

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	Pl & 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	AC	HD	NA	ALGN	LAIR/TREAS	INT	REFER
AERIAL SERVANT	1	16	8-32	N	-	S	G31
ANHKHEG	1	12"	1-6	N	25% B2	U	D15-12
AQUATIC ELVES	5	12/18"	10-300	30% E	I	B20	
BALROG (Type VI)	2	6/15"	10	+1 sword & whip, on 7+	2/20400-size	H	14/E33
MR75%@11LVL / DK10'r					Gate 70%PROB		
BASTILISK	4	6"	1-6	N/EC	40% F	U	10/E28
BEHOLDER			1	N/EC	90% ItrFma	I	G37
* 3"Lev *			2-5/bite	*body	40HTK AC0, eyes AC7,		
eye stalk 10HTK AC2, 11th eye 20 HTK							
BLACK PUDDING	6	6"	10	3-24	& corrodes metal	fire affects	
BLINK DOG	5	12"	4	1-6	5/8 PROB	of blinking	
BRAIN MOLES			1-3	N	-	U	E39
BUGBEAR	5	9"	3+1	2-8	SE1-3		
BULETTE (Landshark)	-2	14"	6-11	4-48/bite, 3-18/claw	S10%	U	D11-19
CARRION CRAWLER	3/7	12"	3+1	8 tentacles/save vs. paralysis	S	SRI12-15	
CATOBLEPAS	7	6"	6+2	tail/1-3 & stun & gaze/save vs. death	S	13	
CENTAUR	5	18"	4	2-20 LG/N	5% A	S	13
CEREBRAL PARASITE			3-12	CE	-	U	E39
CHIMERA	4	12/18"	9	2 claws/1-3 or 3 heads- Goat horn/1-4	Dragon bite/2-8, Dragon bite/3-12 (or breathes fire-3000@15)		
COCKATRICE	6	9/18"	5	1-6	N/CE	35% D	U
COUATL	5	6/18"	9	uses magic as 5LVLMU/7LVLCCL, poly self		H	E38
DEATH ANGEL	4	12/20"	7	scythe/1-12 & -3ST vs. death / MR95%		H	D16-29
DEMONS-			1-3*	CE	-	*in lair 1-6, 25%PROB/Mix.	
TYPE I	0	12/18"	8	MR50% DK5'r	5% B	S	E30
TYPE II	-2	6"	9	MR55% DK15'r	10% C	S	E30
TYPE III	-4	6"	10	MR60% DK10'r	15% D	I	E32
TYPE IV	4	9/12"	7(10s)	MR65% DK10'r	20% E	H	E32
TYPE V	7	12"	7	MR80% DK5'r	10% G	H	E33
DENEPIAN SLIME DEVIL	-	12"	-	hitting it splits it into 1-4 copies		S	SRI12-15
DISPLACER BEAST	4	15"	6	2-5	CE/N	35% D	S
DJINN	5	9/24"	7+1	2-16	inv, whirlwind, gaseous form	I	19
DOPPELGANGER	5	9"	4	1-12	MR=10LVL FTR, assume 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	6-8	bite/2-24, lightning/10x4" line		
Bronze	0	8-10	1-2L/3-6N	35%/55%/10%/2nd	
CHROMATIC	0	16	bite/4-16, sleep/7x2" or fear/5x4"		
COPPER	1	7-9	1-5L/5-6N	65%/30%/50%/4th	
GOLDEN	-2	10-12	bite/3-24, ltng or repulsion 3" front		
GREEN	2	7-9	CE	100%/0%/100%/2 ea. of 1-5	
RED	2	9-11	bite & breath of WH/BLA/GR/BLU/RED		
PLATINUM	-3	21	1-3L/4-6N	50%/50%/25%/3rd	
SILVER	-1	9-11	bite/5-20, acid or slow 3-18		
WHITE	2	10-12	LG	100%/10%/100%/as age roll	
DRAGON TURTLE	2	3/9"	11to13	bite/3-30, breathe steam/3x9" cone, move rate is land/water (no fly), lift ships on back	S N
DRUID	6	12"	1+	Sp 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	4-400 N/L 50% G	I 16
EFREET	3	9/24"	10	1-8 or by wpn type, 1/4DM from Ogre+	
ELEMENTALS	2	*	*	1 C - - - I 19	
AIR -/36"	**	2-16		*Hit Dice-	
EARTH 6"	**	4-32		Cured 16HD	
FIRE 12"	**	3-24		Device 12HD	
WATER 6/18"	**	3-30		Staff 8HD	
ELF	5	12"	1+1	30-300 N/G 25% E	I 16
ENT	2	6"	8	1-10 or wpn type may split-move & fire	
FIRE LIZARD	2	9"	12	2-20 LG/N - - - I 16	
FLOATING EYES	8	36"	1-2	2-16, 3-18, 4-24 per size, com. trees	
GARGOYLE	5	9/15"	4	1-4 N 60% E U	B19
GELATINOUS CUBE	8	6"	4	bite/4-16, 2 claws/1-8, breathe/1-10	
GHOST	8/0	9"	10	2-12 N - - - S B23	
GHOU	6	9"	2	bite/1-3 and hypnotize or as fear gas	
GIANTS	4	12"	8	2-20 CE 25% C S	14
	4	12"	9	2 claws/1-3, bite/1-6, horn/1-4	
	4	12"	10+1	1 N - - - spcl. U	39
	4	12"	11+3	2-8 plus ST vs. paralysis	
	4	12"	12+2	1+ C 35% E I	SRI3-2
	4	15"	15	touch/age 10-40yrs, STvsFear, magicjar	
	6	9"	2	2-24 CE 20% B S	9
				2 claws/1-3 or bite/1-4 & paralyze	
				1-8 N/C 30% E+5000GP S/I	8/G34
	4	12"	8	2-16 -HILL GIANT	commonest type-60%
	4	12"	9	3-18 -STONE GIANT	throw as hvy ctpilt
	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

