

**AX1**

**GAMING ACCESSORY**

**Old School Adventure Accessories**

# D30 DM COMPANION



d30-based Mechanics, Charts, and Tables  
to Support and Simplify the Role of the DM

by **Richard J. LeBlanc, Jr.**



**NEW BIG DRAGON**  
GAMES UNLIMITED





# d30 DM COMPANION

A Compilation of d30-based Mechanics, Charts, and Tables  
to Support and Simplify the Role of the DM



“One die to rule them all!”

**by Richard J. LeBlanc, Jr.**

**Copy and Editorial Assistance: David Welborn**

All illustrations (except title page) by Richard J. LeBlanc, Jr.  
“Merlin” (title page illustration) by Aubrey Beardsley.  
Some illustrations may be based in whole or in part  
on works that reside in the public domain.

© 2012, New Big Dragon Games Unlimited



**NEW BIG DRAGON**  
GAMES UNLIMITED



# Table of Contents

<b>Using This Book .....</b>	<b>3</b>
<b>Dungeon Mapping Master Key .....</b>	<b>4</b>
<b>Dungeon Crawl Worksheet .....</b>	<b>5</b>
 <b>QUICK CHARACTER GENERATION</b>	
Classed Character Attribute Generator (quick slot-based attribute generation for classed characters) .....	6
Motivations (30 character motivations for freelance adventurers) .....	6
Quick Character Inventory: Weapons, Armor, and Class-specific Equipment .....	7
 <b>DUNGEON FEATURES</b>	
Dungeon Features (General): Walls, Floors, and Doors .....	8
Miscellaneous Dungeon Embellishments .....	9
Miscellaneous Dungeon Debris .....	10
Molds, Slimes, and Mushrooms .....	11
Room Trap Generator .....	12
Treasure Containers & Protection and Miscellaneous Magic Trap Effects .....	13
Poison Generator .....	13
 <b>MONSTERS</b>	
Monster Encounters: Overview, Number Appearing Determination Chart .....	14
Monster Encounter Tables: Levels 1-3 .....	15
Monster Encounter Tables: Levels 4-5 .....	16
Edition Guide to Monster Listings .....	16
Monster Encounter Tables: Levels 6-7 .....	17
Monster Encounter Tables: Levels 8-9 .....	18
Monster Encounter Descriptions: Human and Demi-human .....	19
Monster Encounter Descriptions: Ant, Giant Driver - Copper Colossus .....	20
Monster Encounter Descriptions: Corroder - Ghoul .....	21
Monster Encounter Descriptions: Giant, Cloud - Hellhound .....	22
Monster Encounter Descriptions: Hobghoul - Lycanthrope, Weretiger .....	23
Monster Encounter Descriptions: Lycanthrope, Werewolf - Shrieker .....	24
Monster Encounter Descriptions: Skeleton - Zombie .....	25
 <b>TREASURE</b>	
Quick Treasure Horde Generation I: Overview, Gems, Jewels .....	26
Quick Treasure Horde Generation: II Copper, Silver, Electrum, Gold, Platinum .....	27
Quick Treasure Horde Generation III: Magic Items, Individual Treasure Types .....	28
Gems and Gem-centric Jewelry .....	29
Elven/Dwarven Jewelry .....	29
Magic Items I: Weapons, Armor, and Protective Items .....	30
Magic Items II: Scrolls .....	31
Magic Items III: Potions .....	32
Magic Items IV: Summon/Control/Command Items .....	33
Magic Items V: Miscellaneous Magic Items I .....	34
Magic Items VI: Miscellaneous Magic Items II .....	35
 <b>Index .....</b>	<b>36</b>
 <b>Open Game License &amp; Copyright Information .....</b>	<b>36</b>

# Using This Book

## The Rhombic Triacontahedron (d30)

The d30 is an oft overlooked tool in the world of role playing games. This supplement tries to change that by offering DMs a compilation of d30-based mechanics, charts, and tables to support their role at the gaming table. The d30 is incredibly versatile and can be used in a multitude of ways.

### Random Numbers from 1 to 30

Individual numbers generated on the d30 are used to index 1 of 30 outputs on a table.

### Simultaneous Rolls of 1d3 and 1d10

Ones digits and tens digits are read separately on a d30 roll to index two resulting outputs on a single table.

### Probabilities in Increments of 3.3%

Probability curves (linear or bell) can be generated on the d30 for almost any range of numbers, including bell-curved ranges typically associated with rolls of multiple polyhedral dice. This is done by using the d30's native probability increments of 3.3% to quantize the probability of numbers in the desired range (or 0.1% increments, if a second roll is triggered).

## Reading the Tables

### Bolded Numbering

Throughout this book, all die roll results have been set in a bold typeface to visually aid the GM in retrieving outputs from the table.

### Convention 1: Single Result from a Single Number

Using this convention, the result of a single d30 roll is used against a table to determine a single result designated by an individual number (or range of numbers) on a given table.

*Example 1: Table "MDEG: Geological Phenomena" (page 9) features 30 individual results.*

*Example 2: Table "MDES: General Strangeness" (page 9) features only 15 individual results, with "even" or "odd" governing the strength of the outcome.*

### Convention 2: Multiple Results from a Single Number

Using this convention, the result of a single d30 roll is used to retrieve multiple results (usually 2) from a single table.

*Example: Table "RTG1: Trap Type & Difficulty" (page 12) utilizes the result of one die roll to determine two results—the type of trap (at left) and the chance to detect/disarm the trap (above).*

### Convention 3: Results from Simultaneous 1d3 and 1d10

Using this convention, the result from a single d30 is used to simulate a simultaneous roll of a d3 and a d10.

*Example: Using table "PG1: Type & General Duration" (page 13), a single d30 roll of "23" would create a poison that produces a coma effect (1s digit of 3 = "coma") with a permanent duration (10s result of 21-30 = "permanent.")*

### Results With Bracketed Extensions

Some individual results throughout this book may require a secondary roll to determine a variation of a more general result. These additional rolls are normally indicated within brackets, either next to the result or as a footnote to it.

*Example: Table "MSM3: Misc. Effects From Molds/Slimes/Mushrooms" (page 11) requires additional rolls for items 3, 16, 19 and 23.*

## Table Titles

Most of the tables herein begin with a short code of two-to-four capital letters followed by a number. In some cases, these letter/number codes are followed by an additional lower case letter.

### Capital Letter Title Codes

The capital letters used for table titles are intended to be used as a shorthand for the title of the table.

*Example: The "Poison Generator" tables on page 13 use the code "PG" for "Poison Generator."*

### Numbered (Sequenced) Tables

When several tables are meant to be used in combination, those tables' titles will begin with the same capital letter title code followed by a sequential number. Many times, the result from a consecutive table will be modified or affected by the result from the previous table. It is, therefore, not suggested that rolls be made out of sequence when using correspondingly coded tables.

*Example: The "Poison Generator" (page 13) uses two sequential tables—"PG1: Type & General Duration" and "PG2: Specific Duration/Base Damage," with the initial result on table PG1 being modified by a result on PG2.*

### Alternate Tables

When table titles appear with the same capital letter code and number plus an additional trailing lower case letter, the lower case letter designates an "either/or" option. Only one of these alternate tables should be used to satisfy the number in a sequence of tables.

*Example: The "Room Trap Generator" (page 12) begins with table "RTG1: Trap Type & Difficulty." The type of trap generated by RTG1 determines which alternate table to use next in the sequence (RTG2a, RTG2b, RTG2c, RTG2d, or RTG2e.)*

























































### Table Title Exceptions

Some tables in this book may not be titled (as described above). In these cases, refer to indications or directions presented in each instance.













































# Dungeon Mapping Master Key

## ARCHITECTURAL FEATURES

						
door	double door	removed door	stairs going up	trap door in floor	open pit (square)	pool
						
false door	one-way door	locked door	stairs going down	trap door in ceiling	covered pit (square)	fountain
						
secret door	one-way secret door	trapped door	spiral stairs going up	secret trap door	open pit (round)	dais
						
concealed door	one-way concealed door	revolving door	spiral stairs going down	trap	covered pit (round)	altar
						
magical barrier	one-way magical barrier	portcullis	spiral stairs going up	trigger	well (square)	pillar (square)
						
open doorway	open archway	gate	spiral stairs going down	lever	well (round)	pillar (round)
						
illusory wall	window	arrow slit	ladder up	stairs slide trap	hole in ceiling	fire pit
						
railing	tunnel (subterranean)	balcony/overhang	ladder down	slide	hole in floor	fireplace

## NATURAL FEATURES

						
cave entrance	chasm	rock wall	water (body)	chair	desk	small/med. statue
						
ledge (overhang)	ditch	boulders	pool	padded chair	table	large statue
						
elevated ledge	sinkhole	rubble	stream	throne	bookcase/cupboard	curtain
						
natural chimney	stalagmites	depression	waterfall	stool	bed	chest
						
natural steps	stalactites	geyser	sludge	bench	hammock	cask
						
natural bridge	natural columns	hot spring	mold	stove	cage	sack

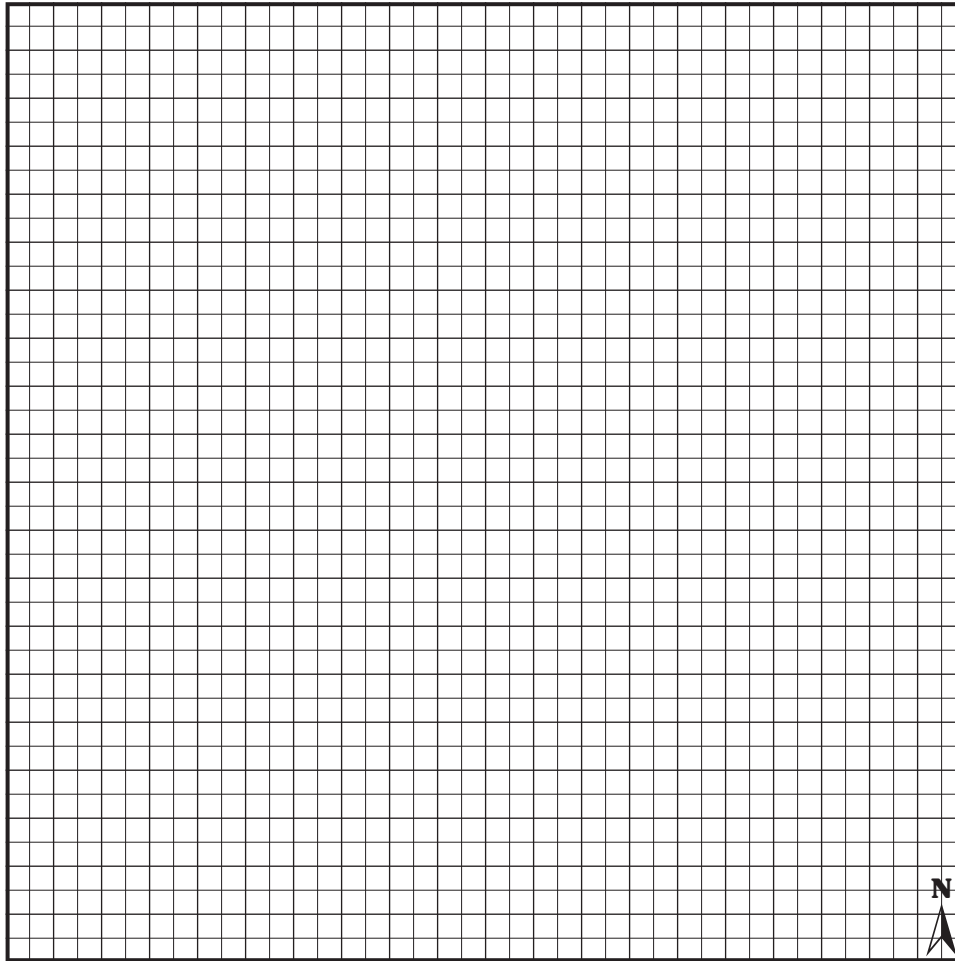
## FURNISHINGS

# DUNGEON CRAWL WORKSHEET



NEW BIG DRAGON  
GAMES UNLIMITED

<b>#</b>	<b>Room Name:</b>
----------	-------------------



Scale: ☐ = \_\_\_\_\_

## Traps:

☐ **Trigger:** \_\_\_\_\_

**Effects:** \_\_\_\_\_

☐ **Trigger:** \_\_\_\_\_

**Effects:** \_\_\_\_\_

## Special:

☐ **Notes:** \_\_\_\_\_

☐ **Notes:** \_\_\_\_\_

## Treasure:

**C:      S:      E:      G:      P:**

**Potions/Scrolls:**

**Wands/Staves Rings:**

**Weapons/Armor:**

**Miscellaneous:**

## General Description:

## Entries/Exits:

## Monster:

**HD:      HP:      AC:      AL:      THAC0:      Move:      Save:      XPs:**

## Attacks/Damage:

## Special Attacks/Defenses/Notes:

## Monster:

**HD:      HP:      AC:      AL:      THAC0:      Move:      Save:      XPs:**

## Attacks/Damage:

## Special Attacks/Defenses/Notes:

# Classed Character Attribute Generator

Determines attribute scores based on class prime requisites (for classed NPCs) or by race and sex (for non-classed NPCs.)

## ABILITY SCORE “SLOTS”

Based on the character’s class, roll 1d30 for each ability using the “Ability Score Generation Scales” (at bottom), referencing each roll against the “slot” letter (A/B/C/D) noted for that type (class/race) to determine each attribute’s score.

### CLASSED CHARACTERS (including BX “race” classes)

Class	STR	INT	WIS	DEX	CON	CHA
cleric	A/B*	C	A	B	B/A*	C
druid	B	C	A	B	C	A
fighter/dwarf	A	C	B	B/A*	A/B*	C
paladin/elf	A	A	B	B/C*	C/B*	C
ranger	B	B	A	C	A	C
magic-user	B	A	C	A	B	C
illusionist	C	A	C	A	B	B
thief/halfling	B	A	C	A	C	B
assassin	A	A	C	A	C	C
monk	A	C	A	A	B	C

### NON-CLASSED CHARACTERS

Race, Sex	STR	INT	WIS	DEX	CON	CHA
dwarf, female	B	C	C	B	C	B
dwarf, male	A	C	C	B	A	C
human, female	C	C	C	C	D	C
human, male	B	C	C	C	C	C
elf, female	D	B	B	C	A	B
elf, male	C	B	B	A	B	B
half-elf, female	C	B	C	A	B	B
half-elf, male	B	B	C	A	C	B
halfling, female	D	C	D	B	C	C
halfling, male	C	C	B	B	C	C

\* If using the higher letter on one ability, use the lower letter on the other ability, and vice versa.

## ABILITY SCORE GENERATION SCALES

Scale	Aptitude	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
A	exceptional	15	15	15	15	15	15	15	15	15	15	16	16	16	16	16	16	16	16	16	17	17	17	17	17	17	17	18	18	18	18
B	above average	13	13	13	13	13	13	13	13	13	13	13	13	14	14	14	14	14	14	14	14	14	14	14	14	14	15	15	15	15	15
C	average	9	9	9	9	9	9	9	10	10	10	10	10	10	10	11	11	11	11	11	11	11	12	12	12	12	12	12	13	13	13
D	below average	7	7	7	7	7	7	7	8	8	8	8	8	8	8	9	9	9	9	9	9	9	10	10	10	10	10	10	10	10	10

# Motivations

For freelance adventurers.

## MOTIVATIONS TABLE

1	avoiding past
2	avoiding duty
3	avoiding responsibility
4	duty, general
5	duty, group
6	duty, family member
7	goal, personal
8	goal, for other
9	glory
10	greed
11	honor
12	impress someone
13	knowledge, general
14	knowledge, specific
15	obtain item (quest)
16	on the run
17	psychopath
18	pursuit
19	redemption
20	reputation, earn
21	reputation, protect
22	rivalry
23	solve mystery/question
24	teach/mentor
25	thrillseeking
26	uphold good
27	unwanted involvement
28	vengeance
29	wanderer
30	win affections (love)



# Quick Character Inventory: Weapons, Armor, and Class-specific Equipment

Provides one-roll determination for a character's armor, weapon, and class-specific equipment & inventory based on character class.

**TOP SECTION:** Roll 1d30. Use 1s digit on class tables to determine weapon and shield type. Use 10s digit on "Armor Table" to determine armor type.

## FIGHTER/PALADIN†

1s	Weapon	Shield
1	axe, battle	no <sup>1</sup>
2	hammer, war	no <sup>1</sup>
3	sword, broad	no <sup>1</sup>
4	sword, long	no <sup>1</sup>
5	sword, 2-handed	no <sup>1</sup>
6	pole arm, 2-handed	no <sup>1</sup>
7	axe, battle	yes
8	hammer, war	yes
9	sword, broad	yes
0	sword, long	yes

## RANGER/ELF\*†

1s	Weapon	Shield
1	bow, long	no
2	bow, short	no
3	dagger	no
4	sword, short	no
5	sword, long	no
6	bow, long	yes
7	bow, short	yes
8	dagger	yes
9	sword, short	yes
0	sword, long	yes

## DWARF\*†

1s	Weapon	Shield
1	axe, hand	no
2	axe, throwing	no
3	hammer, war	no
4	mace	no
5	sword	no
6	axe, hand	yes
7	axe, throwing	yes
8	hammer, war	yes
9	mace	yes
0	sword	yes

## HALFLING\*†

1s	Weapon	Shield
1	axe, hand	no
2	bow, short	no
3	crossbow	no
4	dagger	no
5	mace	no
6	sword (short)	no
7	axe, hand	yes
8	dagger	yes
9	mace	yes
0	sword (short)	yes

## ARMOR TYPE

10s Digit:	Type
1-10	leather
11-20	chain
21-30	plate

## 2ND WEAPON<sup>1</sup>

10s Digit:	Type
1-10	bow, short
11-20	bow, long
21-30	crossbow



<sup>1</sup> fighters w/out shield have 50% chance to own second weapon; roll 1d30 on "2nd Weapon" sub-table, using 10s digit to determine 2nd weapon type

\* elves, dwarves, and halflings = BX only

† use "Armor Type" sub-table to determine armor type from same roll

**BOTTOM SECTION:** Roll 1d30, using 1s and 10s digits as indicated by class type, except monks which use 1s digit only.

## CLERIC/DRUID

1s	Weapon	Armor	10s Digit: Add-on
1	club	leather	1-10 shield
2	mace	leather	11-20 holy symbol
3	hammer	leather	21-30 holy water
4	club	chain	
5	mace	chain	
6	hammer	chain	
7	club	shield	
8	mace	shield	
9	hammer	shield	
0	sling	leather	

## MAGIC-USER/ILLUSIONIST

1s	Weapon	10s Digit: Other
1	bo staff	1-10 parchment
2	dagger	11-20 quill & ink
3	jo staff	21-30 parchment, quill & ink
4	dagger + bo staff	
5	dagger + jo staff	
6	dagger + darts	
7	bo staff + darts	
8	jo staff + darts	
9	dagger + bo staff + darts	
0	dagger + jo staff + darts	

## THIEF/ASSASSIN\*\*

1s	Weapon	Armor††	10s Digit: Other
1	club	none	1-10 darts
2	dagger	none	11-20 poison
3	sword, broad	none	21-30 darts + poison
4	sword, short	none	
5	sword, long	none	
6	club	leather	
7	dagger	leather	
8	sword, broad	leather	
9	sword, short	leather	
0	sword, long	leather	

## MONK

1s	Weapon	Armor/ Shield
1	bo staff	none
2	club	none
3	crossbow	none
4	dagger	none
5	hand axe	none
6	javelin	none
7	jo staff	none
8	polearm	none
9	spear	none
0	staff	none

\*\* all thieves are assumed to have thieves' tools

††50% chance assassin has shield

# Dungeon Features (General): Walls, Floors, and Doors

Quick determination of overall dungeon construction, major features, and doors.

