIC 5-8 9 10 12 14 12 FIGHTER 7-9 8 9 10 10 12 MAGIC USER 11 - 158 9 8 11 8 CLERIC 9-12 6 9 11 9 FIGHTER 10 - 126 7 8 8 10 MAGIC USER 16+ 5 6 5 8 3 CLERIC 13+ 3 8 7 FIGHTER 13+ 5 5 5 8

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	Round-	(2	six-si	ded d	ic
Level:	11	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 -2 Intelligence of 3-4 -1 Image is non-threatening -1 Expected Image

Note: Damage is real if believed.

GNOME		40-400 L/N 60% C I 16
5 6" GNOLL	1	1-6 or wpn type 20-200 N 30% D S 8
5 9"	2	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		1 N S G40
9 8"	40HTK	2 strikes/2-16 only magic wpns hit
only cold/f 5 6"	60HTK	Is affect- slows by 50% -FLESH GOLEM 3-24 only +2 wpns hit, rire spells
or vs. rock	slow mov	ve by 50%, has slow spell -STONE GOLEM 🚪
2 4" move by 50%	80HTK	4-40 only +3 wpns hit, ltng slows breathe 1"cube/poison gas -IRON GOLEM
2 7"	50	4-32 only +1 blunt wpns hit, only
chaotic, ma	y double	breathe 1"cube/poison gas - IRON GOLEM . 4-32 only +1 blunt wpns hit, only a disintgrt, 1%/turn PROB of becoming attack for 3r ((SRI4-10)) -CLAY GOLEM 1-4 C 50% E U 10
GORGON 2 12"	0	1-4 C 50% E U 10 butt/2-12 & breath/ST vs. stone- 6'
GREEN SLIME	8	1 N U 20
- 0" fire/cold &	2	penetrates & transmutes flesh after lr sease destroys it, no affect to stone
GREY OOZE		1 N U/S 20/E29
8 1" wpns and li	3 ghtening	2-16 corrodes metal after 1r, edged affect it, large ooze has psi ability
GRIFFON		2-16 N 10% E U 18
3 12/30" HARPY	7	2 claws/1-4 or bite/2-16, attk horses 2-12 CE 20% C I G35
7 6/15"	3	2 claws/1-3 wpn/1-6 STvsMagic failure
HELL HOUND	rshot) ca	auses advance to harpy, her touch charms
4 12"	3to7	bite/1-6 & breathe wpn/DoD as HD,
detect hidd HIPPOGRIFF		visible PROB 75%, 2-16 L S 17
5 18/36" HOBBIT	3+1	2 claws/1-6, bite/1-10, attk pegasi 10-100 N/L 65% D I G5&68
7 6"	1-1	1-4 or wpn type ST +4LVL Sling +3HF
HOBGOBL IN 5 9"	1+1	20-200 CE 30% D S 8 1-8 or wpn type +1morale king 4+1HD
HOMONUCLOUS		1 N I G68
7 6/18" HORSES	2	bite/1-3 & STvsMagic failure- sleep - N U 20
7 24"	2	2 hooves/1-4, max.load 3000GP -LIGHT
7 18" 7 12	2+1 3	2 hooves/1-6, bite/1-3,3750GP -MEDIUM 2 hooves/1-8, bite/1-3,4500GP -HEAVY
7 12" 7 12"	2+1 2+1	- max.load 4500GP wt -DRAFT HORSE - max.load 3500GP wt -MULE
HYDRA		1 N 25% B I 10
5 12" INTELLECT D	5-12hds DEVOURER	1 bite per head/1-6, 1-8, 1-10 persize 1-2 CE 60% D I E38
4 12/24'	' 6	4 claws/1-4 psi strength of 200
INVISIBLE S 3 12"	STALKER 8	4-16 may be dispelled
IXITXACHITL 5 9		50-150 C 75% F H B23
9		
KI RIN	2-1	bite/3-18
-5 24/48"		bite/3-18
-5 24/48" K0B0LD 7 6"		bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU	1 12 1 ₂	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection	12 12 1 6+2	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN	12 1 ₂ 1 6+2 from evi	bite/3-18
KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" LICHE	1 12 1 6+2 from evi	bite/3-18
KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" 1 LICHE 3 6" LVL & up, 1	12 6+2 from evi L-3HTK	bite/3-18
-5 24/48' KOBOLD 7 6' LAMMASU 6 12/24' protection LEPRECHAUN 8 15'' LICHE 3 6'' LVL & up, 1 LIZARDMEN	12 16+2 from evi 1-3HTK 10+ touch cau	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" 1 LICHE 3 6" LYL & up, 1 LIZARDMEN 6/12"	12 1 6+2 from evi 1-3HTK 10+ touch cau	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" 1 LICHE 3 6" LVL & up, 1 LIZARDMEN 5 6/12"	12 16+2 from evi 1-3HTK 10+ touch cau 2+1	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" 1 LICHE 3 6" LUL & up. 1 LIZARDMEN 5 6/12" LOCATHAH 7 24/36' LURKER ABOV 6 1/9"	12	bite/3-18
-5 24/48" KOBOLD 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" LICHE 3 6" LVL & up, 1 LIZAROMEN 5 6/12" LOCATHAH 7 24/36' LURKER ABOU 6 1/9" LYCANTHROPE	12 16+2 from evi 1-3HTK 10+ touch cau 2+1 10 10 10 10 10 10 10 10 10 1	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" LICHE 3 6" LVL & up, 1 LIZARDMEN 5 6/12" LUCATHAH 7 24/36' LURKER ABOU 6 1/9" LYCANTHROPE 7 12" 5 15"	12 16+2 from evi 1-3HTK 10+ touch cau 2+1 1/2 10 10 10 10 10 10 10 10 10 10	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' Protection LEPRECHAUN 8 15" LICHE 3 6" LVL & up, 1 LIZARDMEN 5 6/12" LOCATHAH 7 24/36' LURKER ABOV 6 1/9" LYCANTHROPE 7 12" 5 15" 4 12"	12 16+2 16+2 1-3HTK 10+ touch cau 2+1 10 10 10 10 10 10 10 10 10 1	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" LICHE 3 6" LVL & up, 1 LIZARDMEN 5 6/12" LUCATHAH 7 24/36' LURKER ABO 6 1/9" LYCANTHROPE 7 12" 5 15" 4 12" 2 9"	12 16+2 16+2 1-3HTK 10+ touch cau 2+1 10 10 10 10 10 10 10 10 10 1	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" 1 LICHE 3 6" LVL & up, 1 LIZARDMEN 5 6/12" LOCATHAH 7 24/36' LURKER ABOV 6 1/9" LYCANTHROPE	12	bite/3-18
-5 24/48" KOBOLD 7 MMASU 6 12/24' Protection LEPRECHAUN 8 15" 1 LICHE 3 6" LVL & up, 1 LIZARMEN 5 66/12" LOCATHAH 7 24/36' LURKER ABOU 6 1/9" LYCANTHROPE 7 12" 3 12" 2 9" more) cause MAGIC STATU -1to-6 1to1	12	bite/3-18
-5 24/48" KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" 1 LICHE 3 6" LVL & up, 1 LIZARDMEN 5 6/12" LOCATHAH 7 24/36' LURKER ABOV 6 1/9" LYCANTHROPE	12	Dite/3-18
-5 24/48' KOBOLD 7 6" LAMMASU 6 12/24' protection LEPRECHAUN 8 15" LICHE 3 6" LVL & up, 6 LIZARDMEN 7 24/36' LURKER ABOV 6 1/9" 15 15" 1 12" 2 9" more) cause MAGIC STATI -1to-6 1to1 MASHER	12 16+2 from evi 1-3HTK 10+ touch cau 2+1 10 10 10 10 10 10 10 10 10 1	Dite/3-18