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	Pl & 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

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	40-400 L/N	60% C	I	16
5 6"	1	1-6 or wpn type		
GNOLL	20-200 N	30% D	S	8
5 9"	2	1-8 or wpn type +2 morale, king 6+3HD		
GOBLIN	40-400 CE	50% 1-6GPea. S		
6 6"	1-1	1-4 or wpn type -1 morale in daylight		
GOLEM	1 N	-	S	G40
9 8"	40HTK	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, ltns 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 & disintgrt, 1/turn PROB of becoming chaotic, may double attack for 3r (SRI14-10) -CLAY GOLEM		
GORGON	1-4 C	50% E	U	10
2 12"	8	butt/2-12 & breath/ST vs. stone- 6'		
GREEN SLIME	1 N	-	U	20
- 0"	2	penetrates & transmutes flesh after 1r fire/cold & cure disease destroys it, no affect to stone		
GREY Ooze	1 N	-	U/S	20/E29
8 1"	3	2-16 corrodes metal after 1r, edged wpn and lightning affect it, large ooze has psi ability		
GRIFFON	2-16 N	10% E	U	18
3 12/30"	7	2 claws/1-4 or bite/2-16, atk horses		
HARPY	2-12 CE	20% C	I	G35
7 6/15"	3	2 claws/1-3 wpn/1-6 STvsMagic failure (when in earshot) causes advance to harpy, her touch charms		
HELL HOUND	2-8 CE	25% C	I	G38
4 12"	3to7	bite/1-6 & breathe wpn/DoD as HD, detect hidden or invisible PROB 75%		
HIPPOGRIFF	2-16 L	-	S	17
5 18/36"	3+1	2 claws/1-6, bite/1-10, atk pegasi		
HOBBIT	10-100 N/L	65% D	I	G58/68
7 6"	1-1	1-4 or wpn type ST +4VL Sling+3HF		
HOBGOBLIN	20-200 CE	30% D	S	8
5 9"	1+1	1-8 or wpn type +1morale king 4+1HD		
HOMONUCLOUS	1 N	-	I	G68
7 6/18"	2	bite/1-3 & STvsMagic failure- sleep		
HORSES	- N	-	U	20
7 24"	2	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	1 N	25% B	I	10
5 12"	5-12hds	1 bite per head/1-6, 1-8, 1-10, per size		
INTELLECT DEVOURER	1-2 CE	60% D	I	E38
4 12/24"	6	4 claws/1-4 psi strength of 200		
INVISIBLE STALKER	1 N	-	I	18
3 12"	8	4-16 may be dispelled		
IXITXACHITL	50-150 C	75% F	H	B23
5 9	2-1	bite/3-18 40-120 are 1st LVL CL		
KI RIN	1 LG	5% E+I	H	E38
-5 24/48"	12	2 hooves/2-8, 18LVL MU SP, MR90%13LVL		
KOBOLD	40-400 C	50% 1-6GP S		
7 6"	1/2	1-4 or wpn type -1 morale/HP in light		
LAMMASU	2-8 LG	40% A3	I	G37
6 12/24"	6+2	2 claws/1-6, inv, 6LVL CL SP, permanent protection from evil 10' r, dimension door, speak L/N lang.		
LEPRECHAUN	1+ N	10% F	H	SRI3-2
8 15"	1-3HTK	by wpn type, inv, surprised on 1 only		
LICHE	1-4 CE	100% A	I	G35
3 6"	10+	1-10, either MU or CL with SPs @12-18		
LVL & up, touch causes paralysis- no ST, fear in 4LVL				
LIZARDMEN	10-40 CE	40% D	S	G37
5 6/12"	2+1	2 claws/1-3, 1 bite/1-8		
LOCATHAN	30-300 N	15% -	I	B23
7 24/36"	2+1	1-6 or wpn type eel-riding nomads		
LURKER ABOVE	1-4 N	50% -	U	SRI3-3
6 1/9"	10	1-6 constriction damage per turn		
LYCANTHROPE	2-20 N/C	15% C	I	14/G37
7 12"	3	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	1+ L/N/C	special I	JG L-24	
-1to-6 1to12" 1to20		1-6 to 8-64, see random actions		
MASHER	1-4 N	25% D	U	B23
6 15"	20	bite/2-24, sting/1-8 & ST vs poison		
MANTICORA	1-4 C	25% D	S	10
4 12/18"	6+1	2 claws/1-3, 1 bite/1-8, 24 spikes/1-6		