## DFG1: OVERALL DUNGEON CONSTRUCTION

Corridors*	Lighting Provisions
<b>1</b> natural caverns	none
<b>2</b> "	phosphorescent fungi/lichen
<b>3</b> crude	none
<b>4</b> "	torch holders, empty
<b>5</b> rudimentary	none
<b>6</b> "	torch holders, empty
<b>7</b> "	torch holders, w/ torches
<b>8</b> "	braziers, empty
<b>9</b> "	braziers, oil-filled
<b>10</b> "	stone channels (empty)
<b>11</b> "	stone channels (oil-filled)
<b>12</b> above average <sup>†</sup>	none
<b>13</b> "	torch holders, empty
<b>14</b> "	torch holders, w/ torches
<b>15</b> "	braziers, empty
<b>16</b> "	stone channels (empty)
<b>17</b> "	stone channels (oil-filled)
<b>18</b> exceptional <sup>††</sup>	torch holders, empty
<b>19</b> "	torch holders, w/ torches
<b>20</b> "	torch holders, w/ magic torches
<b>21</b> "	braziers, empty
<b>22</b> "	braziers, oil-filled
<b>23</b> "	stone channels, empty
<b>24</b> "	stone channels, oil-filled
<b>25</b> premier <sup>†††</sup>	torch holders, w/ magic torches
<b>26</b> "	braziers, empty
<b>27</b> "	braziers, oil-filled
<b>28</b> "	stone channels, oil-filled
<b>29</b> "	magic lights, ceiling panels
<b>30</b> "	magic lights, floating orbs

## DFG2: ADDITIONAL FEATURES

Dungeon Feature
<b>1</b> appliques, magic symbols
<b>2</b> appliques, runes
<b>3</b> appliques, palmette
<b>4</b> borders, arabesque
<b>5</b> borders, dentil
<b>6</b> borders, festoon
<b>7</b> borders, guilloché
<b>8</b> borders, meander
<b>9</b> ceilings, arched (peak)
<b>10</b> ceilings, arched (round)
<b>11</b> ceilings, barrel-vaulted
<b>12</b> ceilings, coffered
<b>13</b> ceilings, cove
<b>14</b> ceilings, frescos
<b>15</b> ceilings, painted wooden
<b>16</b> columns, fluted
<b>17</b> columns, doric
<b>18</b> floors, mosaics
<b>19</b> floors, tiled (mixed)
<b>20</b> floors, tiled (patterned)
<b>21</b> floors, tiled (uniform)
<b>22</b> walls, arabesque
<b>23</b> walls, bas-reliefs
<b>24</b> walls, carved moldings
<b>25</b> walls, corbels
<b>26</b> walls, frescos
<b>27</b> walls, marble-veneered
<b>28</b> walls, mosaics
<b>29</b> walls, plaster/impasto
<b>30</b> walls, pilasters

## DFDT: INDIVIDUAL DOOR TYPES\*

Wood	Other	Special
<b>1</b> wood, crude	<b>11</b> iron, light/thin	<b>21</b> curtain, light
<b>2</b> wood, crude	<b>12</b> iron, heavy	<b>22</b> curtain, heavy (lightfast)
<b>3</b> wood, good	<b>13</b> portcullis <sup>†</sup> , wood (standard)	<b>23</b> false door
<b>4</b> wood, good	<b>14</b> portcullis <sup>†</sup> , wood grid	<b>24</b> magical barrier
<b>5</b> wood, good	<b>15</b> portcullis <sup>†</sup> , iron (standard)	<b>25</b> magical door
<b>6</b> wood, good	<b>16</b> portcullis <sup>†</sup> , iron grid	<b>26</b> one-way door
<b>7</b> wood, good	<b>17</b> stone	<b>27</b> open doorway
<b>8</b> wood, good	<b>18</b> wood & iron, crude	<b>28</b> secret door
<b>9</b> wood, strong	<b>19</b> wood & iron, good	<b>29</b> secret door
<b>10</b> wood, strong	<b>20</b> wood & iron, strong	<b>30</b> trap door

\* 1 in 3 chance any standard door presents an obstacle/hindrance

† 1 in 2 chance any portcullis is closed; 5 in 6 chance the lever to open a closed portcullis is on "the other side"

## DFDO: DOOR OBSTACLES/HINDRANCES\*

Inside	Outside	Special
<b>1</b> locked, weak	<b>11</b> locked, weak	<b>21</b> trapped <sup>A</sup> (magical)
<b>2</b> locked, average	<b>12</b> locked, average	<b>22</b> blocked, cave-in (int.)
<b>3</b> locked, average	<b>13</b> locked, average	<b>23</b> blocked, cave-in (ext.)
<b>4</b> locked, average	<b>14</b> locked, average	<b>24</b> magic barrier (invisible)
<b>5</b> locked, strong	<b>15</b> locked, strong	<b>25</b> magic barrier (standard)
<b>6</b> stuck, ill fit	<b>16</b> barred, crude wood	<b>26</b> magic field <sup>E</sup> (1d4)
<b>7</b> stuck, rusted hinges	<b>17</b> barred, good wood	<b>27</b> magic field <sup>E</sup> (1d6)
<b>8</b> locked & trapped <sup>P</sup> (weak)	<b>18</b> barred, strong wood	<b>28</b> magic field <sup>E</sup> (2d4)
<b>9</b> locked & trapped <sup>P</sup> (average)	<b>19</b> barred, iron	<b>29</b> trapped, mechanical
<b>10</b> locked & trapped <sup>P</sup> (strong)	<b>20</b> locked & trapped <sup>A</sup>	<b>30</b> trapped, magical

\* for open doorways and curtained openings, use column three only

(<sup>P</sup>) trapped with poison needle

(<sup>A</sup>) triggering trap sounds alarm

(<sup>E</sup>) all passing through doorway must save vs. spells or suffer electrical damage per roll noted in parentheses

\* crude = rough, uneven floors/walls, poor footing; rudimentary = generally smooth/level, but flawed; above average = very smooth/level, good wall/floor joints, few flaws; exceptional = incredibly smooth walls/floors, nearly flawless, well-hidden joints; premier = almost no sign of a human hand

†, ††, ††† for each notation of (†), roll for an additional feature on DF2 (†=1, ††=2, †††=3)

# Miscellaneous Dungeon Embellishments

Dungeon embellishment generation for quickly adding color to your game.

## MDET: TALKING ITEMS

1s Digit: Item	10s Digit: Type*
<b>1</b> fire (brazier)	<b>1-10</b> [1=gibberish, 2=yells/screams, 3=repetitive]
<b>2</b> fountain	<b>11-20</b> intelligent: [1=helpful, 2=neutral, 3=deceitful]
<b>3</b> fresco	<b>21-30</b> [1=singing, 2=oracle, 3=spell-casting]
<b>4</b> mirror	
<b>5</b> mist†	<b>Alternate 10s Digit: Language*</b>
<b>6</b> pool	<b>1-10</b> [1=human, 2=elvish, 3=other humanoid]
<b>7</b> relief sculpture	<b>11-20</b> alignment: [1=lawful, 2=neutral, 3=chaotic]
<b>8</b> room (entirety)	<b>21-30</b> [1=ancient, 2=monster, 3=telepathic]
<b>9</b> statue	
<b>0</b> throne	

\* roll additional 1d3 to determine specific type from a/b/c options

† non-corporeal; not subject to standard forms of attack

## MDEF: MAGICAL FURNISHINGS & EFFECTS

1s Digit: Item	10s Digit: Standard Effects*
<b>1</b> alembic	<b>1-10</b> alarm: [1=silent, 2=audible, 3=pervasive]
<b>2</b> brazier (large)	<b>11-20</b> trap: [1=sleep, 2=slow, 3=hold]
<b>3</b> cauldron	<b>21-30</b> trap: [1=explosive, 2=phantasmal force, 3=summon creature]
<b>4</b> crystal ball	
<b>5</b> furnace	<b>Alternate 10s Digit: Special Effects</b>
<b>6</b> hourglass	<b>1-10</b> miscellaneous (roll on MTE1, p. 13)
<b>7</b> kettle	<b>11-20</b> magic, type I (roll on RTG2d, p. 12)
<b>8</b> magical symbols	<b>21-30</b> magic, type II (roll on RTG2e, p. 12)
<b>9</b> skull	
<b>0</b> stuffed animal	

\* roll additional 1d3 to determine specific type from a/b/c options

## MDER: RELIGIOUS ITEMS & ALIGNMENT

1s Digit: Item	10s Digit: Alignment
<b>1</b> altar	<b>1-10</b> lawful
<b>2</b> bell/gong	<b>11-20</b> neutral
<b>3</b> brazier (large)	<b>21-30</b> chaotic*
<b>4</b> font/fountain/pool	
<b>5</b> fresco	
<b>6</b> holy/unholy symbols	
<b>7</b> pedestal w/ artifact	
<b>8</b> shrine	
<b>9</b> statue	
<b>0</b> tapestry	

\* there is a 50% chance any chaotic religious item is cursed; there is a further 50% chance such items will affect lawful characters/creatures only; curse effects may be determined on any of the following tables: MSM3 (p. 11), RTG2d (p. 12), or MTE (p. 13)

## MDES: GENERAL STRANGENESS

Roll*	Type
<b>1-2</b>	apparitions, blood dripping from walls
<b>3-4</b>	apparitions, blood dripping from ceiling
<b>5-6</b>	apparitions, dark mist
<b>7-8</b>	apparitions, floating weapon
<b>9-10</b>	atmospheric, draft of wind
<b>11-12</b>	atmospheric, "heavy air"
<b>13-14</b>	atmospheric, temperature down
<b>15-16</b>	atmospheric, temperature up
<b>17-18</b>	unexplained sounds, clanking
<b>19-20</b>	unexplained sounds, creaking
<b>21-22</b>	unexplained sounds, footsteps
<b>23-24</b>	unexplained sounds, grinding
<b>25-26</b>	unexplained sounds, maniacal laughing
<b>27-28</b>	unexplained sounds, moaning
<b>29-30</b>	unexplained sounds, muttering

\* even=strong/loud; odd=weak/faint

## MDEG: GEOLOGICAL PHENOMENA

Roll	Feature
<b>1</b>	"bronze-like" sheen on surfaces of hall/room
<b>2</b>	buckled floor
<b>3</b>	cave in, from above
<b>4</b>	cave in, from side
<b>5</b>	contraction cracks in surfaces of hall/room
<b>6</b>	crystallization (rough) on surfaces of hall/room
<b>7</b>	discoloration of surfaces in hall/room
<b>8</b>	"glaze" (frost-like) on surfaces of hall/room
<b>9</b>	hole in ceiling caused by burrowing animal
<b>10</b>	hole in floor caused by burrowing animal
<b>11</b>	lead to lava tube cavern*
<b>12</b>	lead to limestone cave*
<b>13</b>	lead to underground lake*
<b>14</b>	lead to underground river below*
<b>15</b>	lead to underground stream*
<b>16</b>	mineral formations "dripping" from ceiling
<b>17</b>	nearby volcanic activity, extreme heat
<b>18</b>	nearby volcanic activity, geyser (in floor)
<b>19</b>	nearby volcanic activity, hot spring
<b>20</b>	nearby volcanic activity, mudpot
<b>21</b>	nearby volcanic activity, pool of boiling water
<b>22</b>	nearby volcanic activity, steam vent
<b>23</b>	nearby volcanic activity, general warmth
<b>24</b>	portions of ceiling fallen to floor, stalactites
<b>25</b>	portions of flooring broken out, stalagmites
<b>26</b>	puddles of water on floor (from floor)
<b>27</b>	sinkhole, small
<b>28</b>	sinkhole, large
<b>29</b>	"sunken" area of hall/room
<b>30</b>	walls soaked, dripping water

\* accessed through exposed hole in wall or floor



# Miscellaneous Dungeon Debris

60 miscellaneous debris items, 900 variants of humanoid remains, and physical & olfactory evidence of combat.

## MDDA: MISC. DEBRIS I\*

<b>1</b>	equipment, backpack
<b>2</b>	equipment, crowbar
<b>3</b>	equipment, cup
<b>4</b>	equipment, flask (oil)
<b>5</b>	equipment, garlic
<b>6</b>	equipment, inkpot (ink)
<b>7</b>	equipment, lantern
<b>8</b>	equipment, mirror
<b>9</b>	equipment, plate
<b>10</b>	equipment, pole
<b>11</b>	equipment, quill
<b>12</b>	equipment, quiver
<b>13</b>	equipment, rope
<b>14</b>	equipment, sack, large
<b>15</b>	equipment, sack, small
<b>16</b>	equipment, tinder box
<b>17</b>	equipment, torch
<b>18</b>	equipment, wineskin
<b>19</b>	equipment, wolfsbane
<b>20</b>	weapon, axe (hand)
<b>21</b>	weapon, arrow
<b>22</b>	weapon, bolt
<b>23</b>	weapon, bow (long)
<b>24</b>	weapon, bow (short)
<b>25</b>	weapon, dagger
<b>26</b>	weapon, javelin
<b>27</b>	weapon, spear
<b>28</b>	weapon, sword (short)
<b>29</b>	weapon, sword (long)
<b>30</b>	weapon, war hammer

## MDDB: MISC. DEBRIS II

<b>1</b>	excrement, humanoid**
<b>2</b>	excrement, monster**
<b>3</b>	excrement, vermin**
<b>4</b>	dreck, dust
<b>5</b>	dreck, webs
<b>6</b>	dreck, fungus
<b>7</b>	dreck, mold
<b>8</b>	dreck, mushrooms
<b>9</b>	dreck, slime
<b>10</b>	misc. debris, ashes
<b>11</b>	misc. debris, button
<b>12</b>	misc. debris, cloth
<b>13</b>	misc. debris, crumbs
<b>14</b>	misc. debris, food
<b>15</b>	misc. debris, fur
<b>16</b>	misc. debris, hair
<b>17</b>	misc. debris, sticks
<b>18</b>	misc. debris, stones
<b>19</b>	misc. debris, straw
<b>20</b>	misc. debris, strings
<b>21</b>	remains, humanoid†
<b>22</b>	remains, monster†
<b>23</b>	remains, vermin†
<b>24</b>	vermin, ants (standard)
<b>25</b>	vermin, beetles (standard)
<b>26</b>	vermin, maggots
<b>27</b>	vermin, mice (standard)
<b>28</b>	vermin, roaches
<b>29</b>	vermin, spiders (standard)
<b>30</b>	vermin, worms (standard)

## MDDH: HUMANOID REMAINS

### MDDH1: SEX & RACE

Male	Female	Type
<b>1</b>	<b>18</b>	bugbear
<b>2</b>	<b>19</b>	dwarf
<b>3</b>	<b>20</b>	elf
<b>4</b>	<b>21</b>	gnome
<b>5</b>	<b>22</b>	gnoll
<b>6</b>	<b>23</b>	goblin
<b>7</b>	<b>24</b>	half-elf
<b>8</b>	<b>25</b>	half-orc
<b>9</b>	<b>26</b>	halfling
<b>10</b>	<b>27</b>	hobgoblin
<b>11</b>	<b>28</b>	human
<b>12</b>	<b>29</b>	kobold
<b>13</b>	<b>30</b>	orc
<b>14*</b>		unknown, demi-human
<b>15*</b>		unknown, humanoid 4-5'
<b>16*</b>		unknown, humanoid 5-6'
<b>17*</b>		unknown, humanoid 6-7'

\* sex unknown

### MDDH2: PROPERTY AND DEGREE

1s Digit: Property	10s Digit: Degree
<b>1</b>	burned
<b>2</b>	covered in saliva
<b>3</b>	covered in slime
<b>4</b>	crystallized
<b>5</b>	petrified
<b>6</b>	decayed
<b>7</b>	diseased
<b>8</b>	disfigured/beaten
<b>9</b>	beaten/devoured
<b>0</b>	wormeaten/infested

## MDDP: PHYSICAL EVIDENCE OF COMBAT\*

1s Digit: Evidence	10s Digit: Presence
<b>1</b>	blood, puddle
<b>2</b>	blood, stain
<b>3</b>	claw marks
<b>4</b>	cracks in wall
<b>5</b>	gouges, in floor
<b>6</b>	gouges, in wall
<b>7</b>	pile of ashes
<b>8</b>	pool of water
<b>9</b>	pool of wax
<b>0</b>	scorch marks

\* for a battle-worn area, roll 5-10 times on this chart; duplications acceptable

## MDDO: OLFACTORY EVIDENCE OF COMBAT\*

1s Digit: Evidence	10s Digit: Strength
<b>1</b>	acidic (chemical)
<b>2</b>	burning smell, flesh and hair
<b>3</b>	burning smell, general
<b>4</b>	gaseous (methane)
<b>5</b>	putrid
<b>6</b>	rancid
<b>7</b>	rotting
<b>8</b>	sour (curdled)
<b>9</b>	smoky
<b>0</b>	stale

\* for a battle-worn area, roll 3-5 times on this chart; ignore duplications

\* for all, roll additional 1d3: **1**=beyond repair; **2**=needs repair, **3**=usable]

\*\* additional 1d3: **1**=urine only; **2**=feces only; **3**=urine and feces]

† additional 1d3: **1**=bones only; **2**=offal/entrails only; **3**=standard remains]

# Molds, Slimes, and Mushrooms

27,000 mold/slime variants and 27,000 mushroom variants.

## MSM1a: MOLD/SLIME DESCRIPTIONS

1s	Description	10s Digit: Coverage
1	blobby	1-10 small area (1-9 sq. ft.)
2	cauliflower-like	11-20 medium area (10-25 sq. ft.)
3	crusty	21-30 large area (26 sq. ft. +)
4	drippy	
5	dusty	
6	finger-like/tendrilled	
7	fuzzy	
8	icicle-like	
9	membraned/sponge-like	
0	pelleted/roe-like	

## MSM1b: MUSHROOM DESCRIPTIONS

1s	Type	Description	10s Digit: Size
1	campanulate	bell-shaped cap	1-10 small
2	conical	triangular cap	11-20 medium
3	convex	outwardly rounded cap	21-30 large
4	depressed	lower central region on cap	
5	distorted	trunk-like, capless	
6	flat	top=uniform height to cap	
7	infundibuliform	funnel-shaped cap	
8	ovate	half-egg shaped cap	
9	polypore	stalkless, ear-like	
0	ubmonate	central bump/knob	



## MSM2: COLORATION

1	aquamarine
2	black
3	burgundy
4	chocolate
5	cream
6	copper
7	dark grey
8	dark gold
9	emerald green
10	forest green
11	gold
12	hot pink
13	indigo
14	light blue
15	moss green
16	navy
17	orange
18	pearl white
19	powder yellow
20	purple
21	royal blue
22	red
23	rose
24	rust
25	sandalwood
26	silver
27	suede
28	turquoise
29	white silver
30	yellow

## MSM3: MISC. EFFECTS FROM MOLDS/SLIMES/MUSHROOMS

1	abdominal issues, cramps/nausea/vomiting
2	abdominal issues, feeling of "moistness" (urination sensation)
3	abdominal issues, loss of control* [odd=bladder, even=bowel]
4	auditory, hallucinations
5	auditory, increased sensitivity to sound
6	balance issues, dizziness/vertigo
7	balance issues, feeling of lightness/floating
8	balance issues, slight drunkenness when walking or moving
9	emotional/psychological, confusion
10	emotional/psychological, lethargy/sense of exhaustion
11	emotional/psychological, loss of appetite
12	emotional/psychological, manic energy
13	emotional/psychological, nervous euphoria
14	emotional/psychological, philosophical rambling
15	emotional/psychological, uncontrolled smiling/laughter
16	increased sensitivity* [1=light, 2=smell, 3=sound, 4=taste, 5=touch]
17	muscles/nervous system, increased heart rate
18	muscles/nervous system, involuntary spasms
19	muscles/nervous system, numbness* [odd=extremities, even=facial area]
20	muscles/nervous system, slurred speech
21	muscles/nervous system, tightness of breath
22	muscles/nervous system, weak knees
23	skin issues* [1=foul odor, 2=increased perspiration, 3=redness/rashes]
24	visual distortions, "breathing" objects
25	visual distortions, geometric patterns
26	visual distortions, light "flames" or "vortices"
27	visual distortion, colors appear more vibrant
28	visual distortion, red shift in vision
29	visual hallucinations, closed-eye
30	visual hallucinations, open-eye

\* make additional roll to determine particular sub-type

# Room Trap Generator

900 trap variants (in 2 × d30 rolls) based on 6 trap categories.

## RTG1: TRAP TYPE & DIFFICULTY

Type	% Chance to Detect/Disarm <sup>†</sup>				
	-20%	-10%	±0%	+10%	+20%
barrier*	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
floor*	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
ceiling*	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
magic, type I*	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>
magic, type II*	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>
summon <sup>††</sup>	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>

\* roll on appropriate sub-table

<sup>†</sup> for physical traps, treat modifier as thief's dexterity adjustment; for magical traps, treat modifier as penalty to detect magic roll; -20%=strongest trap ; +20%=weakest trap

<sup>††</sup> roll on Monster Encounter table equal to dungeon level (pp. 15-18); all class type results should be of chaotic alignment

## RTG2a: BARRIER TRAPS

1s Digit: Type	10s Digit: Effect*
<b>1</b> portcullis	<b>1-10</b> 3d4/+1 HD
<b>2</b> fire barrier	<b>11-20</b> 3d6/+2 HD
<b>3</b> ice barrier	<b>21-30</b> 3d8/+3 HD
<b>4</b> energy barrier	
<b>5</b> iron door	
<b>6</b> stones	
<b>7</b> guardian (summoned into doorway)**	
<b>8</b> door disappears (1d3 x 10 turns)	
<b>9</b> illusionary barrier <sup>†</sup>	
<b>0</b> fear trap <sup>††</sup>	

\* left die notation = damage to anyone standing in doorway (except summoned guardian); HD notation for summoned guardian only, based on average level of party

\*\* roll on "Monster Encounter" table equal to dungeon level (pp. 15-18)

<sup>†</sup> person in doorway must save vs. spells or believe illusion and take damage as normally determined above.