MEDUSA		1-4 C 75% F I 10
8 9"	4	by wpn type and meet glance- stone
MEN		30-300 * 15% A I 5
7to4 ft&ho	1	wpn type, 50%C/50%N -BANDITS
7 12"	1+1	wpn type, N, +2HP -BERSERKERS
7to4 ft&ho	ī	wpn type, C, +1 morale -BRIGANDS
9to5 ft	1	wpn type, 50%C/50%N -BUCCANEERS
9 15"	2	morning stars, N, -1 morale -CAVEMEN wpn type, L, +2 HP -DERVISHES
9to5 ft&ho	1+1	wpn type, L, +2 HP -DERVISHES
9to5 ft&ho 9to5 ft	1	wpn type, 50%C/50%N -NOMADS wpn type, C -PIRATES
MERMEN	1	wpn type, C -PIRATES 30-300 N 15% A I 7
7 12"	1+1	tridents & darts, -1HP on land
MIND FLAYER		
5 12"	8+3	tentacle takes 4t after hitting to
reach victin	n's brain,	mind blast effectiveness based on
range & INI-	- MUS add	1 1 to ST, CLs +2 ST, Helm of Telepathy
	id Succes	1-8 N/C 10% C S 15
MINOTAUR 6 12"	6	butt/2-8, bite/1-3, or wpn type
MORKOTH		1 100% H B23
3 -	8	spiral tunnels pull any within 24" to m sp with -4ST cast when within 6",
lair in cent	ter- char	rm sp with -4ST cast when within 6",
will reflect	t back ed	quivalent spells thrown at it
MUMMY		
3 6"	5+1	1-12 & rotting disease, only magic
	nd at ½ d	damage, rot increases healing time 10x
NAGAS		1+ * 60% H H SRI3-2
5 15"	11-12	bite/1-3 & ST vs. poison, spit 3" & ST
vs. poison,	or const	trict/2-8, SPs as 6LVL CL, L -GUARDIAN
5 15"	/-8	bite/1-4 & SI vs poison, SPS as 5LVL
MU (except 1	fire or 1	tng SPs), Neutral -WATER NAGA bite/1-3 & ST vs poison, SPs as 6LVL
5 15"	9-10	bite/1-3 & ST vs poison, SPs as 6LVL
CL & /LVL MU	J, their	eyes permantly charm looker unless on, ALIGN- CE -SPIRIT NAGA
NIXIES	ralizatio	on, ALIGN- CE -SPIRIT NAGA 10-100 N 100% B I 15
7 12"	1	1-4 or wpn type, 1 charm per 10 nixies
OCHRE JELLY		1 N U 19
8 3"	5	2-12 affected by fire & cold only
OGRE		3-18 N/C 30% C+1000GP S 8
5 9	4+1	1-10 outside lair they carry 1-600GP ea
CGRE MAGE		1-6 CE 40% E I G34
4 9/15"	5+2	1-12, inv, fly, dark 10'r, poly self
	form nor	
into human	iorm, reg	gen. 1pt/rnd, 1 charm & 1 sleep & 1
8 DoD cold	per day	
8 DoD cold p	per day	30-300 C 50% D S 7
8 DoD cold p ORC 6 9"	per day	30-300 C 50% D S 7
8 DoD cold ORC 6 9" OWL BEAR 5 12"	per day	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16
8 DoD cold ORC 6 9" OWL BEAR 5 12"	per day	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16
8 DOD cold p ORC 6 9" OWL BEAR 5 12" adnal damage PEGASUS	per day 1 5 e, bite/1	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12 L - S 17
8 DoD cold p ORC 6 9" OWL BEAR 5 12" adnal damage PEGASUS 6 24/48"	per day 1 5 e, bite/1 2+2	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8
8 DOD cold p ORC 6 9" OWL BEAR 5 12" adnal damage PEGASUS 6 24/48" PHASE SPIDE	per day 1 5 e, bite/1 2+2 R	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39
8 DOD cold ORC 6 9" "OWL BEAR 5 12" adnal damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15"	per day 1 5 e, bite/1 2+2	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase
8 DOD cold ORC 6 9" NOWL BEAR 5 12" adnal damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER	5 e, bite/1 2+2 R	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2
8 DOD cold JORC 6 9" OWL BEAR 5 12" adnal damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1"	per day 1 5 e, bite/1 2+2 R	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & S T vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD
8 DOD cold ORC 6 9" OWL BEAR 5 12" adnal damage PEGASUS 6 24/48" PHASE SPIDEI 6/15" PIERCER 3 1" PIXIES	1 5 e, bite/1 2+2 R 5	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16
8 DOD cold ORC	per day 1 5 e, bite/1 2+2 R 5 1to4	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv
8 DOD cold J ORC 6 9" OWL BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while	per day 1 5 e, bite/1 2+2 R 5 1to4 1 attacking	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv g (high LVL FTR/monster may detect) 1-4 N 25% D U 15
8 DOD cold ORC 66 9" OWL BEAR 5 12" adnal damage PEGRSUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXTES 6 9/18" even while	per day 1 5 e, bite/1 2+2 R 5 1to4 1 attacking	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv g (high LVL FTR/monster may detect)
8 DOD cold J ORC 9" - OML BEAR 5 12" adna1 damagg PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3" PIXIES 6 9/18" even while . PURPLE WORM 6 6" RAKSHASA	per day 1 5 e, bite/1 2+2 R 5 1to4	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2-claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q (high LV; TIR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14
8 DOD cold ORC	1 5 e, bite/1 2+2 R 5 1to4 1 attacking	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 1 1-4 or by wpn type, remain nearly inv 4 (high LVL FTR/monster may detect) 1-4 N 25% D B U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14
8 DOD cold ORC	per day 1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40° C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv g (high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3
8 DOD cold J ORC 6 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while . PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd I do ½ damage	per day 1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q (high LV, FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright
8 DOD cold J ORC 6 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while 2" PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do ½ damage REMORHAZ	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL: , blessee	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 1 6 1-4 or by wpn type, remain nearly inv g (high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F S T vs. poison 1-4 C 20% F S ST vs. poison 1-4 C 20% F S ST vs. poison