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 ftsho	1	wpn type, 50% C/50% N -BANDITS		
7 12"	1+1	wpn type, N, +2HP -BERSERKERS		
7to4 ftsho	1	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		
9to5 ftsho	1+1	wpn type, L, +2 HP -DERVISHES		
9to5 ftsho	1	wpn type, 50% C/50% N -NOMADS		
9to5 ft	1	wpn type, C -PIRATES		
MERMAN	30-300 N	15% A	I	7
7 12"	1+1	tridents & darts, -1HP on land		
MIND FLAYER	1-4 N	50% F	H	SRI1-2
5 12"	8+3	tentacle takes 4d 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	1-8 N/C	10% C	S	15
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 lair in center- charm sp with -4ST cast when within 6", will reflect back equivalent spells thrown at it		
MUMMY	1-12 C	30% D	S	9
3 6"	5+1	1-12 & rotting disease, only magic wpn hit- and at 1/2 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 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 ltns 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. paralyzation, ALIGN- CE -SPIRIT NAGA		
NIXIES	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		
5 9	4+1	1-10 outside lair they carry 1-600GPea		
CGRE MAGE	1-6 CE	40% E	I	G34
4 9/15"	5+2	1-12, inv, fly, dark 10'r, poly self into human form, regen. 1pt/rnd, 1 charm & 1 sleep & 1 DoD cod per day		
ORC	30-300 C	50% D	S	7
6 9"	1	1-6 or wpn type, -1 morale/HP in light		
OWL BEAR	2-5 N	40% C	U	G39
5 12"	5	2 claws/1-6 & C, on 18 or more, hug/2-16 adnal damage, bite/1-12, no morale check		
PEGASUS	1-12 L	-	S	17
6 24/48"	2+2	2 hooves/1-8		
PHASE SPIDER	1-6 N	80% E	S	G39
6 6/15"	5	1-6 & ST vs. poison, shift out of phase		
PIERCER	2-12 N	-	U	SRI3-2
3 1"	1to4	drop from ceiling/same DoD as HD		
PIXIES	10-100 N	25% C	I	16
6 9/18"	1	1-4 or by wpn type, remain nearly inv even while attacking (high LVL FTR/monster may detect)		
PURPLE WORM	1-4 N	25% D	U	15
6 6"	15	bite/2-24, sting/1-8 & ST vs. poison		
RAKSHASA	1-4 C	20% F	H	SRI5-14
-4 12"	7	2 claws/1-3, bite/2-5, or wpn, SPs- MU 1st-3rd LVL, CL 1st LVL, only magic wpn hit, below +3 do 1/2 damage, blessed crossbow bolts kill them outright		
REMORHAZ	1* N	20% F	S	D12-21
** 12"	6to14	bite/3-36, breathe/3to7 DoD, MR75% *NA in lair is 1-4, **underside AC4, back AC0, head AC2		
ROC	1-20 L/N	20% I	S	17
4 6/48"	6	2 claws/1-8, 2-12 or 4-16 per size, bite/2-12, 3-18 or 4-24 per size		
ROPER	1-3 C	90% D(spec)	I	SRI2-4
0 3"	10to12	6 strands/ST vs. poison- dragged to its mouth 10'/r, strand range is 20-50', has 80% MR		
RUST MONSTER	1-2 N	-	U	G39
2 12"	5	cause metal touched to disintegrate		
SAHUAGIN	10-60 CE	30% F&A	I	B21
4 18/30"	2	2-12 or wpn type, susceptible to light		
SALAMANDER	2-5 C	65% F	H	G37
5/3 9"	7+3	touch/1-6, constriction/2-16, or wpn		
SEA MONSTER	1+ L/M/C	*	S	15
* *	15to45	3to4 DoD *referee's option		
SHADOWS	2-20 C	50% F	I	G34
7 9"	2+2	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	1-3 N	25% I	S	SRI3-2
0 6"	6to9	2 clubs/2-16 or entanglement/suffocation in 2-5t, fire has no effect, ltns adds 1HD, wpn do 1/2 damage		
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 monsters 50%PROB/per turn and one turn afterwards		
SKELETON	3-30 C	-	U	9
7 6"	1/2	1-6 never check morale		
SLITHERING TRACKER	1 N	15% C	I	SRI5-14
1* 12"	5	touch/save vs. paralyzation- if fail, victim killed in 6t, nearly inv (5XPROB of sighting) & ACS to those able to see invisible objects, 10% PROB of immediate attack- otherwise wait until victim is asleep		
SPECTRE	1-8 CE	25% E	I	9
2 15/30"	6	1-8 & 2 LVLs drain, hit only by magic wpn & 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% 1x2	I	E33
9 12/18"	6	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	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 of detecting, cover 400 to 600 sq ft of area		
TRITON	5-30+ N	25% FtoH	I	G34
6to4 15/24"	5to7	3-18, SPs- 2 to 4th LVL, MR90%		
TROLL	2-12 CE	50% D	S	8
4 12"	6+3	2 claws/1-4, bite/1-8, regenerate after 3rd melee rnd of being hit @3 hit pts per turn		
UMBER HULK	1-4 CE	50% E	U	G38
2 6"	8	2 claw/2-12, bite/2-8, viewing eyes causes confusion- ST vs magic, burrow thruck 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 wpn hit- but only disperse them, regenerate 3 hit pts/t, -2 charm with eyes, victims become vampires control by slayer		
WIGHT	2-24 CE	60% B	I	9
5 9"	3	1 LVL energy drain, only magic wpn 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 3HTK		
WRAITH	2-16 CE	20% E	I	9
3 12/24"	4	1-6 & 1 LVL drain, only magic wpn 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, ethereal		
YELLOW MOLD	- N	-	U	20
- -	-	1-6/t of exposure, plus rough contact may cause (PROB50%) asphyxiation- ST vs. poison, PSI- E29		
YETI	1-6 N	10% D	I	SRI3-2
6 12"	4	2 claws/1-6 & C on 18 or more hug/2-16		
ZOMBIE	3-30 CE	-	U	9
8 6"	1	1-8 never check morale		