<sup>††</sup> each person in party must save vs. spells or refuse to leave room for 1d3 x 10 turns

## RTG2b: FLOOR TRAPS

1s Digit: Type	10s Digit: Area of Effect
<b>1</b> spikes (3d4)	<b>1-10</b> single target
<b>2</b> blades (3d6)	<b>11-20</b> small area (5' radius)
<b>3</b> glass shards (2d4)	<b>21-30</b> entire room
<b>4</b> fire chamber (2d6)	
<b>5</b> deep drop (15' + 1d3 x 5')	
<b>6</b> deep pool of water (5' + 1d3 x 5')	
<b>7</b> poison needles (roll on Poison Generator)	
<b>8</b> dimensional drop <sup>†</sup>	
<b>9</b> pit w/ medusa head (save vs. paralysis)	
<b>0</b> monster pit*	

\* roll on Monster Encounter table equal to dungeon level (pp. 15-18)

<sup>†</sup> character(s) disappears, then "drops" from ceiling to floor

## RTG2c: CEILING TRAPS

1s Digit: Type*	10s Digit: Area of Effect
<b>1</b> blades (1d8)	<b>1-10</b> single target
<b>2</b> darts (3d4)	<b>11-20</b> small area (10' diameter)
<b>3</b> stones (2d6)	<b>21-30</b> entire room
<b>4</b> spikes (2d4)	
<b>5</b> netting (tangled for # rounds = 18 - DEX)	
<b>6</b> webbing (caught for # rounds = 18 - STR)	
<b>7</b> poison needles (save vs. poison or die in 1d3 turns)	
<b>8</b> poison gas (save vs. poison or die in 1d3 turns)	
<b>9</b> noxious gas (sickness for 3d6 turns, -2 "to hit")	
<b>0</b> acid (4d4)	

## RTG2d: MAGIC, TYPE I

1s Digit: Type*	10s Digit: Area of Effect
<b>1</b> fire/flare (1d8)	<b>1-10</b> single target
<b>2</b> ice/frost (3d4)	<b>11-20</b> small area (5' radius)
<b>3</b> electricity (2d6)	<b>21-30</b> entire room
<b>4</b> disease (per spell)	
<b>5</b> hold person (per spell) <sup>†</sup>	
<b>6</b> web (per spell)	
<b>7</b> confusion (per spell)	
<b>8</b> sleep (per spell)	
<b>9</b> slow (per spell)	
<b>0</b> curse (per spell)	

\* save as per normal

<sup>†</sup> humanoids only; does not include monsters

## RTG2e: MAGIC, TYPE II\*

1s Digit: Type	10s Digit: Duration
<b>1</b> shrieking <sup>†</sup>	<b>1-10</b> 3d4 turns
<b>2</b> silence (per spell) <sup>†</sup>	<b>11-20</b> 3d6 turns
<b>3</b> darkness (per spell) <sup>†</sup>	<b>21-30</b> 3d8 turns
<b>4</b> blinding light <sup>†</sup>	
<b>5</b> time stop (per spell) <sup>††</sup>	
<b>6</b> invisibility (per spell, incl. monsters in room) <sup>††</sup>	
<b>7</b> phantasmal force (party appears to be transported) <sup>††</sup>	
<b>8</b> summon creature** + massmorph to match creature <sup>††</sup>	
<b>9</b> heat metal (per spell, 1d4 turns, all in room) <sup>†</sup>	
<b>0</b> reverse gravity (per spell) <sup>††</sup>	

\* affects entire room

\*\* roll on "Monster Encounter" table equal to dungeon level (pp. 15-18)

<sup>†</sup> no saving throws; counteractive spells apply as normal

<sup>††</sup> save as per normal



# Treasure Containers & Protection and Miscellaneous Magic Trap Effects

## Poison Generator

900 poison variants in 2 × d30 rolls.

### TCP1: CONTAINER TYPE

1s	Type	01-10	11-20	21-30
1	bag(s)	burlap	standard fabric	velvet
2	box(es)/crate(s)	stone	wood	metal
3	cabinet(s)	wood	wood w/metal	metal
4	chest(s), huge	wood	wood w/metal	metal
5	chest(s), large	wood	wood w/metal	metal
6	chest(s), small	wood	wood w/metal	metal
7	coffer(s)	wood	wood w/metal	metal
8	jar(s)	stone	clay	ceramic
9	trunk(s)	wood	wood w/metal	metal
0	urn(s)/jar(s)	ceramic	clay	metal



### MTE: MISCELLANEOUS MAGIC TRAP EFFECTS

1	amnesia
2	blindness
3	charm
4	confusion
5	curse
6	deafness
7	death (spell)
8	feeble mind
9	fear
10	freeze metal (brittle)
11	gaseous form
12	gravity reversal
13	hallucination
14	heat metal
15	invisible stalker
16	level drain
17	magic drain
18	muteness
19	paralysis
20	polymorph
21	quest
22	sleep
23	slow
24	stun
25	teleport, target
26	teleport, treasure
27	unbearable smell
28	wall of iron
29	wall of stone
30	weather summoning

### PG1: TYPE & GENERAL DURATION

1s Digit: Type	10s Digit: Duration
1 slowing/disorientation	1-10 short term (turns)
2 illness/sickness/nausea	11-20 long term (days)
3 coma	21-30 permanent
4 paralysis	
5 decomposition	
6 base damage <sup>†</sup> + slowing/disorientation	
7 base damage <sup>†</sup> + illness/sickness/nausea	
8 base damage <sup>†</sup> + coma	
9 base damage <sup>†</sup> + paralysis	
0 death*	

\* 01-10 = short term delay; 11-30 = long term delay;  
21-30= immediate; roll on table below for delay duration

† base damage TBD by DM

### PG2: SPECIFIC DURATION/BASE DAMAGE<sup>†</sup>

1s	01-10	11-20	21-30
1	1 turn/day	2 turns/days	3 turns/days
2	1d2 turns/days	2d2 turns/days	3d2 turns/days
3	1d4 turns/days	2d4 turns/days	3d4 turns/days
4	1d6 turns/days	2d6 turns/days	3d6 turns/days
5	1d8 turns/days	2d8 turns/days	3d8 turns/days
6	1 turn/day*	2 turns/days*	3 turns/days*
7	1d2 turns/days*	2d2 turns/days*	3d2 turns/days*
8	1d4 turns/days*	2d4 turns/days*	3d4 turns/days*
9	1d6 turns/days*	2d6 turns/days*	3d6 turns/days*
0	1d8 turns/days*	2d8 turns/days*	3d8 turns/days*

† base damage may be determined as = to duration,  
or rolled separately with the # of turns/days duration being  
interpreted as points of direct damage

\* effects delayed; roll additional d30 to determine  
the duration of the delay, ignoring this note hereafter

### TCP2: TREASURE PROTECTION

1s	Basic Type	01-10	11-20	21-30
1	creature, hidden	inside container	hidden area	invisible
2	creature, exposed	loose	chained/held	summoned
3	poison	needle (injected)	contact (touched)	gas/dust (inhaled)
4	hidden, magical means	invisible	“displaced”	disguised (illusion)
5	hidden, secret area	under container	inside container	in wall
6	runes, container	magic lock	explosive	summoning
7	symbols, floor: type I	flame	frost	electricity
8	symbols, floor: type II	STR drain	INT drain	DEX drain
9	symbols, floor: type III	curse	anti-magic	level drain
0	trapped*	object	area	room

\* for all results of “trapped” (10, 20, 30), trap may be alternately  
determined by using the “Trap Generators” on the previous page

# Monster Encounters: Overview, Number Appearing Determination Chart

## OVERVIEW OF TABLES

To use the “Monster Encounter Tables” on the following pages (pp. 15-18), begin by choosing an encounter level, then roll an initial d30 to determine which column to use (from that table) as indicated below:

### Levels 1-5

**1-20** = roll on column 1: “Common”

**21-30** = roll on column 2: “Uncommon”

### Levels 6-9

**1-10** = roll on column 1: “A Subgroups”

**11-20** = roll on column 2: “B Subgroups”

**21-30** = roll on column 3: “C Subgroups”

Once a column has been designated, roll an additional 1d30 to determine the creature encountered (“**Monster**”) and number appearing (**#AP**). Reference the “#AP” indication on the “Monster Encounters: Number Appearing (Bell Curved Results)” matrix at right, and roll an additional 1d30 (as indicated) to determine the actual number of creatures (of type) encountered.

### Classed Encounters

In the “Monster Encounter Tables” on the following pages (pp. 15-18), most human and demi-human encounters (e.g. bandits, elves, swashbucklers, et al.) are designated with a letter/number combination in parentheses next to the encounter name, where C=cleric, D=dwarf, E=elf, H=halfling, M=magic-user, NM=normal man, T=thief, and the number indicates the level (HD, attack level, etc.) of the creature(s) encountered. (e.g., D/2 = 2nd level dwarf). These indications should be used when referencing those encounters on the “Monster Encounter Descriptions: Human & Demi-human” table on page 19.

## MONSTER ENCOUNTERS: NUMBER APPEARING (BELL-CURVED RESULTS)

#AP Replaces		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1-2	1d2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
1-3	1d3	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3
1-4	1d4	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	4	4	4	4	4
1-6	1d6	1	1	1	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	4	5	5	5	5	5	6	6	6
2-5	1d4+1	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5
2-8	2d4	2	2	3	3	3	3	4	4	4	4	4	5	5	5	5	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8
2-12	2d6	2	3	3	4	4	5	5	5	6	6	6	6	7	7	7	7	7	7	8	8	8	8	9	9	9	10	10	11	11	12
3-12	3d4	3	4	4	5	5	5	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9	9	9	9	10	10	10	11	11	12

If the result of any of the following #AP rolls produces a result of “R2” make a second roll on the row immediately following the first.

#AP Replaces		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
3-18	3d6	R2	5	6	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	11	12	12	12	13	13	13	14	14	15	16	R2
R2		3	3	4	4	4	4	4	6	6	6	9	9	9	9	9	12	12	12	12	12	15	15	15	17	17	17	17	17	18	18
4-16	4d4	R2	R2	6	7	7	8	8	8	9	9	9	9	9	10	10	10	10	10	11	11	11	11	11	12	12	12	13	13	14	R2
R2		4	5	5	5	5	6	7	7	7	8	8	8	8	10	10	10	10	12	12	12	12	13	13	13	14	15	15	15	15	16
5-20	5d4	R2	8	9	9	10	10	10	11	11	11	11	12	12	12	12	13	13	13	13	14	14	14	14	15	15	15	16	16	17	R2
R2		5	6	6	6	6	6	7	7	7	7	7	7	7	7	7	18	18	18	18	18	18	18	18	18	18	19	19	19	19	20

## MONSTER ENCOUNTERS DESCRIPTIONS OVERVIEW (pp. 20-25)

**Monster** indicates the name of the creature.

**HD** indicates the number of Hit Dice (d8, unless otherwise specified) to be rolled when determining the hit points of the monster in question. Additionally, the Hit Dice indication should be used to determine both the attack level of the monster as well as the monster’s base experience point value.

**Attacks/Damage** describes the number and types of attacks the monster may make during a normal combat round, including the damage (in parentheses) specific to those attacks.

**AC** indicates the creature’s Armor Class.

**Move** indicates a monster’s movement rate where “/#” = flying speed and “//#” = swimming speed.

**ST** indicates the saving throw level of monster based on character classes and levels where C=cleric, D=dwarf, E=elf, H=halfling, M=magic-user, NM=normal man, T=thief (e.g., D/2 = 2nd level dwarf.)

**TT** indicates the creature’s Treasure Type in lair (per 1e), except where contained in parentheses, which indicates the type is for an individual encountered outside its lair. A number preceeding a Treasure Type (e.g., “5Q”) indicates a multiplier to the designated Treasure Type.

**Special Attacks/Defenses/Notes** provides a place for the most relevant information a DM might need when handling encounters with the particular monster.

# Monster Encounter Tables: Levels 1-3

For monster descriptions, see pages 19-25.

## LEVEL 1

## LEVEL 2

## LEVEL 3

15

LEVEL 1					LEVEL 2					LEVEL 3				
01-20: Common		21-30: Uncommon		Roll	01-20: Common		21-30: Uncommon		Roll	01-20: Common		21-30: Uncommon		Roll
Monster	#AP	Monster	#AP		Monster	#AP	Monster	#AP		Monster	#AP	Monster	#AP	
bandits (T/1)	2-5	adepts (C/2)	1-4	<b>1</b>	bandits (T/1)	2-12	beetle, giant tiger	1	<b>1</b>	bandits (T/1)	5-30	beetles, giant fire	2-5	
berserkers	1-4	aranea	1-2	<b>2</b>	bandits (T/1)	2-12	berserkers	2-8	<b>2</b>	berserkers	4-16	beetles, giant oil	1-4	
carriion climber	1	bandits (T/1)	2-5	<b>3</b>	berserkers	2-8	bugbears	1-3	<b>3</b>	carriion climbers	1-2	beetles, giant tiger	1-2	
centipedes, giant	2-8	beetles, giant fire	1-8	<b>4</b>	carriion climber	1	bugbears	1-3	<b>4</b>	centipedes, giant	4-24	bugbears	2-8	
centipedes, giant	2-8	berserkers	1-4	<b>5</b>	centipedes, giant	4-16	carriion climber	1	<b>5</b>	cutpurses (T/5)	2-5	conjurers (M/3)	2-5	
centipedes, giant	2-8	bugbears	1-2	<b>6</b>	centipedes, giant	4-16	conjurers (M/3)	1-4	<b>6</b>	dwarves	3-18	champions (F/7)	1-2	
dwarves	2-5	centipedes, giant	2-8	<b>7</b>	dwarves	2-12	corroder (RM)	1	<b>7</b>	dwarves	3-18	doppelgangers	2-3	
dwarves	2-5	conjurers (M/3)	1-2	<b>8</b>	elves	2-8	dwarves	2-12	<b>8</b>	dwarves	3-18	gargoyles	1-3	
elves	1-6	dwarves	2-5	<b>9</b>	elves	2-8	enchanter (M/5)	1	<b>9</b>	elves	2-12	gray oozes	1-2	
elves	1-6	dwarves	2-5	<b>10</b>	footpads (T/2)	1-6	evil priests (C/3)	2-5	<b>10</b>	elves	2-12	hobgoblins	5-20	
elves	1-6	elves	1-6	<b>11</b>	gelatinous cubes	1-2	footpads (T/2)	2-5	<b>11</b>	elves	2-12	hook horrors	1-2	
footpads (T/2)	1-4	evil adepts (C/2)	1-4	<b>12</b>	gelatinous cubes	1-2	gnomes	3-18	<b>12</b>	evil curates (C/5)	2-5	vicars (C/4)	2-3	
gelatinous cube	1	ghouls	1-2	<b>13</b>	goblins	4-16	gnolls	2-5	<b>13</b>	footpads (T/2)	3-12	lycan., wererats	1-4	
gnomes	2-5	ghouls	1-2	<b>14</b>	goblins	4-16	ghouls	1-4	<b>14</b>	ghouls	3-12	lycan., werewolves	1-2	
goblins	2-8	gnolls	1-3	<b>15</b>	hobgoblins	2-8	gremlins	2-5	<b>15</b>	gnolls	3-18	lycan., werewolves	1-2	
kobolds	3-12	goblins	2-8	<b>16</b>	kobolds	5-20	heroes (F/4)	1-3	<b>16</b>	gnolls	3-18	ochre jelly	1	
orcs	2-5	gremlins	1-4	<b>17</b>	orcs	3-12	hobgoblins	2-8	<b>17</b>	hobgoblins	5-20	ogres	1-3	
orcs	2-5	hero (F/4)	1	<b>18</b>	orcs	3-12	hobghouls	1-2	<b>18</b>	hobgoblins	5-20	ogre, mutant	1	
priests (C/3)	1-2	kobolds	3-12	<b>19</b>	orcs	3-12	kobolds	5-20	<b>19</b>	ogres	1-4	sharpers (T/7)	1-4	
rats, giant	3-12	kobolds	3-12	<b>20</b>	orcs	3-12	lizards, giant draco	1-4	<b>20</b>	orcs	4-24	skeletons, ruby	1-3	
rats, giant	3-12	lizards, giant gecko	1-2	<b>21</b>	owlbear	1	lycan., werebear	1	<b>21</b>	orcs	4-24	skeletons, stone	2-8	
robbers (T/2)	1-2	lycan., wererats	1-2	<b>22</b>	rats, giant	5-20	lycan., werefoxes	1-2	<b>22</b>	owlbears	1-2	stirges	5-20	
skeletons	1-6	ogre	1	<b>23</b>	rats, giant	5-20	orcs	3-12	<b>23</b>	rats, giant	5-30	stunjelly	1	
skeletons	1-6	seers (M/2)	1-2	<b>24</b>	robbers (T/2)	1-4	seers (M/2)	2-5	<b>24</b>	rats, giant	5-30	swordmasters (F/3)	2-3	
spider, g. b. widow	1	shriekers	1-3	<b>25</b>	spiders, giant crab	1-6	shrew, giant	1	<b>25</b>	shriekers	2-8	toads, giant	2-8	
spiders, giant crab	1-3	stirges	2-5	<b>26</b>	spiders, giant crab	1-6	skeletons	2-12	<b>26</b>	skeletons	5-20	troll	1	
stirges	2-5	swordmaster (F/3)	1	<b>27</b>	stirges	3-18	stirges	3-18	<b>27</b>	spiders, g. b. widow	2-8	warlock (M/6)	1	
toads, giant	1-2	swordmaster (F/3)	1	<b>28</b>	warriors (F/2)	1-3	toads, giant	1-4	<b>28</b>	spider, giant crab	2-12	wights	1-2	
warriors (F/2)	1-3	warrior (F/2)	1	<b>29</b>	warriors (F/2)	2-5	wraith	1	<b>29</b>	stirges	5-20	wights	1-2	
zombies	1-4	warrior (F/2)	1	<b>30</b>	zombies	2-8	wyvern	1	<b>30</b>	toads, giant	2-8	warriors (F/2)	3-12	



# Monster Encounter Tables: Levels 4-5

For monster descriptions, see pages 19-25.

## LEVEL 4

## LEVEL 5

### 01-20: Common

### 21-30: Uncommon

### 01-20: Common

### 21-30: Uncommon

Monster	#AP
ants, giant driver	1-4
bishops (C/7)	1-4
black pudding	1
bugbears	3-12
carrion climbers	1-3
centipedes, giant	4-40
dwarves (D/1)	3-10
elves (E/1)	2-12
gargoyles	1-4
gelatinous cubes	1-2
ghouls	4-16
giants, stone	1-2
goblins	10-60
gnolls	5-20
gnomes	5-20
gray ooze	1
harpies	1-3
hobgoblins	5-30
lizards, giant gecko	3-12
lycan., werewolves	1-3
ogres	2-8
orcs	10-40
rats, giant	5-50
sharpers (T/6)	2-8
shriekers	3-12
spiders, g. b. widow	3-12
swashbucklers (F/5)	1-4
ticks, giant	1-3
wraiths	1-2
wyvern	1

Monster	#AP	Roll
aranea	1-4	<b>1</b>
beetles, giant fire	1-3	<b>2</b>
beetles, giant tiger	1-3	<b>3</b>
blink dogs	2-5	<b>4</b>
burglars (T/4)	3-12	<b>5</b>
coeurl (DB)	1-2	<b>6</b>
coeurl (DB)	1-2	<b>7</b>
corroder (RM)	1	<b>8</b>
dopplegangers	2-3	<b>9</b>
golem, bone	1	<b>10</b>
heroes (F/4)	2-5	<b>11</b>
hydra (4 heads)	1	<b>12</b>
hydra (5 heads)	1	<b>13</b>
lamas (C/8)	1-3	<b>14</b>
living statues, crystal	1-4	<b>15</b>
lycan., wereboars	1-2	<b>16</b>
mummy	1	<b>17</b>
myrmidons (F/6)	2-5	<b>18</b>
ochre jelly	1	<b>19</b>
owlbears	1-3	<b>20</b>
robbers (T/3)	3-18	<b>21</b>
skeletons, ruby	2-5	<b>22</b>
spiders, giant crab	3-12	<b>23</b>
superheroes (F/8)	1-2	<b>24</b>
toads, giant	3-12	<b>25</b>
trolls	1-2	<b>26</b>
trolls	1-2	<b>27</b>
wights	1-4	<b>28</b>
yellow mold	1	<b>29</b>
zombies	4-16	<b>30</b>

Monster	#AP
beetles, giant fire	1-6
beetles, giant tiger	1-4
black pudding	1
bugbears	5-20
carrion climbers	1-4
corroder (RM)	1
dwarves	3-18
efreet	1
elves	2-12
gargoyles	2-5
ghouls	5-20
ghouls	5-20
gnolls	6-36
gnolls	6-36
gray ooze	1
harpies	2-5
hobgoblins	7-42
lycan., werebears	1-3
lycan., wererats	2-8
lycan., werewolves	2-5
ogres	3-12
ogres	3-12
ogres, mutant	2-5
scorpions, giant	1-2
spiders, g. b. widow	3-18
spiders, g. tarantella	2-8
troglydites	2-12
trolls	1-4
wights	2-8
wraiths	1-4

Monster	#AP
bishops (C/7)	2-5
champions (F/7)	1-2
cutpurses (T/5)	2-5
cutpurses (T/5)	3-12
dragon, green	1
dragon, white	1
evil bishops (C/6)	2-5
evil curates (C/5)	2-8
evil lamas (C/7)	2-5
giants, stone	1-3
gnomes, deep	3-12
green slime	2
hell hounds	1-2
hydra (6 heads)	1
living statues, crystal	1-4
lizards, giant draco	3-18
lizard, g. h. chameleon	1
lycan., weretigers	1-3
magicians (M/4)	2-5
medusae	1-2
mummies	1-2
ochre jelly	1
owlbears	1-4
patriarchs (C/8)	1-2
pilferers (T/7)	1-3
shadows	1-3
sorcerers (M/7)	1-4
swashbucklers (F/5)	2-5
thief (T/8)	1
wizard (M/9)	1

# Edition-specific Monsters

For monster descriptions, see pages 19-25.

ant, giant driver	BX	lich	Oe/1e
apparition	1e (FF)	living statue, crystal	BX
aranea	BX (X1)	living statue, iron	BX
aranea lord	*	living statue, rock	BX
aspis (drone)	1e (A1/MM2)	lizard, giant draco	BX
banshee	1e	lizard, giant fire	Oe/1e
bat, giant	BX	lizard, giant gecko	BX
bat, giant vampire	BX	lizard, g. h. chameleon	BX
beetle, g. bomb.	Oe/1e	lizard, g. minotaur	Oe/1e
beetle, giant boring	Oe/1e	lizard, giant tuatara	BX
beetle, giant oil	BX	lizardman shaman	1e (U1)
beetle, giant stag	Oe/1e	locust, cave	BX
beetle, rhinoceros	Oe/1e	lycan., werefox	BX (B4)
beetle, giant tiger	BX	mimic	1e
bulette	1e	naga, guardian	1e
bugbear shaman	1e (L1)	naga, spirit	1e
caecilia	BX	ogre, mutant	*
centipede, giant	BX/1e	ogre magi	Oe/1e
copper colossus	Oe/1e	ogre shaman	*
demons (all types)	Oe/1e	owlbear	Oe/1e
dragon, brass	Oe/1e	poltergeist	1e (FF)
dragon, bronze	Oe/1e	rhagodessa, giant	BX
dragon, copper	Oe/1e	salamander	Oe/1e
dragon, silver	Oe/1e	salamander, flame	BX
ghost	1e	salamander, frost	BX
ghost	1e	scorpion, giant	BX/1e
gnoll shaman	*	shedu	Oe/1e
gnome, deep	1e (D2/FF)	shrew, giant	BX
goblin shaman	*	skeleton, ruby	*
golem, amber	BX	skeleton, rupture	*
golem, bone	BX	skeleton, stone	*
golem, bronze	BX	slime worm	BX (X2)
golem, clay	1e	slithering tracker	1e
golem, flesh	Oe/1e	sphinxes (all types)	1e
golem, iron	Oe/1e	spider, g. black widow	BX
golem, stone	Oe/1e	spider, giant crab	BX
golem, wood	BX	spider, g. tarantella	BX
gremlin	BX (X2)	stunjelly	1e (FF)
hobghoul	BX	trapper	1e
hook horror	1e (FF)	troglydite	BX/1e
lamia	1e		
lammasu	Oe/1e		

\* not from an OSR edition

# Monster Encounter Tables: Levels 6-7

For monster descriptions, see pages 19-25.