8 DOD cold J ORC 6 9" ORL BEAR 5 12" adna1 damagg PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" 7 PIXIES 6 9/18" even while : PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do ½ damage REMORHAZ ** 12" 6	1 5 be, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL: , blessed	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q (high LV, FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S D12-21 bite/2-21 breat-/3to/7 DoD. MR75%
8 DOD cold J ORC 6 9" OWL BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while 2" PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do ½ damage REMORHAZ	1 5 be, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL: , blessed	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L S 17 2 hooves/1-8 1-6 N 80% E S G39 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DOD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q(high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to7 DoD, MR75% **underside AC4, back ACC, head ACC
8 DOD cold J ORC ORC 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while: Ven while: V	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL:, blessed to14 15 16	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DOD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q(high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to7 DoD, MR75% **underside AC4, back ACO, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 ner size
8 DOD cold J ORC 6 9" OWL BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while . PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do ½ damage REMORHAZ ** 12" 6 **NA in lair ROC 4 6/48"	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL:, blessed to14 15 16	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DOD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q(high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to7 DoD, MR75% **underside AC4, back ACO, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 ner size
8 DOD cold j ORC 6 9" ORL BEAR 5 12" adna1 damagg PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while : PURPLE WORM 6 6" RAKSHASA 4 12" MU 1st-3rd ido \(\) damage REMORHAZ ** 12" 6 *MA in lair ROC 4 6/48" bite/2-12, ROPER	1	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q (high LV, FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S D12-21 bite/3-36, breathe/3to7 DoD, MR75% **underside AC4, back AC0, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SPI2-4
8 DOD cold J ORC 6 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while even while PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do ½ damage REMORHAZ *** 12" 6 4 6/48" bite/2-12, ROPER 0 3" 1"	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL: , blessed to14 6 3-18 or	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12
8 DOD cold j ORC 6 9" -OWL BEAR 5 12" adna1 damagg PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while: PURPLE WORM 6 6" RAKSHASA-4 12" MU 1st-3rd do \(\) damage REMORHAZ ** 12" 6 */MA in lair ROC 4 6/48" bite/2-12, ROPER 0 3" 1 ts mouth 1	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 LVL, CL: , blessed total 6 3-18 or 0'/r, st	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12
8 DOD cold J ORC 6 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while - PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do ½ damage REMORHAZ ** 12" 6 *NA in lair ROC 4 6/48" bite/2-12, ROPER 0 3" 1 Its mouth 1 IRUST MONSTE	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL blessed to14 is 1-4, 6 3-18 or 0to12 0'/r, st R	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q (high LV, FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S D12-21 bite/3-36, breathe/3to7 DoD, MR75% **underside AC4, back AC0, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison-dragged to rand range is 20-50°, has 80% MR 1-2 N - U G39
8 DOD cold J ORC 6 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while even while even while do by damage REMORHAZ *** 12" MU 1st-3rd 0 by damage REMORHAZ *** 12" 60 by damage REMORHAZ *** 12" ROPER 0 3" 1 its mouth 1 RUST MONSTE	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 LVL, CL: , blessed total 6 3-18 or 0'/r, st	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-16 & ST vs poison, shift out of phase 2-12 N U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q(high LYL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs- 1st LYL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S D12-21 bite/3-36, breathe/3to7 DD, MR75% **underside AC4, back ACO, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 Strands/ST vs. poison- dragged to rand range is 20-50", has 80% MR 1-2 N - U G39 cause metal touched to disintegrate
8 DOD cold J ORC 6 9" ORL BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while : PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd id do ½ damage REMORHAZ ** 12" 6 **NA in lair ROC 4 6/48" bite/2-12, ROPER 0 3" 1 rits mouth 1 RUST MONSTE 2 12" SAHUAGIN	1 5 e, bite/1 2+2 R 5 1to4 1 1tattacking 15 7 LVL, CL:, blessed to14 is 1-4, 6 3-18 or 0to12 0'/r, st R 5	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv q (high LV; TR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs-18t LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S D12-21 bite/3-36, breathe/3to7 DoD, MR75% **underside AC4, back AC0, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison dragged to rand range is 20-50", has 80% MR 1-2 N - U G39 cause metal touched to disintegrate
8 DOD cold J ORC 6 9" OWL BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDE(6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do ½ damage REMORHAZ ** 12" 6 *NA in lair ROC 4 6/48" bite/2-12, ROPER 0 3" 1 its mouth 1 its mouth 1 its mouth 2 SAHUAGIN ONSTE 2 12" SAHUAGIN 4 18/30"	1 5 e, bite/1 2+2 R 5 1to4 1 1tattacking 15 7 LVL, CL:, blessed to14 is 1-4, 6 3-18 or 0to12 0'/r, st R 5	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N U SRI3-2 drop from ceiling/same DOD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv g(high LVL FTR/monster may detect) 1-4 N 25% D U 15 1-4 N 25% D U 15 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs-1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to7 DOD, MR75% **underside AC4, back ACO, head AC2 1-20 L/N 20% I S DI2-21 bc claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison- dragged to rand range is 20-50", has 80% MR 1-2 N - U G39 -cause metal touched to disintegrate 10-60 CE 30% F&A I B21 2-12 or wp type, susceptable to light