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. 1, Issue 3, page 2, D15-16 - Dragon, Vol. 1, Issue 5, page 16, JG K-24 - Judges Guild Installation '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, SEI-4 - surprise enemy on 1-4, S10%- surprise monster 10% PROB, HTK- hits to kill, MU- magic user, CL- cleric

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%
I	1-4	1-4	1-6	10-40	3 Magic
w			60%	60%	50%
			5-30	10-60	1 Map
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%	10%
I	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	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
				25%	
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

1=land d=desert w=water GP=1000 Gold
CP=1000 Coppers SP=1000 Silvers

SURPRISE IN ENCOUNTERS

Party's Roll	Monster's Roll
--------------	----------------

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 size Larger 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
	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
V LG	11 Mtd Lance	+3	+3	+3	+3	+2	+1	0	0	1-8 2-24
EX-	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
	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
V LG	11 Mtd Lance	+3	+3	+3	+3	+2	+1	0	0	1-8 2-24
EX-	12 Pike	0	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)

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

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

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

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-10 r
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	
FIGHTING MAN	1-3	12	13	14	15	16	1	SKELETON
MAGIC USER	1-5	13	14	13	16	15	2	ZOMBIE
CLERIC	1-4	11	12	14	16	15	3	GHOUL
FIGHTER	4-6	10	11	12	13	14	4	WIGHT
MAGIC USER	6-10	11	12	11	14	12	5	WRAITH
CLERIC	5-8	9	10	12	14	12	6	MUMMY
FIGHTER	7-9	8	9	10	10	12	7	SPECTRE
MAGIC USER	11-15	8	9	8	11	8	8	VAMPIRE
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		

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
	+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.



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

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

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

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

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

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	