## LEVEL 6

## LEVEL 7

01-10: A Subgroups			11-20: B Subgroups		21-30: C Subgroups		01-10: A Subgroups			11-20: B Subgroups		21-30: C Subgroups		
Roll	Monster	#AP	Monster	#AP	Monster	#AP	Roll	Monster	#AP	Monster	#AP	Monster	#AP	Roll
1	blink dogs	2-5	beetles, giant fire	3-18	bandits (T/1)	7-42	1	blink dogs	2-8	ants, giant driver	10-50	bugbears	7-42	1
2	blink dogs	2-5	beetles, giant oil	1-4	bugbears	6-36	2	blink dogs	2-8	beetles, giant oil	2-5	champions (F/7)	2-8	2
3	coeurls (DB)	1-2	beetles, giant tiger	2-5	burglars (T/4)	2-12	3	chimera	1	beetles, giant fire	2-8	dwarves	3-18	3
4	dopplegangers	2-12	scorpions, giant	2-5	dwarv. pilferers (D/7)	1-4	4	cockatrices	1-2	beetles, giant tiger	1-3	elves	4-24	4
5	golem, amber	1	spiders, g. tarantella	5-20	dwarves	4-24	5	cockatrices	1-2	beetles, giant tiger	1-4	evil patriarchs (C/9)	1-3	5
6	golem, flesh	1	spiders, phase	1-2	elves	2-12	6	coeurls (DB)	1-3	locusts, cave	5-20	giants, fire	1-2	6
7	golems, bone	1-2	ticks, giant	2-8	elves	2-12	7	coeurls (DB)	1-3	scorpoions, giant	2-8	giants, frost	1-2	7
8	gorgon	1	black pudding	1	evil bishops (C/7)	1-4	8	copper colossus (UH)	1	slug, giant	1	giants, hill	1-4	8
9	harpies	2-5	green slime	1	evil champions (F/8)	2-5	9	corroders (RM)	1-4	spiders, g. tarentella	5-20	giants, stone	1-4	9
10	hell hounds	1-4	gray ooze	1-2	evil heroes (F/4)	3-12	10	dopplegangers	3-18	ticks, giant	3-12	medusae	1-2	10
11	lamias	1-3	ochre jelly	1-2	evil vicars (C/4)	2-8	11	golem, flesh	1	rhagodessae, giant	2-12	minotaurs	2-5	11
12	lammasu	1-2	shriekers	4-16	gargoyles	2-8	12	golem, iron	1	demons, class I	1-2	myrmidons (F/6)	3-12	12
13	living statue, rock	1	yellow mold	1	giants, fire	1-2	13	hell hounds	2-5	demon, class II	1	necromancers (M/8)	2-5	13
14	shedus	1	ghouls	6-24	giants, fire	1-2	14	lammasu	1-4	demon, class III	1	ogres	5-20	14
15	sphinx, gyno-	1	lycan., werebears	1-4	giants, frost	1-3	15	living statues, iron	1-6	dragon, black	1	ogres	5-20	15
16	corroders (RM)	1-2	lycan., wereboars	2-5	giants, frost	1-3	16	living statues, rock	1-4	dragons, blue	1-4	ogre magi	1-2	16
17	cockatrices	1-2	lycan., wereboars	2-5	giants, hill	1-4	17	manticores	1-2	dragon, green	1	superheroes (F/8)	2-5	17
18	basilisk	1	lycan., wererats	2-12	giants, stone	1-2	18	naga, guardian	1	dragon, white	1	thieves (T/8)	1-3	18
19	caecilia	1	lycan., wererats	2-12	gnolls	7-42	19	owlbears	3-12	dragon, white	1	trolls	2-8	19
20	demon, class I	1	lycan., weretigers	1-4	hlflng. hero/thief (H/8)	1	20	black pudding	1	gargoyles	3-12	wizards (M/10)	1-3	20
21	dragon, blue	1	lycan., werewolves	2-8	lords (F/10)	1-2	21	black pudding	1	gargoyles	3-12	ghouls	4-16	21
22	dragon, black	1	lycan., werewolves	2-8	minotaurs	1-4	22	gray oozes	1-3	basilisk	1	lycan., werebears	1-6	22
23	hydra (5 heads)	1	apparitions	1-2	necromancers (M/8)	1-3	23	ochre jellies	1-3	basilisk	1	lycan., wereboars	3-12	23
24	hydra (9 heads)	1	mummies	1-4	ogres	4-16	24	green slime	1	caeciliae	1-4	lycan., wererats	4-16	24
25	lizard, giant draco	2-5	mummies	1-4	swashbucklers (F/5)	2-8	25	green slime	1	hydra (6 heads)	1-2	lycan., weretigers	2-8	25
26	lizard, giant tuatara	1-2	shadows	1-4	thieves (T/8)	1-2	26	shriekers	5-20	hydra (9 heads)	1	lycan., werewolves	3-12	26
27	lizard, giant fire	1	shadows	1-4	thieves (T/8)	1-2	27	shriekers	5-20	lizards, giant draco	5-30	mummies	2-5	27
28	salamanders, flame	1-3	spectres	1-2	trogloidytes	6-24	28	shriekers	5-20	lizards, giant fire	1-2	spectres	1-3	28
29	salamanders, frost	1-3	wights	3-12	trolls	2-5	29	yellow mold	1	lizards, giant, tuatara	1-3	wights	4-16	29
30	wyverns	1-2	wraiths	2-8	wizards (M/9)	1-2	30	yellow mold	1	slime worm	1	wraiths	3-12	30

# Monster Encounter Tables: Levels 8-9

For monster descriptions, see pages 19-25.

## LEVEL 8

## LEVEL 9

01-10: A Subgroups			11-20: B Subgroups		21-30: C Subgroups		01-10: A Subgroups			11-20: B Subgroups		21-30: C Subgroups		
Roll	Monster	#AP	Monster	#AP	Monster	#AP	Roll	Monster	#AP	Monster	#AP	Monster	#AP	Roll
<b>1</b>	blink dogs	3-12	demons, class I	1-2	evil patriarchs (C/9)	1-4	<b>1</b>	chimerae	1-4	basilisks	1-3	giants, cloud	1-2	<b>1</b>
<b>2</b>	chimerae	1-2	demon, class II	1	giants, fire	1-4	<b>2</b>	copper colossi (UH)	1-3	basilisks	1-3	giants, cloud	1-2	<b>2</b>
<b>3</b>	cockatrices	1-4	demons, class II	1-2	giants, hill	2-5	<b>3</b>	copper colossi (UH)	1-3	caeciliae	1-6	giants, fire	2-5	<b>3</b>
<b>4</b>	cockatrices	1-4	demons, class III	1-2	giants, stone	2-5	<b>4</b>	corroder (RM)	1	dragons, black	1-3	giants, fire	2-5	<b>4</b>
<b>5</b>	copper colossi (UH)	1-2	demon, class IV	1	giants, stone	2-5	<b>5</b>	corroder (RM)	1	dragons, black	1-3	giants, frost	2-5	<b>5</b>
<b>6</b>	corroder (RM)	1	demon, class V	1	giants, stone	2-5	<b>6</b>	carrion climbers	3-12	dragons, blue	1-2	giants, stone	2-8	<b>6</b>
<b>7</b>	corroder (RM)	1	demon, class VI	1	gorgons	1-2	<b>7</b>	hell hounds	2-5	dragon, gold	1	giants, stone	2-8	<b>7</b>
<b>8</b>	coeurls (DB)	2-5	demon, succubus	1	lords (F/9)	1-2	<b>8</b>	hell hounds	2-5	dragons, gold	1-2	gorgons	1-3	<b>8</b>
<b>9</b>	coeurls (DB)	2-5	djinn	1-2	master thief (T/12)	1	<b>9</b>	lammasu	2-8	dragon, green	1-2	elves	5-20	<b>9</b>
<b>10</b>	hell hounds	2-5	gargoyles	4-16	minotaurs	2-8	<b>10</b>	lammasu	2-8	dragons, green	1-2	evil patriarchs (C/9)	2-5	<b>10</b>
<b>11</b>	living statues, crystal	2-8	caeciliae	1-6	medusae	1-3	<b>11</b>	lammasu	2-8	dragons, red	1-2	lords (F/9)	2-5	<b>11</b>
<b>12</b>	living statues, rock	1-6	dragon, black	1	master thieves (T/9)	1-3	<b>12</b>	living statues, rock	2-8	dragon, red	1	lords (F/11)	1-2	<b>12</b>
<b>13</b>	lammasu	2-5	dragon, blue	1	ogre magi	2-5	<b>13</b>	living statues, rock	2-8	dragons, red	1-2	ogre magi	2-8	<b>13</b>
<b>14</b>	manticores	1-4	dragon, brass	1	ogres, mutant	2-5	<b>14</b>	golem, bronze	1	dragons, white	1-3	master thieves (T/10)	1-4	<b>14</b>
<b>15</b>	purple worm	1	dragon, bronze	1	sorcerers (M/7)	2-5	<b>15</b>	manticores	2-5	hydra (9 heads)	1-2	medusae	1-4	<b>15</b>
<b>16</b>	shedu	1-4	dragon, copper	1	superheroes (F/8)	1-3	<b>16</b>	manticores	2-5	hydra (12 heads)	1	minotaurs	3-12	<b>16</b>
<b>17</b>	shedu	1-4	dragon, golden	1	thieves (T/8)	2-5	<b>17</b>	purple worms	1-2	hydra (12 heads)	1	patriarchs (C/9)	2-5	<b>17</b>
<b>18</b>	sphinx, andro-	1	dragons, green	1-2	thieves (T/8)	2-5	<b>18</b>	purple worms	1-2	lizards, giant draco	1-6	superheroes (F/8)	1-4	<b>18</b>
<b>19</b>	ghouls	4-16	dragons, green	1-2	trolls	3-12	<b>19</b>	purple worms	1-2	lizards, giant tuatara	1-6	trolls	4-16	<b>19</b>
<b>20</b>	golem, flesh	1	dragon, red	1	trolls	3-12	<b>20</b>	shedu	2-5	snakes, giant python	1-6	trolls	4-16	<b>20</b>
<b>21</b>	lycan., werebears	2-8	dragon, red	1	wizards (M/10)	1-3	<b>21</b>	lycan., werebears	2-8	ants, giant driver	10-100	wizards (M/9)	2-5	<b>21</b>
<b>22</b>	lycan., weretigers	2-8	dragons, white	1-2	wizard (M/12)	1	<b>22</b>	lycan., wereboars	1-6	beetles, giant tiger	3-12	wizard (M/13)	1	<b>22</b>
<b>23</b>	spectres	2-5	dragon, white	1	beetles, giant fire	4-16	<b>23</b>	lycan., weretigers	3-12	rhagodessae, giant	2-8	demons, class I	1-3	<b>23</b>
<b>24</b>	vampires	1-2	hydra (10 heads)	1	beetles, giant oil	3-12	<b>24</b>	mummies	3-12	scorpions, giant	3-12	demon, class II	1	<b>24</b>
<b>25</b>	black pudding	1-3	hydra (13 heads)	1	beetles, giant tiger	2-5	<b>25</b>	spectres	2-8	slug, giant	1	demon, class III	1	<b>25</b>
<b>26</b>	gray ooze	1-4	lizards, giant fire	1-3	scorpions, giant	3-12	<b>26</b>	vampires	1-3	slime worms	1-2	demon, class IV	1	<b>26</b>
<b>27</b>	gray ooze	1-4	lizards, g. h. cham.	1-6	spiders, g. b. widow	1-4	<b>27</b>	vampires	1-3	spiders, phase	2-5	demon, class V	1	<b>27</b>
<b>28</b>	green slime	1-3	lizards, giant tuatara	1-4	spiders, g. tarentella	1-6	<b>28</b>	black puddings	1-3	black puddings	1-3	demon, class VI	1	<b>28</b>
<b>29</b>	shriekers	5-20	salamanders, flame	2-5	spiders, phase	1-3	<b>29</b>	green slime	2-5	green slime	2-5	demon, succubus	1	<b>29</b>
<b>30</b>	shriekers	5-20	salamanders, frost	1-4	rhagodessae, giant	4-16	<b>30</b>	shriekers	5-20	shriekers	5-20	gargoyles	5-20	<b>30</b>



# Monster Encounter Descriptions: Human and Demi-human

Encounter	HD	AC	Attacks/ Damage	% w/ Missile	% w/ Magic Item <sup>1</sup>	Move	ST	# w/ Leader	TT	Notes
cleric	1d6 <sup>L</sup>	5	1 weapon (1d6)	—	5%	6	C:L	—	K	spells
dwarf	1d8	4	1 weapon (1d8)	20%	5%/L <sup>3</sup>	6	D:1	15	5M	+2 morale in presence of (living) dwarven leader; <b>over L5:</b> 25% will have double HPs
dwarf, leader	1d8 <sup>L</sup>	0	1 weapon (1d8)	100% <sup>4</sup>	25%/L <sup>4</sup>	6	D:L	—	5M	—
elf	1d6	5	1 weapon (1d8)	50% <sup>2</sup>	5%/L <sup>3</sup>	12	E:1	12	N	+1 “to hit”; spells; <b>over L5:</b> 20% with elven cloak and boots
elf, leader	1d6 <sup>L</sup>	0	1 weapon (1d8)	100%	100% <sup>4</sup>	6	E:L	—	N	+1 “to hit”; will have elven cloak and boots; spells
fighter	1d8 <sup>L</sup>	2	1 weapon (1d8)	—	5%/L <sup>3</sup>	6	F:L	5	J	—
fighter, leader	1d8 <sup>L+1</sup>	0	1 weapon (1d8)	—	5%/L <sup>3</sup>	6	F:L	—	J	—
gnome	1d6	5	1 weapon (1d6)	20%	5%/L <sup>3</sup>	6	D:1	15	3M	—
gnome, leader	3d6	3	1 weapon (1d6)	30% <sup>4</sup>	50%	6	D:L	—	3M	—
halfling	1d6 <sup>L</sup>	7	1 weapon (1d6)	—	5%/L	9	H:L	5 <sup>7</sup>	K	thieving bonuses
magic-user	1d4 <sup>L</sup>	9	1 weapon (1d4)	—	5%/L	12	M:L	—	N	spells
thief	1d4 <sup>L</sup>	7	1 weapon (1d6)	10%	5%/L	12	T:L	3	M	strike from behind (+4 “to hit,” x2 damage)
thief, leader	1d4 <sup>L+1</sup>	4	1 weapon (1d6)	100%	10%/L	12	T:L	—	M	strike from behind (+4 “to hit,” x2 damage)

## Standard Cleric Magic Items<sup>6</sup>

1-5 = +1 mace  
6-10 = scroll (raise dead)  
11-15 = +1 plate  
16-20 = scroll (cure serious wound)  
21-25 = +1 ring of protection  
26-30 = staff of striking (5 charges)

## Standard Dwarf Magic Items<sup>6</sup>

1-5 = +1 chain  
6-10 = +1 shield  
11-15 = +1 war hammer  
16-20 = ring +1 vs. regenerating creatures  
21-25 = +1 crossbow & 10 +1 bolts  
26-30 = +1 throwing axe

## Standard Elf Magic Items<sup>6</sup>

1-5 = +1 magic bow & 10 +1 arrows  
6-10 = +1 shield  
11-15 = +1 sword  
16-20 = scroll  
21-25 = elven cloak  
26-30 = elven boots

## Standard Fighter Magic Items<sup>6</sup>

1-5 = +1 plate  
6-10 = +1 hand axe  
11-15 = +1 shield  
16-20 = +1 sword  
21-25 = potion of healing  
26-30 = lightning javelins (4-6)

## Standard Gnome/Halfling/Thief Magic Items<sup>6</sup>

1-5 = +1 dagger  
6-10 = bag of holding  
11-15 = rope of climbing  
16-20 = +1 sword  
21-25 = elven boots (sized for character)  
26-30 = +1 ring of protection

## Standard Magic-User Magic Items<sup>6</sup>

1-5 = +1 ring of protection  
6-10 = ring of spell storing  
11-15 = wand (frost or fire, 4-6 charges)  
16-20 = potion of healing  
21-25 = scroll  
26-30 = bracers of defense

**HD** = Hit Dice; described either as single particular type of die, or a number of particular dice equal to the level (<sup>L</sup>) noted for the encounter.

**AC** = Armor Class.

**Attacks/Damage** = number of attacks and damage per attack. Weapon types may be determined using the “Quick Character Inventory” tables on page 7.

**% w/ Missile** = % of number appearing that will have additional missile weapon.

**% w/ Magic Item** = % chance for each in party to have a magic item (suitable to class/race); described either as a standard percentage, or as a percentage per level noted in the encounter. (e.g., “5%/L” = 5% chance per level noted for the encounter.)

**Move** = movement rate.

**Save** = the saving throw level of monster based on character classes and levels, where C = cleric, D = dwarf, E = elf, H = halfling, M = magic-user, NM = normal man, T = thief, 1 = as 1st level, L = at level as noted for encounter.

**# w/ Leader** = minimum number appearing for group include a leader. If the number appearing for the encounter is equal to or greater than this number, one of the members of the group will be a leader with statistics as noted per the leader type for that encounter.

**TT** = Treasure Type (per 1e) as individual (outside of lair) to be multiplied by the level of the encounter, in addition to any magic items otherwise noted. A number preceeding Treasure Type (e.g., “5M”) indicates an added multiplier to the designated Treasure Type.

**Notes** = additional notes on special abilities, possessions, etc.

<sup>1</sup> Assumes magic item usable by class/race.

<sup>2</sup> Elves with missile weapons (100% with bows) will also be armed with swords (as standard weapon.)

<sup>3</sup> Magical weapons and/or armor.

<sup>4</sup> Magical weapons and/or armor; 1 per 2 levels.

<sup>5</sup> Except sword or miscellaneous weapon.

<sup>6</sup> Bonuses may be adjusted to +2 over 5th level.

<sup>7</sup> Halfling, leader = human fighter, leader.

# Monster Encounter Descriptions: Ant, Giant Driver – Copper Colossus

For explanation of column headers, see p. 14.