8 DOD cold j ORC 6 9" CRC 6 9" OWL BEAR 5 12" adna1 damagg PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd do \(\frac{1}{2} \) damage REMORHAZ ** 12" 6 */4A" 10 3" 11 */2" 12" 15 */4" 18 */4" 18 */4" 18 */4" 18 */4" 18 */4" 18 */4" 18 */4" 5 *	1	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv g (high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs-15t LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to/7 DoD, MR75% **underside AC4, back ACO, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison- dragged to rand range is 20-50°, has 80% MR 1-2 N - U G39 cause metal touched to disintegrate 10-60 CE 30% F&A I B21 2-12 or wpn type, susceptable to light 2-5 C 65% F H G37
8 DOD cold j ORC 6 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while . PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd i do ½ damage REMORHAZ ** 12" 6 *NA in lair ROC 4 6/48" bite/2-12, ROPER 0 3" 1 its mouth 1 RUST MONSTE 2 12" SAHUAGIN 4 18/30" SALUMANDER 5/3 9"	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL: blessed to14 is 1-4, 6 3-18 or 0to12 0'/r, st R 5 2 7+3	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv g (high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs-15t LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to/7 DoD, MR75% **underside AC4, back ACO, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison- dragged to rand range is 20-50°, has 80% MR 1-2 N - U G39 cause metal touched to disintegrate 10-60 CE 30% F&A I B21 2-12 or wpn type, susceptable to light 2-5 C 65% F H G37
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8 DOD cold J ORC 6 9" -OML BEAR 5 12" adna1 damage PEGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while - PURPLE WORM 6 6" RAKSHASA -4 12" MU 1st-3rd i do ½ damage REMORHAZ ** 12" 6 *AA in lair ROC 4 6/48" bite/2-12, ROPER 0 3" 1 its mouth 1 its MONSTE 2 12" SAHUAGIN 4 4 18/30" SALAMANDER 5/3 9" SEA MONSTER ** SHADOWS	1 5 e, bite/1 2+2 R 5 1to4 1 attacking 15 7 LVL, CL , blessed to14 is 1-4, 6 3-18 or 0to12 0'/r, st R 5 2 7+3 15to45	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - S 18 1-6 & ST vs poison, shift out of phase 2-12 N - S 16 1-6 & ST vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 10 1-10 N 25% C I I 6 1-4 Or by wpn type, remain nearly inv ghipt LVL FTR/monster may detect) 1-4 N 25% D U 15 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs-18t LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to7 DDD, MR75% **underside AC4, back AC0, head AC2 1-20 L/N 20% I S DI2-21 bite/3-36, breathe/3to7 DDD, MR75% **underside AC4, back AC0, head AC2 1-20 L/N 20% I S I7 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison- dragged to rand range is 20-50", has 80% MR 1-2 N - U G39 cause metal touched to disintegrate 10-60 CE 30% F&A I B21 2-12 or wpn type, susceptable to light 2-5 C 65% F H G37 touch/1-6, constriction/2-16, or wpn 1+ L/N/C * * 15 3to4 Do0 *referee's option 2-20 C 50% F I G34
8 DOD cold J ORC 6 9" - OWL BEAR 5 12" adna1 damagg PFGASUS 6 24/48" PHASE SPIDEI 6 6/15" PIERCER 3 1" PIXIES 6 9/18" even while : PURPLE WORM 6 6" RAKSHASA - 4 12" MU 1st-3rd ido ½ damage REMORHAZ ** 12" 6 4/8" MU 1st-3rd ido ½ damage REMORHAZ ** 12" 6 4/8" bite/2-12, ROPER 0 3" 1 its mouth 1 RUST MONSTE 2 12" SAHUAGIN ON	1	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - U SRI3-2 drop from ceiling/same DoD as HD 10-100 N 25% C I 16 1-4 or by wpn type, remain nearly inv g (high LVL FTR/monster may detect) 1-4 N 25% D U 15 bite/2-24, sting/1-8 & ST vs. poison 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs-1st LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S D12-21 bite/3-36, breathe/3to7 DoD, MR75% **underside AC4, back ACO, head AC2 1-20 L/N 20% I S 17 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison-dragged to rand range is 20-50", has 80% MR 1-2 N - U G39 cause metal touched to disintegrate 10-60 CE 30% F&A I B21 2-12 or wpn type, susceptable to light 2-5 C 65% F H G37 touch/1-6, constriction/2-16, or wpn 1+ L/N/C * * I G34 touch/1-15 Rpt (effect lasts &t).
8 DOD cold ORC	1 5 e, bite/1 2+2 R 5 1to4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	30-300 C 50% D S 7 1-6 or wpn type, -1 morale/HP in light 2-5 N 40% C U G39 2 claws/1-6 &, on 18 or more, hug/2-16 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12, no morale check 1-12 L - S 17 2 hooves/1-8 1-6 & ST vs poison, shift out of phase 2-12 N - S 18 1-6 & ST vs poison, shift out of phase 2-12 N - S 16 1-6 & ST vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 16 1-6 T vs poison, shift out of phase 2-12 N - S 10 1-10 N 25% C I I 6 1-4 Or by wpn type, remain nearly inv ghipt LVL FTR/monster may detect) 1-4 N 25% D U 15 1-4 C 20% F H SRI5-14 2 claws/1-3, bite/2-5, or wpn, SPs-18t LVL, only magic wpns hit, below +3 d crossbow bolts kill them outright 1* N 20% F S DI2-21 bite/3-36, breathe/3to7 DDD, MR75% **underside AC4, back AC0, head AC2 1-20 L/N 20% I S DI2-21 bite/3-36, breathe/3to7 DDD, MR75% **underside AC4, back AC0, head AC2 1-20 L/N 20% I S I7 2 claws/1-8, 2-12 or 4-16 per size, 4-24 per size 1-3 C 90% D(spec) I SRI2-4 6 strands/ST vs. poison- dragged to rand range is 20-50", has 80% MR 1-2 N - U G39 cause metal touched to disintegrate 10-60 CE 30% F&A I B21 2-12 or wpn type, susceptable to light 2-5 C 65% F H G37 touch/1-6, constriction/2-16, or wpn 1+ L/N/C * * 15 3to4 Do0 *referee's option 2-20 C 50% F I G34