	Monster	HD	AC	Attacks / Damage	Move	ST	TT	Special Attacks/Defenses/Notes
	ant, giant driver	4	3	1 (2d6)	18	F:2	nil	fight to death if engaged in combat
	apparition	9	0	2 claws (3d8 ea.)	18	M:10	E	save vs. spells (fear) or flee (3 HD or less auto. affected); charm/cold immune; +1 or better “to hit”
	aranea	3	7	1 bite (1d6 + poison)	6//12	M:3	D	spells (as 3rd level MU); +1 aranea lord if 10+ arenea appear
	aranea lord	5	5	1 bite (1d8 + poison)	6//12	M:5	2D	spells (as 5th level MU)
	aspis (drone)	6	3(2)	2 weapons (1d4 ea.)	15	F:6	F	wields 2 weapons and 2 shields (AC 2) during combat
	banshee	5	3	1 wail (1d4)	15	F:5	D	harmed only by magic/magical weapons; sleep/charm/hold immune; wail affects all in 30' radius
	basilisk	6+1	4	1 bite (1-8) + 1 gaze	6	F:3	F	petrification (on failed save vs. paralysis)
	bat, giant	2	6	1 bite (1d4)	3/18	F:2	nil	—
	bat, giant vampire	2	6	1 bite (1d6 + special)	3/18	F:1	nil	bite = save vs. paralysis or fall unconscious + 1d4 pts. damage/round thereafter
	beetle, g. bombardier	2+2	4	1 bite (2d6) or special	9	F:1	nil	rear vapor (8' cube): 3d4, all hearing creatures in 16' radius = stun (2d4 rds.) + deafen (2d4 add. rds.)
	beetle, giant boring	5	3	1 bite (5d4)	6	F:1	*	animal-level intelligence; *C,R,S,T
	beetle, giant fire	1+2	4	1 bite (2d4)	12	F:1	nil	ocular glands give off light (10' radius; glow 1-6 days after removed)
	beetle, giant oil	2	4	1 bite (1d6) or 1 special	12	F:1	nil	squirt oil: on successful hit, target attacks at -2 “to hit” until cured
20	beetle, giant stag	7	3	1 bite (4d4) or 2 horns (1d10 ea.)	6	F:1	nil	horns = 8' long
	beetle, rhinoceros	12	2	1 bite (3d6) or 1 horn (2d8)	6	F:1	nil	horn = 6' long
	beetle, giant tiger	3	3	1 bite (2d6)	15	F:1	O,Q	—
	berserker	1+1	7	1 weapon (1d8)	12	F:1	K	2 attacks/rnd. or one +2 attack vs. humanoid (goblin, kobold, man, orc, et al.)
	black pudding	10	6	1 (3d8)	60	F:5	nil	only affected by fire or flaming swords; “splits” when hit by other; corrodes metal and wood
	blink dog	4	5	1 bite (1d6)	12	F:4	C	teleporting “blink” attack (10'-40' distance)
	bugbear	3+1	5	1 weapon (1d8+1)	9	F:3	(2M)	surprises on 1-3; +1 damage w/ HTH weapons; +1 leader per 12 bugbears; +1 chief. if 24+ appear
	bugbear chieftain	30 pts.	3	1 weapon (1d8+2)	9	F:4	(3M)	surprises on 1-3; +2 damage w/ HTH weapons; attacks as 4 HD monster
	bugbear leader	24 pts.	4	1 weapon (1d8+1)	9	F:4	(I)	surprises on 1-3; +1 damage w/ HTH weapons; titled as “sub-chief” if appearing w/ chieftain
	bugbear shaman	24 pts.	3	1 weapon (2d4)	9	F:4	(3M)	surprises on 1-3; +1 damage w/ HTH weapons; attacks as 4 HD monster; spells (as 3rd level cleric)
	bulette	9	-2/4/6	1 bite (4d12) / 2 claws (3d6)	14	F:3	nil	leaping (8'); attacks w/ up to 4 claws (3d6 ea.) in single round
	caecilia	6	6	1 bite (1d8)	6	F:3	B	“to hit” roll of 19-20 = swallows target whole + 1d8 ea. round after; -4 “to hit” from inside monster
	carrion climber	3+1	7	8 tentacles (special)	12	F:2	B	paralysis (2-8 turns on failed save)
	centipede, giant	1/2	9	1 bite (special)	6	NM	nil	bite = no damage, but save vs. poison or sick 10 days (1/2 move until cured)
	chimera	9	4	see notes	9/18	F:9	F	2 claws (1d3) / 1 goat horns (1d4) / 1 lion bite (1-8) / 1 dragon head bite (3d4) or fire breath (3d6)
	<b>cleric</b>	—	—	—	—	—	—	<b>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</b>
	cockatrice	5	6	1 beak (1d6) + special	6/18	F:5	D	petrification (on failed save vs. paralysis)
	coeurl (DB)	6	4	2 tentacles (2d4 ea.)	15	F:6	D	appears displaced (-2 on “to hit” rolls against); +2 bonus on all saving throws
	copper colossus (UH)	8+8	2	2 claws (3d4 ea.) / 1 bite (1d10)	6	F:8	G	burrow through rock; gaze causes confusion (3-12 turns on failed save vs. magic)

# Monster Encounter Descriptions: Corroder – Ghoul

For explanation of column headers, see p. 14.

	Monster	HD	AC	Attacks / Damage	Move	ST	TT	Special Attacks/Defenses/Notes
12	corroder (RM)	5	2	1 touch (antennae)	12	F:3	Q	touch = no normal damage, but corrodes ferrous metal
	demon, class I	8	0	see notes	12/18	F:8	B	magical powers; attacks: 1 beak (1d4) / 2 front claws (1d6) / 2 rear claws (1d6)
	demon, class II	9	-2	2 claws (1d3 ea.) / 1 bite (4d4)	6/12	F:9	C	magical powers
	demon, class III	10	-4	see notes	9	F:10	D	magical powers; attacks: 2 pincers (2d6) / 2 claws (1d3) / 1 bite (1d4+1)
	demon, class IV	11	-1	2 claws (1d4 ea.) / 1 bite (2d4+2)	9/12	F:8	E	magical powers; +1 or better weapon needed “to hit”
	demon, class V	7+7	-5	6 weapons (1d8 ea.) / 1 tail (1d8)	12	F:7	G	magical powers; +1 or better weapon needed “to hit”
	demon, class VI	8+8	-2	1 sword (2-11) or 1 whip (3d6)		F:9	F	darkness: 10' radius; magical powers; +1 or better weapon needed “to hit”
	demon, succubus	6	0	2 scratches (1d3 ea.)	12/18	F:6	I,Q	magical powers; shape change; kiss = 1 level energy drain
	djinni (lesser)	7+1	5	1 fists (2d8) / 1 whirlwind (2d6)	9/24	F:14	nil	magical powers; whirlwind: characters w/ < 2HD save vs. death ray or be swept away
	doppleganger	4	5	1 (1d12)	9	F:10	E	able to assume shape of any creature it sees; surprises on 1-4; sleep/charm immune
	dragon, black	7	2	2 claws (1d4+1 ea.) / 1 bite (2d10)	9/24	F:7	H	breath weapon (60'x5' cone of acid); infravision 60'; spells
	dragon, blue	9	0	2 claws (1d6+1 ea.) / 1 bite (3d10)	9/24	F:9	H,S	breath weapon (100'x5' line of lightning); infravision 60'; spells
	dragon, brass	7	2	2 claws (1d4 ea.) / 1 bite (4d4)	12/24	F:7	H	breath weapon (70'x20' cone of sleep gas; 40'x50' cloud of fear gas); infravision 60'; spells
	dragon, bronze	9	0	2 claws (1d6 ea.) / 1 bite (4d6)	9/24	F:9	H,S,T	breath weapon (100'x5' line of lightning; 20'x30' cloud of repulsion gas); infravision 60'; spells
	dragon, copper	8	1	2 claws (1d4 ea.) / 1 bite (5d4)	9/24	F:8	H,S	breath weapon (90'x30' cone of fire; 30'x20' cloud of slow gas); infravision 60'; spells
	dragon, gold	11	-2	2 claws (2d4 ea.) / 1 bite (6d6)	9/24	F:11	*	breath weapon (90'x30' cone of fire; 50'x40' cloud of gas); infravision 60'; spells; *H,R,S,T
	dragon, green	8	1	2 claws (1d6 ea.) / 1 bite (3d8)	9/24	F:8	H	breath weapon (50'x40' cloud of gas); infravision 60'; spells
	dragon, red	10	-1	2 claws (1d8 ea.) / 1 bite (4d8)	9/24	F:10	H,S,T	breath weapon (90'x30' cone of fire); infravision 60'; spells
	dragon, silver	10	-1	2 claws (1d6 ea.) / 1 bite (5d6)	9/24	F:10	H,T	breath weapon (80'x30' cone of cold; 50'x40' cloud of paralyzing gas); infravision 60'; spells
	dragon, white	6	3	2 claws (1d4 ea.) / 1 bite (2d8)	9/24	F:7	E,O,S	breath weapon (80'x30' cone of cold); infravision 60'; spells
	<b>dwarf</b>	-	-	—	-	-	-	<b>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</b>
	efreet (lesser)	10	3	1 various	9/24	F:15	nil	wall of fire (up to 3x/day); at will: create objects; create illusions; invisibility
	elemental, conjured	16	-2	by type (3d6)	*	F:12	nil	*move by type (air: //36; earth: 6; fire: 12; water: //18); special abilities by type
	elemental, device	12	0	by type (2d8)	*	F:10	nil	*move by type (air: //36; earth: 6; fire: 12; water: //18); special abilities by type
	elemental, staff	8	2	by type (1d8)	*	F:16	nil	*move by type (air: //36; earth: 6; fire: 12; water: //18); special abilities by type
	<b>elf</b>	-	-	—	-	-	-	<b>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</b>
	<b>fighter</b>	-	-	—	-	-	-	<b>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</b>
	gargoyle	4	5	see notes	9/15	F:4	(10M)	affected only by magical weapons; attacks: 2 claws (1d3 ea.) / 1 bite (1d6) / 1 horn (1d4)
	gelatinous cube	4	8	1 (2d8) + special	6	F:2	*	paralysis (2-8 turn duration); immune to cold/lightning; *various
	ghast	2	6	2 claws (1d3 ea.) / 1 bite (1d6)	9	F:2	*	paralytic touch (as ghoul); stench (10' radius; save vs. poison or attack at -2 “to hit”); *B,Q,R,S,T
	ghost	5	1	1 touch (1d6) + special	15	F:5	E,S	on successful hit = 50% chance to cause “aging” (1d10 years) due to fright
	ghoul	2	6	2 claws/1 bite (1d3 ea.) + special	9	F:2	B,T	paralytic touch: 2-8 turns vs. ogre-sized or smaller, except elves

# Monster Encounter Descriptions: Giant, Cloud – Hell Hound

For explanation of column headers, see p. 14.

Monster	HD	AC	Attacks / Damage	Move	ST	TT	Special Attacks/Defenses/Notes
giant, cloud	12+3	4	1 weapon (6d6)	12	F:12	E,5Q	hurl rocks (2-24 pts. damage); keen sense of smell (surprised only on 1 on 1d6)
giant, fire	11+2	4	1 weapon (5d6)	12	F:11	E	hurl rocks (2-20 pts. damage); impervious to fire-based attacks
giant, frost	10+1	4	1 weapon (4d6)	12	F:10	E	hurl rocks (2-20 pts. damage); impervious to cold-based attacks
giant, hill	8	4	1 weapon (2d8)	12	F:8	D	hurl rocks (2-16 pts. damage)
giant, stone	9	4	1 weapon (3d6)	12	F:9	E	hurl rocks (3-30 pts. damage)
giant, storm	15	2	1 weapon (7d6)	15	F:15	*	lightning bolts (2d8 ea.; 1 per 5 rounds; save vs. spells reduces to 1/2 damage); spells; *E,10Q,S
gnoll	2	5	1 bite or 1 weapon (1d8)	9	F:2	(L,M)	5% per level of enc. w/ missile weapons; +1 leader per 20 appearing; +1 chief. if 100+ appear
gnoll chieftain	22 pts.	3	1 bite or 1 weapon (1d8+1)	9	F:4	(I)	attacks as 4 HD monster
gnoll leader	16 pts.	4	1 bite or 1 weapon (1d8+2)	9	F:3	(M,N)	attacks as 3 HD monster; titled as “sub-chief” if appearing w/ chieftain
gnoll shaman	12 pts.	4	1 bite or 1 weapon (1d8)	9	F:2	(L,M)	attacks as 3 HD monster; spells (as 2nd level cleric)
<b>gnome</b>	–	–	—	–	–	–	<b>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</b>
gnome, deep	3+6	2	1 weapon (1d6+1)	9	D:4	(2K,3Q)	infravision 120'; surprised only 1 in 12; surprises 9 in 10; +2 “to hit” w/ darts; +1 leader per 4 d.g.'s
gnome, deep leader	4+6	1	1 weapon (1d6+1)	9	D:5	(3K,4Q)	infravision 120'; surprised only 1 in 12; surprises 9 in 10; +2 “to hit” w/ darts
goblin	1-6 pts.	6	1 weapon (1d6)	6	NM	(K)	5% per level of enc. w/ missile weapons; infravision 90'; +1 leader per 40 goblins; +1 king in lair
goblin king	15 pts.	4	1 weapon (1d6+1)	6	F:3	(I)	infravision 90'; attacks as 3 HD monster; appears w/ 2-12 bodyguards (stats per leader); +1 damage
goblin leader	7 pts.	5	1 weapon (1d6)	6	F:1	(L)	infravision 90'; attacks as 1 HD monster
goblin shaman	5 pts.	5	1 weapon (1d6)	6	F:1	(K)	infravision 90'; attacks as 1 HD monster; spells (as 2nd level MU)
golem, amber	10	6	2 claws (2d6 ea.) / 1 bite (2d10)	18	F:5	nil	sleep/charm/hold immune; detect invisible (60' range)
golem, bone	8	2	4 weapons (by weapon)	12	F:4	nil	only affected by magical weapons; sleep/charm/hold/fire/cold/electric immune
golem, bronze	20	0	1 fist (3d10) + special	24	F:10	nil	sleep/charm/hold/fire immune; successful hit against w/ edged weapon = save vs. death ray or 2d6
golem, clay	12	7	1 fist (3d12 ea.)	8	F:6	nil	immune to slashing/piercing attacks; sleep/charm/hold immune
golem, flesh	12	9	2 fists (2d8 ea.)	8	F:6	nil	only affected by magical weapons; slowed by cold/fire; heals from lightning; unaffected by other spells
golem, iron	16	3	1 weapon or 1 fist (4d10)	6	F:8	nil	min. weapon to hit = +3; heals from fire; poison gas every 7 rnds.; magic immune except electric
golem, stone	14	5	1 fist (3d8) + special	6	F:7	nil	min. weapon to hit = +2; <i>slow</i> every 2 rnds.; magic immune except <i>rock to mud</i> (slows 50%; restores HPs)
golem, wood	2+2	7	1 fist (1d8)	12	F:1	nil	only affected by magical weapons; sleep/charm/hold immune; vs. fire: save at -2, +1 pt. per die damage
gorgon	8	2	1 gore (2d6) or breath (special)	12	F:8	E	petrification breath (save vs. paralysis)
gray ooze	3	8	1 strike (2d8)	10	F:2	nil	“sticks” to victim (+2d8 pts. damage per turn); impervious to cold and fire; corrodes metal
green slime	2	-	special	3	F:1	nil	turns flesh to slime (become slime in 1-4 rnds.); dissolve wood/metal in 6 rnds.; killed only by fire/cold
gremlin	1	7	special	12	M:1	nil	cause annoyances; play tricks
<b>halfling</b>	–	–	—	–	–	–	<b>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</b>
harpy	3	7	see notes	6/15	M:3	C	2 claws (1d4 ea.) / 1 weapon (1d6) / special; charm
hell hound	3-7	4	1 bite (1d6) or breath (special)	12	F:†	C	breath = 1d6 per HD; save vs. breath = 1/2 damage; † = saves as fighter at a level = HD



# Monster Encounter Descriptions: Hobghoul – Lycanthrope, Weretiger

For explanation of column headers, see p. 14.

Monster	HD	AC	Attacks / Damage	Move	ST	TT	Special Attacks/Defenses/Notes
hobghoul	3	6	2 claws (1d3 ea.) or 1 weapon	12	F:3	C	paralytic touch (as ghoul); regenerates 1 hit point per round (while alive)
hobgoblin	1+1	6	1 weapon (1d8)	9	F:1	(J,M)	5% per level of encounter w/ missile weapons; +1 leader per 20 hobgoblins; +1 chief in lair
hobgoblin chief	22 pts.	3	1 weapon (1d8)	9	F:4	(I)	attacks as 4 HD monster; +2 damage w/ HTH weapons; appears w/ 2-12 bodyguards (stats per leader)
hobgoblin leader	12 pts.	5	1 weapon (1d8)	9	F:3	(2J,2M)	attacks as 3 HD monster; +1 damage w/ HTH weapons
hook horror	5	3	2 hooks (1d8 ea.)	9	F:3	P	only 10% chance of being surprised (1 on 1d10)
hydra	8 pts./hd.	5	1 bite (1d10) per head	120	F:†	B	8 hit pts. per head; (†) saves as fighter at level = # of heads
invisible stalker	8	3	1 strike (4d4)	12	F:8	nil	surprises on 1-5; invisible (all attacks against = -2 “to hit”)
kobold	1-4 pts.	7	1 weapon (1d4)	6	NM	(J,O)	10% per level of enc. w/ missile weapons (max. 50%); +1 leader per 40 kobolds; +1 chief. in lair
kobold chieftan	9 pts.	5	1 weapon (1d8)	6	F:2	(L,R)	attacks as 2 HD monster; appears w/ 5-20 bodyguards (stats per leader)
kobold leader	4 pts.	6	1 weapon (1d6)	6	F:1	(K,P)	attacks as 1 HD monster
lamia	9	3	1 weapon (1d4)	24	C/8	D	spells (1/day ea.): <i>charm person</i> , <i>mirror image</i> , <i>suggestion</i> , <i>illusion</i> (as wand); touch drains 1 pt. WIS
lammasu	7+7	6	2 claws (1d6 ea.)	12/24	F:6	R,S,T	invisible and/or dimension door at will; protection from evil (x2) - 10' radius; spells
lich	11+	0	1 touch (1d10 + auto paralysis)	6	M:11	A	+1 or better weapon to hit; immunities (various); spells; sight causes paralytic fear
living statue, crystal	3	3	2 fists (1d6 ea.)	9	F:3	nil	sleep immune
living statue, iron	4	2	2 fists (1d8 ea.) + special	3	F:4	nil	absorbs iron; non-magical weapon hits = save vs. spells or become “stuck” in statue; sleep immune
living statue, rock	5	4	2 special (2d6 ea.)	6	F:5	nil	squirts magma from fingertips (2d6 ea.); sleep immune
lizard, giant draco	4+2	5	1 bite (1d10)	12/21	F:3	3Q	skin between legs allows gliding
lizard, giant fire	10	2	see notes	9	F:8	B,10Q	1 bite (4d4) / 2 claws (1d8 ea.) / breath (1d10 fire/smoke; 10' range)
lizard, giant gecko	3+1	5	1 bite (1d8)	12	F:2	Q	can climb steep walls and tress and “drop” to attack
lizard, g. h. chameleon	5	2	1 bite (2d4)/1 horn (1d6)/tail (special)	12	F:3	Q	camouflage: surprises on 1-5; tail hit = no damage, but knocks victim down, prevents attack for round
lizard, giant minotaur	8	5	1 bite (3d6) / 2 claws (2d10 ea.)	9	F:7	C,Q	surprises on 1-4; 20 on “to hit” roll = prey helpless in mouth of lizard (automatic bite on next round)
lizard, giant tuatara	6	4	2 claws (1d4 ea.) / 1 bite (2d6)	9	F:4	Q	membrane can be lowered over eyes for infravision (90')
lizardman	2+1	5	1 weapon (1d6+1)	6//12	F:2	R	+1 damage w/ HTH weapons; +1 leader per 15 app.; +1 shaman per 30 app.; +1 chief. if 50+ app.
lizardman chief	7	4	1 weapon (1d6+3)	6//12	F:7	I	+3 damage w/ HTH weapons
lizardman leader	5	4	1 weapon (1d6+2)	6//12	F:5	R	+2 damage w/ HTH weapons; titled as “sub-chief” if appearing with chieftain
lizardman shaman	3	5	1 weapon (1d6+1)	6//12	F:3	R	spells (as 3rd level cleric)
locust, cave	2	4	1 bite (1d2) or 1 bump (1d4) or 1 spit	6/18	F:2	nil	shrieks (20% chance to call wand. monster); spit = save vs. poison or 1 turn unable to act (smell)
lycanthrope, werebear	6+3	2	2 claws (2d4) / 1 bite (2d8)	12	F:6	R,T,X	lycanthropy; silver/magical weapons needed “to hit”; call/control 1-6 bears; 2 claw hits = hug (+2d8)
lycanthrope, wereboar	4+1	4	1 tusk-bite (2d6)	15	F:4	B,X	lycanthropy; silver/magical weapons needed “to hit”; call/control boars in area
lycanthrope, werefox	3+2	6	1 bite (1d4) + charm (special)	18	F:3	C	lycanthropy; silver/magical weapons needed “to hit”; charm opposite sex (1 day dur.); charm animals
lycanthrope, wererat	3	7	1 bite (1d4) or by weapon (1d6)	12	F:3	C	lycanthropy; silver/magical weapons needed “to hit”; call/control rats in area; surprise on 1-4
lycanthrope, weretiger	5	3	2 claws (1d6 ea.) / 1 bite (2d6)	15	F:5	D,5Q	lycanthropy; silver/magical weapons needed “to hit”; call/control great cats in area; surprise on 1-4

# Monster Encounter Descriptions: Lycanthrope, Werewolf – Shrieker

For explanation of column headers, see p. 14.