. 4.
SHAMBLING MOUND 1-3 N 25% I S SRI3-2
0 6" 6to9 2 clubs/2-16 or entanglment/suffocation
in 2-5t, fire has no effect, ltng adds 1HD, wpns do 2Damage
SHEDU 2-8 LG 20% A I E38
4 12/24" 9+2 2 hooves/1-6, 11-18 CL PSI abilities
SHRIEKER 2-5 N U SRI3-2
7 1" 3 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 3-30 C U 9
7 6" ½ 1-6 never check morale
SLITHERING TRACKER 1 N 15% C I SRI5-14
1* 12" 5 touch/save vs. paralization- if fail,
victim killed in 6t, nearly inv (5%PROB of sighting) & AC5 to those able to see invisible objects, 10% PROB of immed-
to those able to see invisible objects, 10% PROB of immed-
<u>late attack- otherwise wait until victim is asleep</u>
SPECTRE 1-8 CE 25% E I 9
2 15/30" 6 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 3-30 N 55% D U G39
7 18" 1 1-3 (hits as if 4LVL FTR) & then 1-4/r
SUCCUBI 1 CE 2% Ix2 I E33 9 12/18" 6 2 foot talons/1-3 MP70% dk 5'r
become etherial, charm, esp, clairaudno, suggestn, shape.
become etherial, charm, esp. clairaudnc, suggestn, shape. _change, open gate PROB40%- Type IV 70%, VI 25%, Prince 5% SU MONSTER 1-12 CE 40% C U E39
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 1-3 N U E39
(9) 6" (3) when within 6" is able to consume
101-200 psi energy points & within 1" victim's INT
TITAN 1+ N 5% A+I H G35
2to-3 15to21" 75to100HTK 7-42, Spells include 1-7 CL SPs
& 1-7 MU SPs- 2 per lvl, there are ten titans total
TRAPPER 1 N 70% G I SRI5-14
3 3" 12 crushes/ 4 + AC hit pts/turn, 5%PROB
3 3" 12 crushes/ 4 + AC hit pts/turn, 5%PROB of detecting, cover 400 to 600 sq ft of area
TRITON 5-30+ N 25% F+oH I G34
6to4 15/24" 5to7 3-18, SPs-2 to 4th LVL, MR90% TROLL 2-12 CE 50% D S 8
TROLL 2-12 CE 50% D S 8
$\frac{4}{3}$ $\frac{12}{3}$ $\frac{6+3}{3}$ $\frac{2}{3}$ claws/1-4, bite/1-8, regenerate after
4 12" 6+3 2 claws/1-4, bite/1-8, regenerate after 3rd melee rnd of being hit 03 hit pts per turn
01DEK 110EK 1-4 50% E U G36
causes confusion- ST vs magic, burrow thru rock 1"/t UNICORN 1-4 L I 15
2 24" 4 2 hooves/1-8, 1 horn/1-16, dim door once per day, MR=11LVL MU, sense enemies at 24"
VAMPIRE 1-6 CE 20% F I 9
2 12/18" 7to9 1-10 & 2 LVLs drain, only magic wpns
hit- but only disperse them, regenerate 3 hit pts/t, -2
charm with eyes, victims become vampires control by slayer
[WIGH
hit&silver tipped arrows, magic arrows score double dam.
WILL O' WISP 1 N 1% A I G35
-8 18 9 2-12, Will reveal treasure at 3HIK
WRAITH 2-16 CE 20% E I 9
3 12/24" 4 1-6 & 1 LVL drain, only magic wpns hit
WYVERN 1-6 N 60% E S 11
3 9/24" 7 bite/2-16, sting/1-6- ST vs. poison
WIND WALKER 1-3 N 20% - I SRI3-2
8 15/30" 8 at 10' 3-18, etherial
YELLOW MOLD - N U 20
1-6/t of exposure, plus rough contact may cause (PROB50%) asphyxiation- ST vs. poison, PSI- E29
may cause (PROB50%) asphyxiation- ST vs. poison, PSI- E29 YETI 1-6 N 10% D I SRI3-2
ZOMBIE 3-30 CF II 9
8 6" 1 1-8 never check morale
Abbreviations: REFER- sources about monster a number on
ly refers to Vol. 2 of D&D. G. Grevhawk (2nd edition) B.
Blackmoor, E- Eldritch Wizardry, GDH- Gods & Demigode
SRI3-2 - Strategic Review Vol. I. Issue 3. nage 2. DI5-16 -
Dragon, Vol. I, Issue 5, page 16. JG K-24 - Judges Guild In-
stallment 'K'; NA- Number appearing (outdoors): ALGN-
alignment; LAIR- PROB (probability) chance of encounter
taking place at lair, TREAS- treasure type in lair: INT-
intelligence, I- intelligent, S- semi-intelligent, U- un-
intelligent, H- highly intelligent; AC- armor class;
MOVE- move rate; HD- Hit Dice; STRIKES/DAMAGES- per Grey-
hawk; SPECIAL- other info, MR- magic resistance, 0- at,
hawk; SPECIAL- other info, MR- magic resistance, @- at, LVL- level, SP- spell, ST- saving throw, DoD- dice of dam-
hawk; SPECIAL- other info, MR- magic resistance, @- at, LVL- level, SP- spell, ST- saving throw, DDD- dice of dam- age, SE1-4 - surprise enemy on 1-4, S10%- surprise monster
Abbreviations: REFER- sources about monster, a number only refers to Vol. 2 of D&D, G- Greyhawk (2nd edition), B-Blackmoor, E- Eldritch Wizardry, GDH- Gods & Demigods, SRI3-2 - Strategic Review Vol. I, Issue 3, page 2, D15-16 - Dragon, Vol. I, Issue 5, page 16, JG K-24 - Judges Guild Installment 'K'; NA- Number appearing (outdoors); ALGN-alignment; LAIR- PROB (probability) chance of encounter taking place at lair, TREAS- treasure type in lair; INT-intelligence, I- intelligent, S- semi-intelligent, U- unintelligent, H- highly intelligent; AC- armor class; MOVE- move rate; HD- Hit Dice; STRIKES/DAMAGES- per Greyhawk; SPECIAL- other info, MR- magic resistance, @- at, LVL- level, SP- spell, ST- saving throw, DoD- dice of damage, SE1-4 - surprise enemy on 1-4, S10%- surprise monster 10% PROB, HTK- hits to kill, MU- magic user, CL- cleric