24

Monster	HD	AC	Attacks / Damage	Move	ST	TT	Special Attacks/Defenses/Notes
lycanthrope, werewolf	4	5	1 bite (2d6)	18	F:4	B	lycanthropy; silver/magical weapons needed “to hit”; call/control wolves in area
<b><i>magic-user</i></b>	-	-	—	-	-	-	<b><i>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</i></b>
manticore	6+2	4	see notes	12/18	F:6	E	2 claws (1d4 ea.) / 1 bite (2d4) or spikes (6/rnd.; 1d6 ea.; 24 total; regrows 2/day)
medusa	5	7	1 snakebite (1d6) + special	9	F:5	*	bite = save vs. poison or die (1 turn); gaze = save vs. paralysis or turn to stone; *P,10Q,X,Y
mimic	7-10	7	1 (3d4)	3	F:7-10	nil	able to mimic look of stone or wood; secretes glue: successful “to hit” = holds fast to member struck
minotaur	6	6	see notes	12	F:6	C	attacks: 1 gore (2d4) / 1 bite (1d4) or 1 weapon (1d8); +2 damage bonus from STR
mummy	6	3	1 touch (1d12) + disease	9	F:6	D	hit causes rot/disease; affected only by magical weapons (1/2 damage); immune to sleep/charm/hold
naga, guardian	11	3	1 bite (1d6) / 1 constrict (2d4)	15	F:11	H	spits poison (30' range; save vs. poison or die); spells (as 6th level cleric)
naga, spirit	9	4	1 bite (1d3 + poison)	12	F:9	B,T,X	gaze = save vs. paralysis or permanently charmed; spells (as 4th level MU and 5th level cleric)
ochre jelly	5	8	1 strike (2d6)	3	F:3	nil	hits from weapons/lightning make 1d4+1 smaller jellies that do 1/2 damage; destroys wood
ogre	4+1	5	1 club (1d10)	9	F:4	(10M)	+1 leader if 11-15 ogres appear; +1 chieftain and +2 sub-chiefs (stats per leader) if 16+ ogres appear
ogre, mutant	5	4	1 club (1d10+4)	9	F:5	nil	immune to poison/cold; 1/2 damage from fire; +4 damage with HTH weapons (due to strength)
ogre chieftain	36 pts.	3	1 club (2d6+2)	9	F:7	(I)	attacks as 7 HD monster
ogre leader	32 pts.	4	1 club (2d6)	9	F:7	(20M)	attacks as 7 HD monster
ogre magi	5+2	4	1 weapon (1d12)	12/18	F:5	G,R,S	magic: <i>fly, darkness, polymorph self</i> (human), <i>invisibility; regen., charm, sleep, gas. form</i> , cold ray
ogre shaman	5+3	4	1 club (1d10)	9	F:5	(15M)	spells (as 3rd level cleric)
orc	1	6	1 weapon (1d6)	12	F:1	(L)	20% w/ missile weapons; +1 leader per 20 appearing; +1 chieftain if 100+ appear
orc chieftain	15 pts.	4	1 weapon (1d6+2)	12	F:4	(I)	attacks as 4 HD monster
orc leader	8 pts.	5	1 weapon (1d6+1)	12	F:2	(M)	attacks as 2 HD monster
owlbear	5	5	2 claws (1d8 ea.) / 1 bite (1d8)	12	F:3	C	hit with both claws = bear hug (+2d8)
poltergeist	1-4 pts.	10	special	special	F:1	nil	invisible (-4 against); “throws” objects as 5 HD monster: if struck save vs. spells or flee area (2-24 rnds.)
purple worm	15	6	1 bite (2d8) / 1 sting (1d8 + poison)	9	F:8	B,5Q,X	“to hit” +4 over target = swallowed whole (+3d8/rnd. thereafter); sting = save vs. poison or die
rat, giant	1-4 pts.	7	1 bite (1d3 + special)	12//6	F:1	C	successful bite = 1 in 20 chance of disease (fail = die in 1-6 days; save = sick in bed 1 mo.)
rhagodessa, giant	4+2	5	1 leg (special) / 1 bite (2d8)	15	F:2	Q	hit w/ leg attack = defender “stuck” to leg + bite hits automatically vs. same defender next round
salamander	7+7	4	1 touch (1d6)/1 weapon (2d6)/1 special	9	F:7	F	only hit by magic weapons; constrict (2d4+1d6 per round); sleep/charm/hold/flame immune
salamander, flame	8	2	see notes	12	F:8	F	2 claws (1d4 ea.) / 1 bite (1d8) + special (radiates heat; 1d8 to all in 20' radius); flame immune
salamander, frost	12	3	see notes	12	F:12	E	4 claws (1d6 ea.) / 1 bite (2d6) + special (radiates cold; 1d8 to all in 20' radius); cold immune
scorpion, giant	4	2	see notes	15	F:2	D	2 claws (1d10 ea.) / 1 sting (1d4 + save vs. poison or die); sting attacks at +2 if claw hits
shadow	3	7	1 touch (1d4 + special)	9	F:2	F	hit drains 1 pt. STR (8 turns); sleep/charm immune; only harmed by magical weapons; surprises on 1-4
shedu	9+9	4	2 hooves (1d6 ea.)	12/24	F:9	G	telepathy; psionics (70-100 pts.; attacks/defenses: all/all)
shrew, giant	1	4	2 bites (1d6 ea.)	18	F:1	nil	+1 initiative on second attack during same rnd.; not affected by light; “see” in dark 60'
shrieker	3	7	special	3	F:1	nil	reacts to light and movement with shriek (1d3 rounds)

# Monster Encounter Descriptions: Skeleton – Zombie

For explanation of column headers, see p. 14.

Monster	HD	AC	Attacks / Damage	Move	ST	TT	Special Attacks/Defenses/Notes
skeleton	1	7	1 weapon (1d6)	12	F:1	nil	immune to sleep/charm/hold/cold/mind-reading
skeleton, ruby	3	4	1 weapon (1d6) or 1 fireball (2d4)	15	F:3	*	immune (as normal skeleton); “spits” fireball (2d4; 1 per melee round); *2 rubies (as “eyes”)
skeleton, rupture	1	7	1 weapon (1d6)	12	F:1	nil	immune (as normal skeleton); “explodes” on successful “to hit” against (2d6 fireball; 5' radius)
skeleton, stone	1+4	5	1 weapon (1d6)	9	F:2	nil	immune to sleep/charm/hold/cold/mind-reading
slime worm	10	5	1 bite (2d6)	6	F:5	D	5 in 6 chance to appear as pile of treasure; “to hit” of 18 or greater = swallows whole (+2d6 per rnd.)
slithering tracker	5	5	special	12	F:5	C	95% undetected; attacks sleeping victim: save vs. paralysis or draws plasma (killing in 6 turns)
slug, giant	12	8	1 bite (1d12) or spit acid (6d6)	6	F:12	nil	not affected by blunt weapons (except magical); spits acid
spectre	7	2	1 touch (1d8 + level drain)	15/30	F:7	3Q,X,Y	hit does 1d8 + drains 2 levels; affected only by magical weapons; sleep/charm/hold/cold immune
sphinx, andro-	12	-2	2 claws (2d6 ea.)	18/30	F:12	U	spells (as 6th level cleric); 3 magic roars per day (fear or petrification + deafness)
sphinx, cryo-	10	0	2 claws (2d4 ea.) / 1 head butt (3d6)	12/24	F:10	F	speak with animals
sphinx, gyno-	8	-1	2 claws (2d4 ea.)	15/24	F:8	R,X	spells (1/day ea.): incl. <i>detect/read/dispel magic</i> , <i>detect invisible</i> , <i>locate object</i> , <i>remove curse</i>
sphinx, hieraco-	9	1	2 claws (2d4 ea.) / 1 beak (1d10)	9/36	F:9	E	—
spider, g. black widow	3	6	1 bite (2d6 + poison)	6//12	F:2	Q	bite = save vs. poison or die in 1 turn; 12" move in web; web treated per magic-user spell <i>web</i>
spider, giant crab	2	7	1 bite (1d8 + poison)	12	F:1	Q	surprises on 1-4; save vs. poison or die in 1d4 turns (victim gets +2 to save throw)
spider, g. tarantella	4	5	1 bite (1d8 + poison)	12	F:2	Q	save vs. poison or suffer dancing spasms; watchers save vs. spells or suffer dancing spasms
spider, phase	2+2	3	1 bite (1d6 + poison)	6//15	F:5	E	unaffected by all but ethereal attacks when “out of phase”; victims save vs. poison at -2
stirge	1+1	8	1 sting (1d3 + special)	3/18	F:2	D	drain blood (1d4 points per round) after successful attack
stunjelly	4	8	2-8 (paralyzation)	3	F:4	*	save vs. paralysis or be paralyzed for 5-20 melee rounds; *various
<b>thief</b>	—	—	—	—	—	—	<b>see “Monster Encounter Descriptions: Human and Demi-human” (p. 19)</b>
tick, giant	3	3	1 bite (1d4 + special)	3	F:3	nil	hit causes disease (kills in 2d4 days); drains blood (1d4 points per rnd.) after successful attack
toad, giant	2+4	7	1 bite (2d4)	9	F:1	nil	“shoots” tongue 15' (drags dwarf or smaller on hit; natural 20 = swallows whole); surprises on 1-3
trapper	12	3	1 squeeze (special)	3	F:12	G	95% undetected; squeeze = 4 pts. + AC of victim (per turn of crushing), smothers in 6 rounds
troglydte	2	5	2 claws/1 bite (1d4 ea.) or by weapon	12	F:2	(M)	surprises on 1-4; odor: save vs. poison or -2 “to hit”; +1 leader/10 appearing; +1 chief if 60+ appear
troglydte chieftain	6	5	2 claws/1 bite (1d4 ea.) or by weapon	12	F:6	(I)	surprises on 1-4; odor: save vs. poison or -2 “to hit”; appears with 2-8 guards (stats per leader)
troglydte leader	3	5	2 claws/1 bite (1d4 ea.) or by weapon	12	F:3	(2M)	surprises on 1-4; odor: save vs. poison or -2 “to hit”
troll	6+4	4	2 claws (1d6 ea.)/1 bite (1d10+1)	12	F:6	D	regenerates 3 hits point per round starting 3 rounds after being hit (except from fire and acid)
vampire	8+2	2	1 bite (1d10 + drains 2 levels)	12/18	F:8	F	sleep/charm/hold/paralysis/poison immune; gaze: save vs. spell (at -2) or charm; magical powers
wight	2	5	1 touch (energy drain: 1 level)	9	F:3	B	only hit by silver or magical weapons; sleep/charm/hold/cold/poison/paralysis immune
wraith	4	3	1 touch (1d6 + drains 1 level)	12/24	F:4	E	sleep/charm/hold/cold/poison/paralysis immune; only hit by silver (1/2 damage) or magical weapons
wyvern	7	3	1 bite (2d8) / 1 sting (1d6 + poison)	9/24	F:4	E	tail sting = save vs. poison or die
yellow mold	-	-	special	0	F:2	nil	does 1d6 damage to touching victim; if struck, 50% chance = release 10' cloud of poisonous spores
zombie	2	8	1 weapon (1d8)	9	F:1	nil	immune to sleep/charm/cold/mind-reading

# Quick Treasure Horde Generation I: Overview, Gems, Jewels

## TREASURE TYPES OVERVIEW (1e)

Type	Copper	Silver	Electrum	Gold	Platinum	Gems	Jewelry	Magic
A	✓	✓	✓	✓	✓	✓	✓	✓
B	✓	✓	✓	✓	–	✓	✓	✓
C	✓	✓	✓	–	–	✓	✓	✓
D	✓	✓	✓	✓	–	✓	✓	✓
E	✓	✓	✓	✓	–	✓	✓	✓
F	✓	✓	✓	✓	✓	✓	✓	✓
G	–	–	–	✓	✓	✓	✓	✓
H	✓	✓	✓	✓	✓	✓	✓	✓
I	–	–	–	–	✓	✓	✓	✓
J-N roll on individual treasure types (p. 28)								
O	✓	✓	–	–	–	–	–	–
P	–	✓	✓	–	–	–	–	–
Q	–	–	–	–	–	✓	–	–
R	–	–	–	✓	✓	✓	✓	–
S	–	–	–	–	–	–	–	✓
T	–	–	–	–	–	–	–	✓
U	–	–	–	–	–	✓	✓	✓
V	–	–	–	–	–	–	–	✓
W	–	–	–	✓	✓	✓	✓	✓
X	–	–	–	–	–	–	–	✓
Y	–	–	–	✓	–	–	–	–
Z	✓	✓	✓	✓	✓	✓	✓	✓

## BX TREASURE TYPES

A-I: roll as per chart above

J = as O above    P = as J above  
K = as P above    Q = as K above  
L = as Q above    R = as L above  
M = as R above    S = as M above  
N = as S above    T = as N above  
O = as T above

U,V: see chart to right

## GEMS

Roll	A	B	C	D	E	F	G	H	I	Q	R	U	W	Z
1	4	1	1	1	3	5	4	5	2	1	2	10	5	2
2	6	2	2	2	6	10	6	10	4	1	4	15	10	4
3	8	3	3	3	9	15	8	16	5	1	6	18	15	6
4	12	4	3	4	12	20	10	23	6	1	8	21	20	8
5	10	4	4	5	–	25	11	30	7	2	10	24	25	10
6	16	5	4	6	–	30	13	37	8	2	12	27	30	12
7	18	5	5	7	–	–	14	40	9	2	14	30	35	14
8	20	6	6	8	–	–	16	47	10	2	16	33	40	16
9	22	7	–	9	–	–	18	54	11	3	18	36	45	18
10	24	8	–	10	–	–	20	65	12	3	20	39	50	20
11	26	–	–	–	–	–	–	70	13	3	22	40	55	22
12	28	–	–	–	–	–	–	77	14	3	24	41	60	24
13	30	–	–	–	–	–	–	84	15	4	26	42	65	26
14	32	–	–	–	–	–	–	90	16	4	28	43	70	28
15	34	–	–	–	–	–	–	100	17	4	30	44	75	30
16	36	–	–	–	–	–	–	–	18	–	32	45	80	–
17	38	–	–	–	–	–	–	–	20	–	–	48	–	–
18	40	–	–	–	–	–	–	–	–	–	–	51	–	–
19	–	–	–	–	–	–	–	–	–	–	–	54	–	–
20	–	–	–	–	–	–	–	–	–	–	–	57	–	–
21	–	–	–	–	–	–	–	–	–	–	–	60	–	–
22	–	–	–	–	–	–	–	–	–	–	–	63	–	–
23	–	–	–	–	–	–	–	–	–	–	–	66	–	–
24	–	–	–	–	–	–	–	–	–	–	–	69	–	–
25	–	–	–	–	–	–	–	–	–	–	–	72	–	–
26	–	–	–	–	–	–	–	–	–	–	–	75	–	–
27	–	–	–	–	–	–	–	–	–	–	–	80	–	–
28	–	–	–	–	–	–	–	–	–	–	–	–	–	–
29	–	–	–	–	–	–	–	–	–	–	–	–	–	–
30	–	–	–	–	–	–	–	–	–	–	–	–	–	–

## BX U/V TREASURE TYPES

 Based on % below, roll 1d30 and consult indications at right.

BX Type	Copper Pieces	Silver Pieces	Electrum Pieces	Gold Pieces	Platinum Pieces	Gems/Jewelry	Magic Items
U	10%P	10%P	—	5%P	–	5%G	2%M
V	–	10%P	5%P	10%P	5%P	10%G	5%M

## JEWELRY

Roll	A	B	C	D	E	F	G	H	I	R	U	W	Z
1	2	1	1	1	2	3	1	10	1	1	5	5	5
2	4	1	1	2	5	6	2	12	2	2	6	7	7
3	6	2	1	3	8	10	3	15	3	3	7	9	9
4	8	2	2	4	–	–	5	17	4	4	8	12	11
5	10	3	2	5	–	–	7	19	5	5	9	14	13
6	12	3	2	6	–	–	10	21	6	6	10	17	15
7	14	4	3	–	–	–	–	23	6	6	11	19	17
8	16	4	3	–	–	–	–	25	7	7	12	21	18
9	18	–	–	–	–	–	–	27	7	7	13	24	19
10	20	–	–	–	–	–	–	29	8	8	14	26	21
11	22	–	–	–	–	–	–	31	8	9	14	28	23
12	24	–	–	–	–	–	–	33	9	10	15	31	25
13	26	–	–	–	–	–	–	35	10	11	15	33	27
14	28	–	–	–	–	–	–	37	11	12	16	36	29
15	30	–	–	–	–	–	–	40	12	–	17	40	30
16	–	–	–	–	–	–	–	–	–	–	18	–	–
17	–	–	–	–	–	–	–	–	–	–	19	–	–
18	–	–	–	–	–	–	–	–	–	–	20	–	–
19	–	–	–	–	–	–	–	–	–	–	21	–	–
20	–	–	–	–	–	–	–	–	–	–	22	–	–
21	–	–	–	–	–	–	–	–	–	–	23	–	–
22	–	–	–	–	–	–	–	–	–	–	24	–	–
23	–	–	–	–	–	–	–	–	–	–	25	–	–
24	–	–	–	–	–	–	–	–	–	–	26	–	–
25	–	–	–	–	–	–	–	–	–	–	28	–	–
26	–	–	–	–	–	–	–	–	–	–	29	–	–
27	–	–	–	–	–	–	–	–	–	–	30	–	–
28	–	–	–	–	–	–	–	–	–	–	–	–	–
29	–	–	–	–	–	–	–	–	–	–	–	–	–
30	–	–	–	–	–	–	–	–	–	–	–	–	–

**5%P:** 1=75 pieces, 2=25 pieces, 3-30=nil

**10%P:** 1=75 pieces, 2=50 pieces, 3=25 pieces, 4-30=nil

**5%G:** 1=3 items, 2=1 item, 3-30=nil

**10%G:** 1=3 items, 2=2 items, 3=1 item, 4-30=nil

**2%M:** 1=1 item, 2-30=nil

**10%M:** 1-2=1 item, 3-30=nil



# Quick Treasure Horde Generation II: Copper, Silver, Electrum, Gold, Platinum

## 1,000s OF COPPER PIECES

Roll	A	B	C	D	E	H	O	Z
1	1	1	2	2	5	5	1	.5
2	2	1.5	4	5	10	10	1.5	1
3	3	2	6	8	–	15	2	1.5
4	3.5	2.5	8	–	–	20	2.5	2
5	4	3	10	–	–	25	3	2.5
6	5	3.5	12	–	–	30	3.5	3
7	6	4	–	–	–	–	4	–
8	–	4.5	–	–	–	–	–	–
9	–	5	–	–	–	–	–	–
10	–	5.5	–	–	–	–	–	–
11	–	6	–	–	–	–	–	–
12	–	6.5	–	–	–	–	–	–
13	–	7	–	–	–	–	–	–
14	–	7.5	–	–	–	–	–	–
15	–	8	–	–	–	–	–	–
16+	–	–	–	–	–	–	–	–

## 1,000s OF ELECTRUM PIECES

Roll	A	B	C	D	E	F	H	P	Z
1	1	1	1	1	1	2	10	.75	1
2	1.5	1.5	2.5	2	2	5	12.5	1	1.5
3	2	2	4	4	3	8	15	1.25	2
4	2.5	2.5	–	6	3.5	10	17.5	1.5	2.5
5	3	3	–	8	4	12	20	1.75	3
6	3.5	3.5	–	–	5	–	22.5	2	3.5
7	4	4	–	–	6	–	25	–	4
8	4.5	–	–	–	–	–	27.5	–	–
9	5	–	–	–	–	–	30	–	–
10	5.5	–	–	–	–	–	32.5	–	–
11	6	–	–	–	–	–	35	–	–
12	–	–	–	–	–	–	40	–	–
13	–	–	–	–	–	–	–	–	–
14+	–	–	–	–	–	–	–	–	–

## 1,000s OF SILVER PIECES

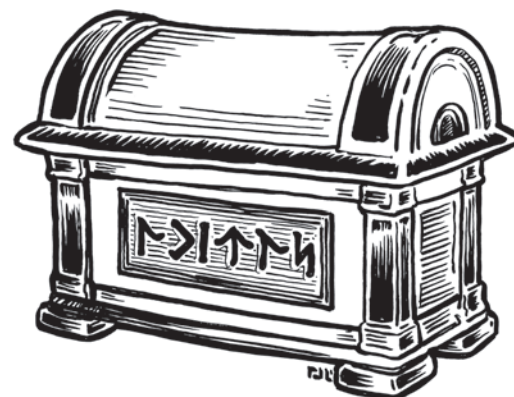
Roll	A	B	C	D	E	F	H	O	P	Z
1	1	1	1	2	1	7	10	.5	1	1
2	1.5	2	1.5	5	2	13	20	1	1.5	1.5
3	2	3	2	8	4	20	30	1.5	2	2
4	2.5	3.5	2.5	10	6	–	40	2	2.5	2.5
5	3	4	3	12	8	–	45	2.5	3	3
6	3.5	5	3.5	–	10	–	50	3	3.5	3.5
7	4	6	4	–	12	–	55	–	4	4
8	4.5	–	4.5	–	–	–	60	–	4.5	–
9	5	–	5	–	–	–	70	–	5	–
10	5.5	–	5.5	–	–	–	80	–	5.5	–
11	6	–	6	–	–	–	90	–	6	–
12	–	–	–	–	–	–	100	–	–	–
13	–	–	–	–	–	–	–	–	–	–
14+	–	–	–	–	–	–	–	–	–	–

## 100s OF PLATINUM PIECES

Roll	A	F	G	H	I	R	W	Z
1	1	1	1	10	3	10	1	1
2	1.5	2	2.5	20	6	15	2	1.5
3	2	3	4	30	8.5	20	4	2
4	2.5	3.5	5.5	40	10	22.5	6	2.5
5	3	4	7	50	12	25	8	3
6	3.5	4.5	8	–	15	27.5	–	3.5
7	4	5	9	–	18	30	–	4
8	–	5.5	10.5	–	–	32.5	–	4.5
9	–	6	12	–	–	35	–	5
10	–	7	13	–	–	37.5	–	5.5
11	–	8	14	–	–	40	–	6
12	–	–	15.5	–	–	45	–	–
13	–	–	17	–	–	50	–	–
14	–	–	18.5	–	–	55	–	–
15	–	–	20	–	–	60	–	–
16+	–	–	–	–	–	–	–	–

## 1,000s OF GOLD PIECES

Roll	A	B	D	E	F	G	H	R	W	Y	Z
1	1	1	1	1	1	10	10	2	2	2	1
2	2	1.5	1.5	2.5	2	12.5	15	2.5	3	2.5	1.5
3	3	1.75	2	4	3	15	20	3	4	3	1.75
4	4	2	2.5	5	4	17.5	22.5	3.5	4.5	3.5	2
5	4.5	2.25	2.75	6.5	4.5	20	25	4	5	4	2.25
6	5	2.5	3	8	5	22.5	27.5	4.5	5.5	4.5	2.5
7	5.5	3	3.25	–	5.5	24	30	5	6	5	2.75
8	6	–	3.5	–	6	25	32.5	5.5	6.5	5.5	3
9	7	–	3.75	–	7	26	35	6	6.75	6	3.5
10	8	–	4	–	8	27.5	37.5	6.5	7	6.5	4
11	9	–	4.25	–	9	30	40	7	7.25	7	–
12	10	–	4.5	–	10	32.5	42.5	7.5	7.5	7.5	–
13	–	–	5	–	–	35	45	8	8	8	–
14	–	–	5.5	–	–	37.5	50	–	8.5	8.5	–
15	–	–	6	–	–	40	55	–	9	9	–
16	–	–	–	–	–	–	60	–	10	9.5	–
17	–	–	–	–	–	–	–	–	11	10	–
18	–	–	–	–	–	–	–	–	12	10.5	–
19	–	–	–	–	–	–	–	–	–	11	–
20	–	–	–	–	–	–	–	–	–	11.5	–
21	–	–	–	–	–	–	–	–	–	12	–
22+	–	–	–	–	–	–	–	–	–	–	–