Judges Guild

Decatur, II. 62525

#28 Judges Shield \$1.98

	TRI	EASURE	TYPES			
	Α	CP	SP	GP	G&J	M&M
	1	25%	30%	35%	50%	40%
		1-6	1-6	2-12	6-36	Any 3
	d	20%	25%	30%	50%	60%
		1-4	1-4	1-6	10-40	3 Magic
	W			60%	60%	50%
				5-30	10-60	1 Map
	В	CP	SP	GP	G&J	M&M
		50%	25%	25%	25%	10%
		1-8	1-6	1-3	1-6	Weapon
	C	CP	SP		G&J	M&M
		20%	30%		25%	10%
		1-12	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 F	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 Weapor
					10%	Potion+
					1-12	Scroll+3
	G			GP	G&J	M&M
				75%	25%	40%
				10-40	3-18	Scroll+4
					25%	
					1-10	
	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
			-deser			1000 Gold
	CP	=1000	Copper	s SP=10	00 Sil	vers

SURPRISE IN ENCOUNTERS

Note: Noise (Plate armor will alert monster on roll of 1-2), ESPing or Light (torches, spells etc.) will negate surprise. A surprised character has a 25% PROB of dropping handheld items.

ENCOUNTERS

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

MONSTER IS:

RTY IS:	Unintelligent	Semi-Intelligent	Intelligent
perior	Attack	Attack	Avoid
ual	Attack	Attack	Attack
ss	Attack	Capture	Capture

UNINTELLIGENT SEMI-INTELLIGENT INT 2-12

INTELLIGENT INT 3-18

	MEN	1			,																	
	ATT	ACK	ING	9	8	7	6	5	4	3	2											
Clas	s: m	C	f	No Armor	Shield Only	Leather	Leather & Shield	Chain	Chain & Shield	Plate	Plate & Shield	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
l⊳	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
Level	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
Your	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 <u>Hit Probability Bonus:</u>
Target Surprised/Rear Attack +2
Target is Prone +3

Wegnons					DAMAGE vs.
•Weapons HIT PROB. +/- VS: A	9 8	7 6	5 4	3 2	Man Larger size size
SH*- 1 Dagger	e +2 +1	0 0	0 -1	-3 -3	1-4 1-3
1 Hand Ax	+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 A	xe 0 0	0 0	+1 +1	0 0	1-8 1-8
LG- 6 Morn. St	ar +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
9 Pole Ar	0 0	+2 +1	+1 0	0 -1	1-8 1-12
9 Halbard		0 +1	+2 +1	+1 0	1-10 2-12
10 2 Hd Swo		+2 +2	+3 +3	+2 +1	1-10 3-18
V LG 11 Mtd Lan EX- 12 Pike	ce +3 +3 0 0	+3 +3	+2 +1 0 0	0 0 0 -1	1-8 2-24 1-8 1-12

Monster's	Base	. + .,
Hit Dice	Value	Spec'l
1/2	5	1
1-1	7.5	2
1	10	2 3 4 5
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

Experience Pts.

	MET ATT/ ss: m		ING f	9 No Armor	Shield Only	7 Leather	6 Leather & Shield	5 Chain	Chain & Shield	3 Plate	2 Plate & Shield	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
ام	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
evel	6-10	5-8	4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	245	26
Your	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	8	7	8	9	10	11	12	13	14	15	16

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

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

DAMAGE vs. **Veapons** Larger Man 9 8 6 5 3 HIT PROB. +/- VS: ACsize size 1 Dagger +2 +10 0 0 -1 -3 -3 1 - 41-3 SH -1 Hand Axe -2 +1+10 0 -1 -1 -3 1-6 1-4 3 Mace 0 0 +10 0 0 0 0 1 - 61 - 44 Sword 0 0 0 0 0 -2 1 - 81-12 MED-0 -1 4 Hammer 0 0 0 0 +10 +10 1-6 1-4 0 Battle Axe 0 0 0 +10 0 1 - 81-8 +16 Morn. Star +2+2 +1+1+2 +10 0 1-8 1-6 G-7 Flail +1+1+1+1+2 +1+2 +21-8 1-8 8 Spear 0 0 0 0 -1 -1 -2 1-8 -1 1-6 9 Pole Arm +2 +2+2+1 +10 0 -1 1 - 81 - 129 Halbard 0 2-12 0 0 +1 +20 +1+11-10 +2 10 2 Hd Sword +2 +2+2 +2 +3 +3 +11-10 3-18 2-24 VLG 11 Mtd Lance +3+3+3+3+20 0 1 - 8+11-8 1 - 12EX- 12 Pike 0 0 -1 0 0 0 0 0

SAVING THROWS		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS	7	Cleric Vs. Undead
FIGHTING MAN		12	13	14	15	16	i z	
MAGIC USER	1-5	13	14	13	16	15	O F	
CLERIC	1-4	11	12	14	16	15	E E	
FIGHTER	4-6	10	11	12	13	14	2 2	ZOMI GHOU WRA] WRA] SPEC
MAGIC USER	6-10) 11	12	11	14	12	1 1	
CLERIC	5-8	9	10	12	14	12	1 /	7 9 11
FIGHTER	7-9	8	9	10	10	12	211	T 9 11
MAGIC USER	11-15	8	9	8	11	8	3 1	т 7 9 11 · · ·
CLERIC	9-12	6	7	9	11	9	4 0) T T 7 9 11 · ·
FIGHTER	10-12	? 6	7	8	8	10	5 0	D T T 7 9 11 ·
MAGIC USER	16+	5	6	5	8	3	6 0	DDDT T791
CLERIC	13+	3	5	7	8	7	7 0) D D D T T 7 9
FIGHTER	13+	4	5	5	5	8	8 0	D D D D T T 7

Missle Fire

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

Experience Pts.