Quick Treasure Horde Generation III: Magic Items, Individual Treasure Types

MAGIC ITEMS

Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27+
A	a <sup>1</sup>	a <sup>1</sup>	a <sup>1</sup>	a <sup>2</sup>	a <sup>2</sup>	a <sup>2</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
B	† <sup>1</sup>	† <sup>1</sup>	† <sup>1</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
C	a <sup>1</sup>	a <sup>2</sup>	a <sup>3</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
D	a <sup>1</sup> ,p <sup>1</sup>	a <sup>1</sup> ,p <sup>1</sup>	a <sup>2</sup> ,p <sup>1</sup>	a <sup>2</sup> ,p <sup>1</sup>	a <sup>2</sup> ,p <sup>1</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
E	a <sup>1</sup> ,s <sup>1</sup>	a <sup>2</sup> ,s <sup>1</sup>	a <sup>2</sup> ,s <sup>1</sup>	a <sup>3</sup> ,s <sup>1</sup>	a <sup>3</sup> ,s <sup>1</sup>	a <sup>3</sup> ,s <sup>1</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
F	x <sup>1</sup> ,p <sup>1</sup>	x <sup>1</sup> ,s <sup>1</sup>	x <sup>1</sup> ,p <sup>1</sup> ,s <sup>1</sup>	x <sup>2</sup> ,p <sup>1</sup>	x <sup>2</sup> ,s <sup>1</sup>	x <sup>2</sup> ,p <sup>1</sup> ,s <sup>1</sup>	x <sup>2</sup> ,p <sup>1</sup> ,s <sup>1</sup>	x <sup>3</sup> ,p <sup>1</sup> ,s <sup>1</sup>	x <sup>3</sup> ,p <sup>1</sup> ,s <sup>1</sup>	x <sup>3</sup> ,p <sup>1</sup> ,s <sup>1</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	
G	a <sup>1</sup> ,s <sup>1</sup>	a <sup>1</sup> ,s <sup>1</sup>	a <sup>2</sup> ,s <sup>1</sup>	a <sup>2</sup> ,s <sup>1</sup>	a <sup>3</sup> ,s <sup>1</sup>	a <sup>3</sup> ,s <sup>1</sup>	a <sup>3</sup> ,s <sup>1</sup>	a <sup>4</sup> ,s <sup>1</sup>	a <sup>4</sup> ,s <sup>1</sup>	a <sup>4</sup> ,s <sup>1</sup>	a <sup>4</sup> ,s <sup>1</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	
H	a <sup>1</sup> ,p <sup>1</sup> ,s <sup>1</sup>	a <sup>2</sup> ,p <sup>1</sup> ,s <sup>1</sup>	a <sup>3</sup> ,p <sup>1</sup> ,s <sup>1</sup>	a <sup>4</sup> ,p <sup>1</sup> ,s <sup>1</sup>	a <sup>4</sup> ,p <sup>1</sup> ,s <sup>1</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
I	a <sup>1</sup>	a <sup>1</sup>	a <sup>1</sup>	a <sup>1</sup>	a <sup>1</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
S	p <sup>2</sup>	p <sup>3</sup>	p <sup>3</sup>	p <sup>4</sup>	p <sup>4</sup>	p <sup>5</sup>	p <sup>5</sup>	p <sup>6</sup>	p <sup>6</sup>	p <sup>7</sup>	p <sup>7</sup>	p <sup>8</sup>	–	–	–	–	–	–	–	–	–	–	–	–	–	–	
T	s <sup>1</sup>	s <sup>1</sup>	s <sup>1</sup>	s <sup>2</sup>	s <sup>2</sup>	s <sup>2</sup>	s <sup>2</sup>	s <sup>3</sup>	s <sup>3</sup>	s <sup>3</sup>	s <sup>3</sup>	s <sup>4</sup>	s <sup>4</sup>	s <sup>4</sup>	–	–	–	–	–	–	–	–	–	–	–	–	
U	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	–	–	–	–	–	
V	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>1</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	e <sup>2</sup>	–	
W	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	m <sup>1</sup>	–	–	–	–	–	–	–	–	–	
X	z <sup>1</sup>	z <sup>1</sup>	z <sup>1</sup>	z <sup>1</sup>	z <sup>1</sup>	z <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	z <sup>1</sup> ,p <sup>1</sup>	–	–	–	–	–	–	–	
Z	a <sup>1</sup>	a <sup>1</sup>	a <sup>2</sup>	a <sup>2</sup>	a <sup>2</sup>	a <sup>2</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	a <sup>3</sup>	–	–	–	–	–	–	–	–	–	–	–	

MAGIC ITEMS (M) LEGEND

- a any
- † sword, armor, or misc. weapon
- p potion
- s scroll
- x any, except swords or misc. weapons
- e each (every) type, except swords or misc. weapons
- m map
- z misc. magic
- (<sup>#</sup>) number of items appears in superscript next to item type (e.g., P<sup>3</sup> = 3 potions)

TREASURE TYPES FOR INDIVIDUALS/TYPES: J, K, L, M, N (†)

If the result of any initial roll produces a result of “R2”, make a second roll on the row immediately following the initial row.

Type	Metal	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
J	copper	R2	R2	8	9	9	10	10	11	11	12	12	12	13	13	13	14	14	14	15	15	15	16	16	17	17	18	18	19	R2	R2
R2(J)	copper	3	4	4	5	5	5	6	6	6	6	7	7	7	7	7	20	20	20	20	20	21	21	21	21	22	22	22	23	23	24
K	silver	R2	5	6	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	11	12	12	12	13	13	13	14	14	15	16	R2
R2(K)	silver	3	3	4	4	4	4	4	6	6	6	9	9	9	9	9	12	12	12	12	12	15	15	15	17	17	17	17	17	18	18
L	electrum	2	3	3	4	4	5	5	5	6	6	6	6	7	7	7	7	7	7	8	8	8	8	9	9	9	10	10	11	11	12
M	gold	2	2	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8
N	platinum	1	1	1	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	4	5	5	5	5	5	6	6	6

## Gems and Gem-centric Jewelry

Creates 27,000 unique gem-based treasure items.  
Includes gem type, value, setting, metal type, and container.

### GG1: GEM TYPE

Roll	Gem Type	Value Range
1	amber	50/100/150
2	amethyst	50/100/150
3	aquamarine	250/500/750
4	bloodstone	25/50/75
5	coral, pink	250/500/750
6	coral, red	250/500/750
7	cordierite	25/50/75
8	diamond	3000/6000/9000
9	emerald	2500/5000/7500
10	garnet, almandine	25/50/75
11	garnet, green	250/500/750
12	jade	250/500/750
13	jasper, black	25/50/75
14	jasper, red	25/50/75
15	opal, fire	50/100/150
16	opal, white	500/1000/1500
17	pearl, black	1200/2400/3600
18	pearl, white	1200/2400/3600
19	quartz, cats eye	25/50/75
20	quartz, crystal	5/10/15
21	quartz, rose	50/100/150
22	ruby	500/1000/1500
23	sapphire, blue	500/1000/1500
24	sapphire, star	200/500/750
25	turquoise	5/10/15
26	topaz, blue	250/500/750
27	topaz, golden	250/500/750
28	topaz, smoky	250/500/750
29	zircon, blue	2/10/15
30	zircon, clear	5/10/15

### GG2: BASIC PROPERTIES

10s Digit: Value	1s Digit: Item Type	+Value (GPs)
1-10 low (left)	1 loose stone	+0
11-20 middle (center)	2 ring, silver band	+10
21-30 high (right)	3 ring, gold band	+50
	4 ring, platinum band	+100
	5 pin, silver setting	+50
	6 pin, gold setting	+250
	7 pin, platinum setting	+500
	8 necklace, silver chain	+100
	9 necklace, gold chain	+500
	10 necklace, platinum chain	+1000

### GG3: CONTAINER TYPE

10s Digit: Decoration	1s Digit: Type	Added Value (GPs)
1-10 simple (value x 1)	1 wood	+1
	2 bone	+3
11-20 moderate (value x 2)	3 lidded box, wood	+10
	4 lidded box, bone	+50
21-30 elaborate (value x 3)	5 lidded box, silver	+250
	6 lidded box, gold	+1250
	7 lidded box, platinum	+2500
	8 lidded box, round, wood	+10
	9 lidded box, round, bone	+50
	0 lidded box, round, jade	+1000



## Elven/Dwarven Jewelry

Creates 900 unique elven and dwarven magical jewelry items. Includes jewelry type, metal, and magical property.

### DE1: TYPE/MANUFACTURE

Elven	Dwarven	Type	Base Value
1	16	anklet	15 gp
2	17	amulet	25 gp
3	18	armlet	35 gp
4	19	bracelet	45 gp
5	20	choker	90 gp
6	21	brooch	125 gp
7	22	chatelaine	110 gp
8	23	earrings	25 gp
9	24	earcuffs	25 gp
10	25	hairpin	40 gp
11	26	headband	150 gp
12	27	necklace	100 gp
13	28	ring, band	65 gp
14	29	ring, signet	85 gp
15	30	prayer bead	200 gp

### DE2: METAL & MAGICAL PROPERTY

10s Digit: Metal	1s Digit: +Property
1-10 silver (value x 1)	1 +1 save vs. rays/poison
	2 +1 save vs. wands
11-20 gold (value x 2)	3 +1 save vs. paralysis
	4 +1 save vs. breath
21-30 platinum (value x 3)	5 +1 save vs. spells/staves
	6 +1 STR
	7 +1 CON
	8 +1 DEX
	9 +1 INT
	0 +1 WIS

# Magic Items I: Weapons, Armor, and Protective Items

Creates 810,000 unique magical weapons, armor, or protective items in 4 × d30 rolls.  
Includes item type, basic properties, additional properties, and general description.

## WAP1: ITEM TYPE

1s	1-10	11-20	21-30
1	ring	bracelet/bracer	band
2	brooch/pin	cape	cloak
3	shield, large	shield, small	buckler
4	banded mail	chain mail	ring mail
5	splint mail	scale mail	plate mail
6	boots	gloves	helm
7	short bow	long bow	crossbow
8	flail	hammer	mace
9	dagger	sword	axe
0	halberd	spear	trident

## WAP2a: SPECIFIC TYPES\*

1	vs. aquatic
2	vs. bugbears
3	vs. canines
4	vs. demons
5	vs. dragons
6	vs. extra-dimensional
7	vs. felines
8	vs. ghouls
9	vs. giant arthropods
10	vs. giant avians
11	vs. giant insects
12	vs. giant mammals
13	vs. giants (fire, stone, etc.)
14	vs. goblins
15	vs. gorgons/medusae
16	vs. hobgoblins
17	vs. invisible
18	vs. liches
19	vs. lizards/lizardmen
20	vs. lycanthropes
21	vs. molluscs
22	vs. ogres
23	vs. orcs
24	vs. skeletons
25	vs. trolls
26	vs. vampires
27	vs. wights
28	vs. wraiths
29	vs. wyverns
30	vs. zombies

## WAP3: DESCRIPTION

1	plain
2	sparkling
3	lustrous
4	dull
5	deep, intense color
6	faded/muted color
7	odd color
8	multi-colored
9	shiny/polished
10	milky coloration
11	smoky coloration
12	timeworn
13	smooth/seamless
14	flawless
15	pristine
16	grooved/lineal design
17	marbled/swirled
18	stippled/dotted
19	radiant
20	pitch black
21	pocked/blemished/stained
22	simply runed (symbols)
23	moderately runed (symbols)
24	elaborately runed (symbols)
25	simply inscribed (language)
26	moderately inscribed (language)
27	heavily inscribed (language)
28	simply decorated*
29	moderately decorated*
30	elaborately decorated*

## WAP4: ADDITIONAL PROPERTIES

1	+1 save vs. death rays/poison
2	+2 save vs. death rays/poison
3	+1 save vs. wands
4	+2 save vs. wands
5	+1 save vs. paralysis
6	+2 save vs. paralysis
7	+1 save vs. dragon's breath
8	+2 save vs. dragon's breath
9	+1 save vs. spells/staves
10	+2 save vs. spells/staves
11	+1 STR
12	+1 CON
13	+1 DEX
14	+1 INT
15	+1 WIS
16	+1 CHA
17	detects type (per 2nd roll), 50'
18	detects type (per 2nd roll), 100'
19	charm type (per 2nd roll), 1 x day
20	charm type (per 2nd roll), 2 x day
21	sleep vs. type (per 2nd roll), 1-3 x day
22	fear vs. type (per 2nd roll) vs. save
23	flash/blind type (per 2nd roll), 1-3 x day
24	invisible to type (per 2nd roll) vs. save
25	speak with type (per 2nd roll)
26	light (as clerical Continual Light), 1-3 x day
27	regeneration, 1 pt. per turn (up to 1/2 norm)
28	underground only
29	above ground only
30	cursed (reverse effect per 2nd roll)

## WAP2: BASIC PROPERTIES

1s Digit: vs. General Type*	10s: Bonus
1 vs. fire breathers	1-10 +1
2 vs. cold-using/dwelling	11-20 +2
3 vs. giant class	21-30 +3
4 vs. magic-using	
5 vs. enchanted	
6 vs. humanoids	
7 vs. mammals	
8 vs. reptiles	
9 vs. insectoid	
0 vs. undead	

\* a replacement roll may be made for a general type by rolling on the "Specific Types" table at right

\* replaces "1s Digit" on WAP2

\* applique/engraving/embroidery



# Magic Items II: Scrolls

Creates over 18,000 variants of scroll type, tube type, and tube protection.

## SCR1: TUBE AND SCROLL TYPE

1s	Tube Type	10s	Scroll Type
1	ivory	1-10	magic-user <sup>A</sup>
2	jade	11-20	cleric <sup>B</sup>
3	leather	21-30	protection <sup>C</sup>
4	metal		
5	wood		
6	ivory, protected*		
7	jade, protected*		
8	leather, protected*		
9	metal, protected*		
0	wood, protected*		

## SCR1a: PROTECTION TYPE

1s	Effect**	10s	Dam./Dur.
1	fire/flame	1-10	1d3 pts./turns
2	ice/frost	11-20	1d5 pts./turns
3	electricity	21-30	1d6 pts./turns
4	disease		
5	hold person		
6	web		
7	confusion		
8	sleep		
9	slow		
0	curse		

<sup>A</sup> roll on "SCR2a: Magic-User"

<sup>B</sup> roll on "SCR2b: Cleric"

<sup>C</sup> roll on "SCR2c: Protection"

\* runes/symbols: roll on "SCR1a"

\*\* if read/interpreted improperly and save fails

† column determination at discretion of DM or die roll [odd=column 1, even=column 2]

†† 50% chance of either [odd=1st option, even=2nd option]

## SCR2a: MAGIC-USER†

Levels 1-3	Levels 4-6
1 charm person	charm monster
2 detect magic	confusion
3 floating disc	dimension door
4 hold portal	growth, plants
5 light	hallucinatory terrain
6 magic missile	massmorph
7 read languages	polymorph others/self††
8 read magic	remove curse
9 shield	wall of fire/ice††
10 sleep	magician's eye (WE)
11 continual light	animate dead
12 detect evil	cloudkill
13 detect invisible	conjure elemental
14 ESP	contact plane
15 invisibility	feeblemind
16 knock	hold monster
17 levitate	magic jar
18 phantasmal force	pass-wall
19 web	telekenesis/teleport††
20 magician's lock (WL)	transmute rock to mud
21 clairvoyance	wall of stone
22 dispel magic	anti-magic shell
23 fireball	control weather
24 fly	death spell
25 haste	disintegrate
26 hold person	geas
27 infravision	invisible stalker
28 invisibility, 10' r.	move earth/part water††
29 lightning bolt	reincarnation
30 water breathing	stone to flesh

## SCR2b: CLERIC

1 cure light wounds
2 detect evil
3 detect magic
4 light
5 purify food and water
6 remove fear
7 resist cold/fire††
8 bless
9 find traps
10 know alignment
11 hold person
12 silence, 15' radius
13 snake charm
14 speak with animal
15 continual light
16 cure disease
17 growth, animals
18 locate object
19 remove curse
20 striking
21 create food/water††
22 cure serious wounds
23 neutralize poison
24 speak with plants
25 sticks to snakes
26 commune
27 dispel evil
28 insect plague
29 quest
30 raise dead

## SCR2c: PROTECTION

1 protection from demons
2 protection from devils
3 protection from elementals
4 protection from elementals, air
5 protection from elementals, earth
6 protection from elementals, fire
7 protection from elementals, water
8 protection from evil
9 protection from evil, 10' radius
10 protection from lycan., all
11 protection from lycan., werebear
12 protection from lycan., wereboar
13 protection from lycan., werefox
14 protection from lycan., wererat
15 protection from lycan., weretiger
16 protection from lycan., werewolf
17 protection from magic
18 protection from normal missiles
19 protection from petrification
20 protection from possession
21 protection from shapechangers
22 protection from undead, all
23 protection from undead, ghosts
24 protection from undead, shadows
25 protection from undead, skeletons
26 protection from undead, spectres
27 protection from undead, wights
28 protection from undead, wraiths
29 protection from undead, vampires
30 protection from undead, zombies

# Magic Items III: Potions

Over 1.45 billion variants of potion odor, color, look, taste, effect, container type, and number of uses.

## PTN1: CONTAINER AND # OF USES

1s	Flask Type	10s	Uses
1	ampulla, ceramic	1-10	1
2	decanter, glass	11-20	2
3	decanter, crystal	21-30	3
4	flask, metal		
5	phial, ceramic		
6	phial, crystal		
7	phial, glass		
8	vial, ceramic		
9	vial, crystal		
0	vial, glass		

## PTN2-5: TASTE, ODOR, COLOR & APPEARANCE

PTN2: Taste	PTN3: Odor	PTN4: Color	PTN5: Look
1 acetic	1 acetic	1 colorless	1 aged
2 appley	2 appley	2 lemon yellow	2 bright
3 bitter	3 bitter	3 yellow	3 brilliant
4 bland	4 bland	4 light gold	4 brindled
5 burned	5 burned	5 gold	5 bubbled
6 buttery	6 buttery	6 orange	6 clear
7 candy-like	7 candy-like	7 tangerine	7 creamy
8 dirty	8 dirty	8 salmon	8 crystalline
9 earthy	9 earthy	9 scarlet	9 dark
10 fishy	10 fishy	10 cardinal	10 dull
11 fleshy	11 fleshy	11 burgundy	11 faded
12 fruity	12 fruity	12 maroon	12 flaked
13 herbaceous	13 herbaceous	13 plum	13 flecked
14 leafy	14 leafy	14 purple	14 glowing
15 lemony	15 lemony	15 indigo	15 iridescent
16 medicinal	16 medicinal	16 navy blue	16 marbled
17 musty	17 musty	17 royal blue	17 metallic
18 peppery	18 peppery	18 deacon blue	18 milky
19 rancid	19 rancid	19 turquoise	19 murky
20 salty	20 salty	20 aqua	20 opaque
21 sharp	21 sharp	21 mint green	21 pasty
22 smoky	22 smoky	22 kelly green	22 pearly
23 sour	23 sour	23 forest green	23 shimmering
24 spicy	24 spicy	24 cognac	24 shiny/oily
25 stoney	25 stoney	25 spicy brown	25 smoky
26 sweet	26 sweet	26 bronze	26 snowy
27 tart	27 tart	27 dark brown	27 swirled
28 tasteless	28 tasteless	28 gray/silver	28 translucent
29 woody	29 woody	29 dark gray	29 transparent
30 yeasty	30 yeasty	30 ebony	30 watery

## PTN6: EFFECTS

PTN6a: Standard	PTN6b: Alternate Effects
1 clairaudience	1 blindness
2 clairvoyance	2 contrariness
3 climbing	3 feather falling
4 control*	4 fire resistance
5 delusion	5 fear
6 diminuation	6 free action
7 ESP	7 glowing skin
8 etherealness	8 hallucination(s)
9 extra-healing	9 hunger
10 fire resistance	10 human influence
11 flying	11 magic drain
12 gaseous form	12 infravision
13 growth	13 lose sense of smell
14 healing	14 lose hearing
15 heroism	15 paralysis
16 invisibility	16 premonition
17 invulnerability	17 rage
18 levitation	18 skunk smell (imbiber)
19 longevity	19 sleep
20 love (charm)	20 speak with animals
21 persuasiveness	21 speak with dead
22 plant control	22 stone flesh
23 poison	23 swimming
24 polymorph self	24 sustenance
25 slipperiness	25 telekinesis
26 speed	26 uncontrollable dancing
27 super-heroism	27 x-ray vision
28 treasure-finding	28 warmth
29 water breathing	29 water walking
30 water purity	30 weakness



\* roll for type on table "WAP2a: Specific Types" on page 30

Magic Items IV: Summon/Control/Command Items

Creates 900 variants of summon/control-type magic items.

SCC1: BASE TYPE

Item	Type/Target*
1 ring, summoning	a
2 ring, summoning	b
3 ring, summoning	c
4 ring, summoning	d
5 ring, summoning	e
6 ring, command/control	a
7 ring, command/control	b
8 ring, command/control	c
9 ring, command/control	d
10 ring, command/control	e
11 orb, summoning	a
12 orb, summoning	b
13 orb, summoning	c
14 orb, summoning	d
15 orb, summoning	e
16 orb, command/control	a
17 orb, command/control	b
18 orb, command/control	c
19 orb, command/control	d
20 orb, command/control	e
21 statue, summoning	a
22 statue, summoning	b
23 statue, summoning	c
24 statue, summoning	d
25 statue, summoning	e
26 wand, command/control	a
27 wand, command/control	b
28 wand, command/control	c
29 wand, command/control	d
30 wand, command/control	e

\* sub-category type may be chosen in lieu of specific type (e.g, demons, lycanthropes, giant-class, et al.)

SCC2: SPECIFIC TYPE (sub-table below determined by “Type/Target” column of “Base Type” table at left)

SCC2a: Demons, Djinn, Elementals, Special I

1 demon, class I*	6 demon, class VI*	11 elemental, air	16 salamander, frost	21 blink dog	26 doppelganger
2 demon, class II**	7 demon, succubus	12 elemental, earth	17 salamander, flame	22 carrion climber	27 hook horror
3 demon, class III**	8 djinni (lesser)*	13 elemental, fire	18 salamander (Oe/1e)	23 corroder (RM)	28 purple worm
4 demon, class IV**	9 efreet (lesser)**	14 elemental, water	19 naga, guardian**	24 couerl (DB)	29 owlbear
5 demon, class V*	10 hell hound	15 invisible stalker	20 naga, spirit*	25 copper colossus (UH)	30 spider, phase

SCC2b: Dragons, Reptilians, Hybrids (Flying)

1 dragon, black*	6 dragon, brass**	11 basilisk	16 lizard, giant fire	21 chimera*	26 shedu*
2 dragon, blue*	7 dragon, bronze**	12 caecilia	17 lizard, giant gecko	22 cockatrice	27 sphinx, andro-**
3 dragon, green*	8 dragon, copper**	13 hydra	18 lizard, g. hrn. chameleon	23 harpy	28 sphinx, cryo-*
4 dragon, red**	9 dragon, gold**	14 wyvern	19 lizard, giant minotaur	24 lammasu*	29 sphinx, gyno-*
5 dragon, white*	10 dragon, silver**	15 lizard, giant draco	20 lizard, giant tuatara	25 mantichore	30 sphinx, hieraco-

SCC2c: Undead, Golems, Lycanthropes

1 undead: apparition*	6 undead: hobghoul	11 undead: skeleton	16 undead: wight	21 golem: flesh	26 lycan., wereboar
2 undead: banshee	7 undead: lich***	12 undead: skeleton, ruby	17 undead: wraith	22 golem: iron*	27 lycan., werefox
3 undead: ghastr	8 undead: shadow	13 undead: skeleton, rupture	18 golem: amber	23 golem: stone	28 lycan., wererat
4 undead: ghost	9 undead: spectre*	14 undead: skeleton, stone	19 golem: bone	24 golem: wood	29 lycan., weretiger
5 undead: ghoul	10 undead: vampire*	15 undead: zombie	20 golem: clay	25 lycan., werebear	30 lycan., werewolf

SCC2d: Insects, Vermin, Special II

1 ant, giant driver	6 beetle, giant oil	11 aranea	16 locust, cave	21 bat, giant	26 gelatinous cube
2 centipede, giant	7 beetle, giant stag	12 aranea lord	17 scorpion, giant	22 bat, g. vampire	27 mimic
3 beetle, giant bombardier	8 beetle, g. rhinoceros	13 spider, giant black widow	18 tick, giant	23 rat, giant	28 shrieker
4 beetle, giant boring	9 beetle, giant tiger	14 spider, giant crab	19 slug, giant	24 shrew, giant	29 stunjelly
5 beetle, giant fire	10 rhagodessa, giant	15 spider, giant tarantella	20 toad, giant	25 stirge	30 trapper

SCC2e: Humanoids, Giants, Hybrids (Flightless)

1 dwarf	6 bugbear	11 aspis (drone)	16 ogre	21 giant, cloud	26 giant, storm
2 gnome	7 elf	12 gargoyl	17 ogre mage	22 giant, hill	27 gorgon
3 goblin	8 gnoll	13 gnome, deep	18 ogre, mutant	23 giant, fire	28 lamia
4 halfling	9 hobgoblin	14 gremlin	19 troglodyte	24 giant, frost	29 medusa
5 kobold	10 orc	15 lizardman	20 troll	25 giant, stone	30 minotaur

\* asterisks (\*,\*\*) next to a listing denote monsters with high chance of failure when summoning, where “\*\*”=moderate and “\*\*\*”=high

# Magic Items V: Miscellaneous Magic Items I

30 items of miscellaneous type, use, and effect.

## MMIA: Miscellaneous Magic Items I

	Item Name	Use By*	Description	Ability**
	<b>1</b> archer idol	MU	6" carved wooden statuette of archer	"grows" to wood living statue w/ 12 arrows; AC: 6, HD:1, #A: 1 weapon (1d4), Move: 9, SA: F/1
	<b>2</b> blink dagger	T	silver blade w/ ebony handle	+2 dagger; allows "blink" ability 3x/day
	<b>3</b> bow of magic missiles	E	teakwood longbow, elvish inscriptions	"stores" up to 20 magic missiles (from MU) and automatically "loads" them when bow is drawn
	<b>4</b> bracers of spell-storing	MU	shiny when "full", dull when "empty"	stores up to 5 spells; doubles effect when cast; must be wearing both bracers to recall spells
	<b>5</b> braveheart amulet	any	red, heart-shaped crystal	+3 to all saves vs. fear-type spells and morale checks
	<b>6</b> candles of darkness	any	black candle with black wick	when lit, creates 15' radius of darkness (per spell); each candle will burn for a total of 1 hour**
	<b>7</b> cloak of nihility	E, MU	hooded, embroidered ebony cloak	invisibility; anti-magic globe, 5' radius; +2 all saves vs. magical attacks
	<b>8</b> clockwork mouse	any	wind-up, wheeled clockwork mouse	moves toward the nearest hidden, disguised or invisible item, door, or creature
	<b>9</b> clockwork phoenix	any	wooden, wind-up phoenix (fist-sized)	when wound/released, seeks nearest cold-based creature and does 3d6 fireball (single-use item)
	<b>10</b> crocodile mace	C, P	telescope-shaped flanged mace	+2 mace; parts water (10' width, up to 30' distance and 20' depth) when struck
	<b>11</b> dancing dagger	any	simple, unadorned, gleaming	on successful hit, continues to attack target (by itself, at "to hit" of original attack) for 1d6 turns
	<b>12</b> diametric javelin(s)	F	wooden javelin(s), runed around center	+2; 90" range; 1d6 + (based on orientation when thrown) 2d6 flame or 2d6 cold; 1 use each**
	<b>13</b> dwarven band of disguise	D	runed silver headband	appear as same humanoid type as the closest non-dwarven humanoid
34	<b>14</b> emerald stinkbug	E, MU	scarab-like figurine, unknown green stone	breaking creates 10'x10' cloud of noxious smoke; save vs. breath or incapacitated 2d4 turns**
	<b>15</b> gloves of trespass	T	thin green snakeskin (fit like 2nd skin)	allows thieves to pick locks as +2 levels
	<b>16</b> helm of perception	any	polished plate, cheek guards, "third eye"	infravision: 90'; ultravision: 90'; x-ray vision: 30'; comprehend languages (read); read magic
	<b>17</b> hyper helm	any	peaked plates, lightning bolt down front	24" base movement; +1 attack every 2nd round; resist sleep +5; sleep 1 turn after 5 turns use
	<b>18</b> key of passage	any	interlaced skeleton key with "no teeth"	opens any standard locked door (no magic locks) 2x/day
	<b>19</b> mightbringer armor	H	matte-sheened plate	base = hill giant STR; each additional mightbringer item = +1 level bonus
	<b>20</b> mightbringer gauntlets	H	matte-sheened	base = hill giant STR; each additional mightbringer item = +1 level bonus
	<b>21</b> mightbringer shield	H	matte sheened	base = hill giant STR; each additional mightbringer item = +1 level bonus
	<b>22</b> necklace of dragon detection	any	10 colored stones on thin silver chain	detects dragons 100'; each colored bead corresponds to dragon type and glows when near
	<b>23</b> oil of cleansing	C, P	vial of flammable oil	when lit, does 3d6 damage to chaotic creatures only; will only light for lawful clerics/paladins
	<b>24</b> orb of wizard sight	MU	clear crystal sphere, inscribed gold band	looking through sphere allows MUs to see invisible items
	<b>25</b> preservation polish	any	pasty white polish in vial/tube	permanently prevents a metal item from being effected by corrodors (RMs)
	<b>26</b> salve of metal mending	any	silvery salve in small round ceramic box	a dab smeared over break/crack repairs any metal-based non-magic weapon, armor item, or artifact
	<b>27</b> stone of stoning	any	flat, round, polished, inscribed rock	any being whose exposed flesh contacts the item must save vs. paralysis or turn to stone**
	<b>28</b> sword of enthrallment	F	long sword, image of eyeball on pommel	opponents facing sword must save vs. spells or stop other actions to stare at the shining blade
	<b>29</b> swarm horn	any	small brass, curved cone horn	when blown, produces a 10'x20' insect swarm**
	<b>30</b> Zorion's die of summoning	any	brass triacontahedron numbered 1-30	when "rolled" (min. 5'), the resulting number summons 1 of 30 different creatures (1 per face)††

\* by type specified only, unless otherwise noted: A=assassins, C=clerics, D=dwarves, DR=druids, E=elves, F=fighter types (including paladins, rangers, dwarves†, etc.), H=halflings, M=monks, MU=magic-users (including elves), P=paladins, R=rangers, T=thief types (including assassins); †=per BX classes

\*\*determine number of charges, uses, or items (as appropriate) with die roll (at DM's discretion)



# Magic Items VI: Miscellaneous Magic Items II

30 items of miscellaneous type, use, and effect.

## MMIB: Miscellaneous Magic Items II

	Item Name	Use By*	Description	Ability**
	<b>1</b> abracadabacus	any	well-worn wooden abacus	automatically calculates total worth of all physical possessions owned by the person holding it
	<b>2</b> aries horn	any	hollow spiral ram horn	blowing produces 20' long cone (10' wide) of ramming wind; save vs. spells or 2d4; 1x/day
	<b>3</b> aquarius jug	any	inscribed clay pitcher	regardless of cleanliness of water put into it, creates clean drinkable water when poured out
	<b>4</b> babel scarab	any	pebble-sized, inscribed gold beetle	placed under tongue, allows user to speak inscribed language; does not translate when listening
	<b>5</b> blank band	any	colorless, matte gray ring	cloaks any magical auras emanating from the wearer or worn/carried items (vs. detect magic)
	<b>6</b> cancer amulet	F	silver crab hanging from silver chain	bonus vs. hydras; +1 “to hit” and damage bonus per head
	<b>7</b> capricorn horn	any	cornucopia	when blown, produces fruit from within (enough to feed 1-4 humans); 1x/day
	<b>8</b> cunning cutlass	T	dark blade, sharkskin handle	+2 (experience) levels bonus when determining damage for attacks from behind
	<b>9</b> deathstone amulet	MU	iron setting, faceted dark moonstone	summons a dead human body 1x/night (between sunset and sunrise)
	<b>10</b> featherweight bag	any	2'x4' sack	halves the weight (does not change size) of any objects placed inside bag
	<b>11</b> gemini rings	any	twin gold bands each featuring “twin” rune	allows a pair of wearers to each sense the feelings of the other
	<b>12</b> ghost-slayer crossbow	any†	black ash push-lever crossbow	allows any standard bolt shot from it to attack non-corporeal undead as a magic bolt
	<b>13</b> goldfinger	MU	small gold “pointing” hand	laid on surface, points to largest source of gold in 3 miles; 1x/day; duration: 1 turn
35	<b>14</b> hand of holding	C, MU	human-sized hand of deep blue crystal	<i>hold person</i> 5x day; must be held with palm of object facing target
	<b>15</b> leo gauntlets	F	pair of lion paw gloves	when worn allows user 2 “claw” attacks per round (1d4+1 each, ± any character STR mods.)
	<b>16</b> libra ledger	any	leather-bound ledger, gilded scale on cover	forces all dealing in financial transactions with bearer to act honestly/fairly/truthfully
	<b>17</b> lock knocker	any	a gargoyle head ringed door knocker	3 <i>knock</i> spells per day; hold against locked/held item and “knock” three successive times (per use)
	<b>18</b> mehrfach sword	F	2-handed; human/lion faces on pommel faces	+2 vs. multi-corporeal creatures (e.g., sphinxes, harpies, naga, lamias, et al.)
	<b>19</b> miner’s fork	D	tuning fork of unknown metal type	when struck and held over a metal item, “hums” at different pitches to indicate type of metal
	<b>20</b> numb whistle	E	tin slide whistle, elven inscriptions	when blown, casts <i>charm</i> (sliding up/higher) or <i>sleep</i> (sliding down/lower); 1x/day each
	<b>21</b> pisces stole	C	blue satin stole, matching fish on ends	provides wearer +1 “to hit” and damage bonuses vs. giant class
	<b>22</b> sagittarius bow	any†	wooden chariot bow	+1 vs. all poisonous creatures; +2 vs. scorpions
	<b>23</b> scorpio dagger	T	leg dagger, hilt appears as scorpion’s tail	doubles the effects of any poison used
	<b>24</b> shimmer shield	any†	polished shield with “prismatic” sheen	able to blind an opponent (save vs. spells) for 1d4 turns; 3x/day
	<b>25</b> sleep blossom	any	lotus flower “floating” in clear glass sphere	when broken, fills 10' diameter w/ pink “sleep” mist (affects all in area per standard <i>sleep</i> spell)
	<b>26</b> subjugation mace	C (lawful)	8-flanged, crown-style mace	on successful hit, chaotic defenders must save vs. paralysis or be paralyzed for 1d4 turns
	<b>27</b> taurus helmet	F	corinthian style helmet w/ bull horns	gives wearer “minotaur strength”; +2 damage for hand-held weapons; gore attack (1d6)
	<b>28</b> torture orb	C (lawful)	obsidian sphere	bearer receives +3 “to hit” bonus, accompanied by an unbearable/distracting burning sensation
	<b>29</b> virgo shield	special	kite shield displaying silhouette of chalice	+1 for all lawful males; +2 for lawful non-cleric females; +3 for lawful female clerics
	<b>30</b> wanderer’s armor	any†	leather armor w/ “markings” on back	+1 leather armor; keeps a “map” (on its back side) of where it has been for the last 24 hours

\* by type specified only, unless otherwise noted: A=assassins, C=clerics, D=dwarves, DR=druids, E=elves, F=fighter types (including paladins, rangers, dwarves†, etc.), H=halfings, M=monks, MU=magic-users (including elves†), P=paladins, R=rangers, T=thief types (including assassins); †=per BX classes

\*\*determine number of charges, uses, or items (as appropriate) with die roll (at DM’s discretion)

# Index

alignment		doors		mushrooms	11
religious dungeon embellishments	9	obstacles	8	religious items (in dungeons)	9
armor		types	8	poison	13
magic	30	gems		potions	32
NPC inventory (quick)	7	determining number (treasure hordes)	26	scrolls	31
attributes		gem and gem-centric jewelry generator	29	slimes	11
generation	6	general strangeness (in dungeons)	9	spells	
classes, character		geological phenomena in dungeons	9	(as) item traps	13
attribute generation by	6	humanoid remains (in dungeon)	10	(as) room traps	12
inventory (quick)	7	jewelry		(as) potions	32
(as) monster encounters	19	determining number (treasure hordes)	26	(as) scrolls	31
combat, evidence of (in dungeons)	10	dwarven & elven jewelry generator	29	strangeness, general (in dungeons)	9
debris, dungeon	10	magic items		summoning/command, magic items	33
dungeon(s)		armor	30	treasure	
construction, overall	8	determining number and type (treasure)	28	containers	13
doors	8	potions	32	coins (pieces)	27
combat, evidence of in	10	miscellaneous	34-35	horde generation	26-28
embellishments	9	scrolls	31	protection	13
features	8	summoning/command items	33	traps	
general strangeness in	9	weapons	30	magic	12, 13
geological phenomena in	8	mold, dungeon	11	room	12
humanoid remains in	10	monster(s)		weapons	
magical furnishing in	9	alphabetical listing of	20-25	character inventory (quick)	7
miscellaneous debris in	10	classified human/demi-human listings	19	magic	30
molds	11	descriptions	19-25		
mushrooms	11	edition guide to	16		
religious items in	9	encounters	15-18		
slimes	11	number appearing	14		
talking items (embellishments) in	9	statistics	19-25		
traps, room	12				

## Open Game License

Open Game Content may only be used under and in terms of the Open Game License (OGL.)

This entire work is designated as Open Game Content under the OGL, with the exceptions of the trademark "Old School Adventure Accessories," "d30 DM Companion," and "New Big Dragon Games Unlimited," and with the exception of all artwork. These trademarks, the artwork and the "trade dress" (fonts, layout, style of artwork, etc., including all charts and graphs) of this work are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

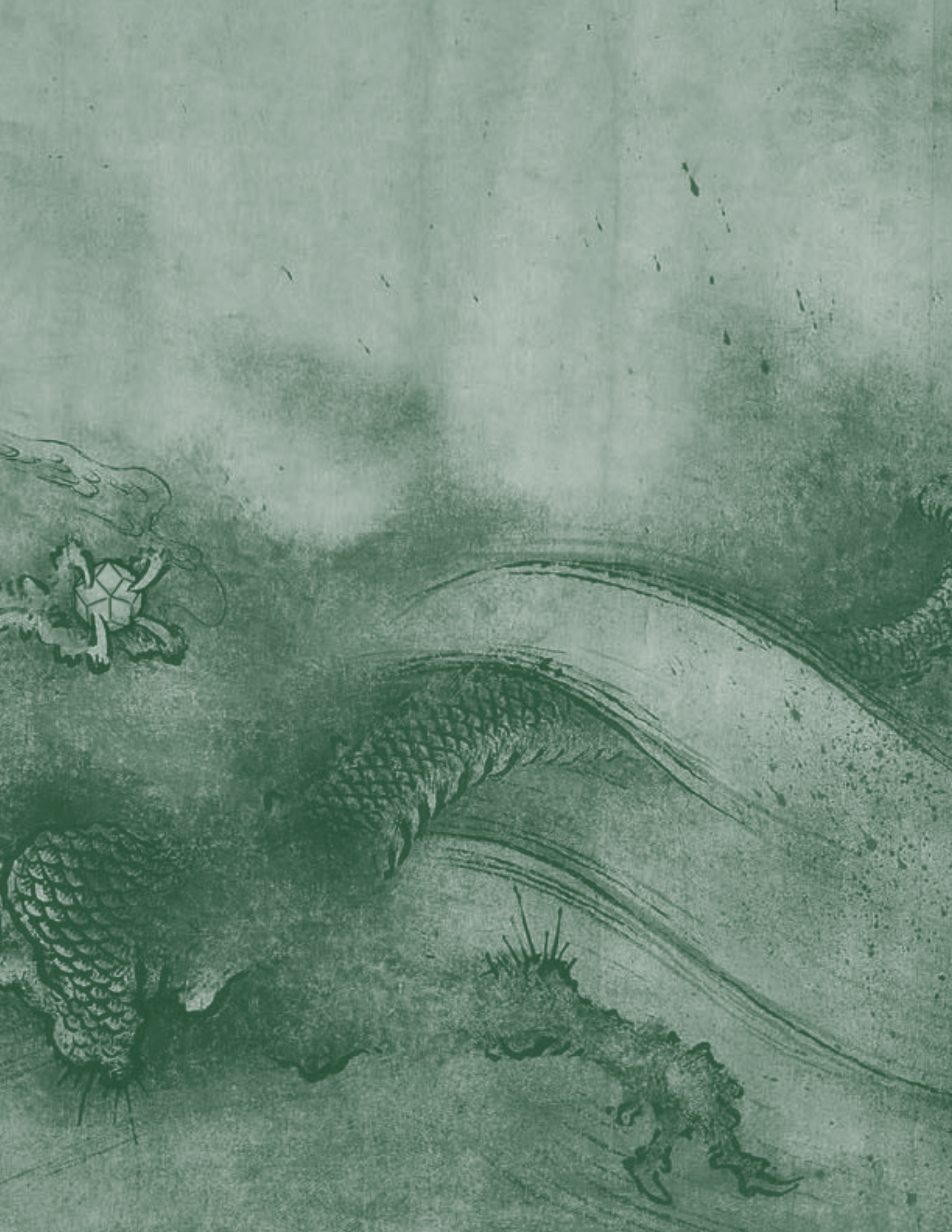
15. COPYRIGHT NOTICE

Open Game License v. 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

d30 DM Companion, Copyright 2012, Richard J. LeBlanc, Jr.









*The d30 DM Companion is an indispensable aid for any DM that wants to keep on top of his game and ahead of his players. Whether stocking a dungeon, looking to breathe new life into a campaign, or just struggling to keep up with players, this compilation of d30-based mechanics, charts, and tables will support and simplify the role of the DM/GM at the tabletop. Inside these 30-something pages you'll find a host of d30-based resources, including:*

- super-quick character generation for classed characters, including: attributes, motivations and equipment/inventory
  - general dungeon features, embellishments, debris, and geological phenomena
  - 27,000 mold/slime variants and 27,000 mushroom variants
  - monster encounters for levels 1-9 (270 listings)
  - single d30 determination for ranges of "no. appearing"
  - monster stats for 180 monsters and 14 types/classes of humans/humanoids
  - 900 trap variants based on 6 trap categories
  - treasure hordes (by type) in fewer rolls
  - 27,000 unique gem-based treasure items
  - 27,000 treasure variants of magical weapons and armor
  - 27,000 variants of scrolls, potions, wands, staves, and rods
  - over 1.45 billion potion variants
  - 60 new miscellaneous magic items
- + a master mapping key and a reproducible Dungeon Crawl Worksheet to assist DMs in mapping and stocking the rooms of their dungeons!**



**NEW BIG DRAGON**  
GAMES UNLIMITED

© 2012, New Big Dragon Games Unlimited