Monster's	Base	+
Hit Dice	Value	Spec'l
1-1 1	5 7.5 10	1 2 3 4
1+1 2 2+1	15 20 25	5 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

PHANTASMAL FORCES

AAFNI

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.

	ewer's	Round- 1	2 2	six-s	ided di	ic
	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	
١:	e Roll	Ad inc tme	ante.			

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 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 | Give instructions- 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- ½ r Teleport in- ½ r

Get out & blow horn- 1 r Get out, uncork bottle- 1 r *requires STR test. **per attempt. ***Giant class breaks down in 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- ¼ r

SAVING THROWS		DEATH RAY OR POISON	ALL WANDS	STONE	DRAGON BREATH	STAVES SPELLS	Cleric Vs.
FIGHTING MAN	1-3	12	13	14	15	16	72
MAGIC USER	1-5	13	14	13	16	15	그는 그 그는 그림을
CLERIC	1-4	11	12	14	16	15	MB AIL A
FIGHTER	4-6	10	11	12	13	14	CLER SKEL ZOMB GHOU WIGH WRAI MUMM
MAGIC USER	6-10	11	12	11	14	12	1 7 0 11
CLERIC	5-8	9	10	12	14	12	1 / 9 11
FIGHTER	7-9	8	9	10	10	12	2 T T 7 0 11 · · · ·
MAGIC USER	11-15	5 8	9	8	11	8	3 7 7 9 11
CLERIC	9-12	2 6	7	9	11	9	4 D T T 7 911 · ·
FIGHTER	10-12	2 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-

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



Judges Guild

E	-0.0.00		MACTO	USER 4 SID	ED.	SPELLS			BARDS	6 SIDED						
LVL	ERS 8 SIDEI EXPERIENCE		LVL	EXPERIENCE			5 6 7	189	LVL	EXPERIENCE	DICE	1 2	3 4	1 5	6 7	
l VL	0	1	1	0		1 -		-	1	0		_		RE &		
2	2000	2	ż	2500		2 -	_	-	2	1000	2	1	CH	ARM	+10%	
3	4000	3	3	5000		31-	-	_	3	4000	3	1	PE	R LE	VEL	
4	8000	4	4	10000		42 -	-	-	4	9000	4	2	-		-	
5	16000	5	5	20000	5	4 2 1	-	-	5	16000	5	3	-		-	
6	32000	6	6	35000	6	4 2 2	-	~	6	25000	6	3 1			-	
7	64000	7	7	50000		4 3 2 1	-	-	7	50000	7	4 1			-	
8	120000	8	8	75000		4 3 3 2	-	-	8	100000	8	4 2			-	
9	240000	9	9	100000	-	4 3 3 2	1 -	-	9	150000	9	4 2			-	
10	480000	9+2	10	200000		4 4 3 3	2 -	-	10	200000			1		-	
11	720000	9+4	11	300000	11	4 4 4 3	3 -	-	11	250000 300000	10+1 10+2		1		-	
12	960000	9+6	12	600000	11+1		4 1	-	12 13	400000	10+2		2		- -	
THIEV			13	900000		5 5 5 4	4 2		14	500000	10+3		2		_	
LVL	EXPERIENCE		14	1200000	11+3		4 3		15	600000	10+5				_	
1	0	1	. 15	1500000	11+4			2 -	16	700000	10+6		3		_	
2	1200	2	16	1800000	11+5	5 5 5 5 6 6 6 5			17	800000	10+7				_	
3	2400	3	17 18	2100000 2400000	11+0	6 6 6 6	5 5	2 2 1	18	900000	10+8				_	
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8	60000	8	2	1500	2	1 -	_		DRUID	S 6 SIDI	ED					
9	90000	9	3	3000	3	2 -	_		LVL	EXPERIENCE	DICE	1 2	3	4 5	6 7	
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LVL	EXPERIENCE	DICE	8	100000	8	2 2 2 2			5	12000	4		1		-	
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3	5000	4	11	400000	8+1	4 4 4 3			8	60000	7 7+1	4 3		2	-	
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LVL	EXPERIENCE		ż	3000	2	2			2	1500	ź					
1	0	1	3	6000	3	3			3	3000	3					
2	2500	2	4	12000	4	4 1			4	6000	4					
3	5000	3	5	25000	5	4 3			5	12000	5					
4	10000	4	6	50000	6	4 4 1			6	24000	6					
5	25000	5	7	75000	7	4 4 2			7	48000	7					
6	50000	6	8	11,0000	8	4 4 3 1			8	100000	8					
7	100000	7	9	175000	9	5 4 4 2			9	175000	9					
8	200000	8	10	350000-	10	5 5 4 3			10	275000	10					
9	300000	9	11	525000	11	5 5 4 4			11	400000	11					
10	450000	10	12	700000	11+1											
11	600000	11	13	875000	11+2	5 5 5 5	5									
12	850000	12					F									