

ADVANCED DUNGEONS & DRAGONS™ DUNGEON MASTER'S SCREEN



This second edition of the Dungeon Masters Screen has been redesigned for better clarity and quicker reference. This package consists of two durable, 11" x 25", folding cardstock screens for DM's reference use in playing **ADVANCED DUNGEONS & DRAGONS®** games. One screen contains the Combat and Saving Throw Tables and the other contains the Psionic Combat Tables and miscellaneous information. These screens are useful for shielding maps and other game materials from the players when placed upright, and also provide instant reference to the charts and tables most commonly used during play. The player's side is printed with Experience Tables and the Weapons Table as well as being colorfully illustrated. These folders have been varnished on the outside to protect them against common wear and tear. This (and only this) screen contains all the official **AD&D™** statistics and tables.

If you enjoyed this product, look for the TSR logo on future releases from THE GAME WIZARDS

ADVANCED DUNGEONS & DRAGONS is a registered trademark of TSR Hobbies, Inc.
ADVANCED D&D and AD&D are trademarks owned by TSR Hobbies, Inc.



© 1979, 1981 TSR Hobbies, Inc. All Rights Reserved.

TSR GAMES
POB 577
LAKE GENEVA, WI 06630

9024

FIGHTERS TABLE

Experience Points	Experience Level	10-Sided Dice for Accumulated Hit Points	Level Title
0—2,000	1	1	Veteran
2,001—4,000	2	2	Warrior
4,001—8,000	3	3	Swordsman
8,001—18,000	4	4	Hero
18,001—35,000	5	5	Swashbuckler
35,001—70,000	6	6	Myrmidon
70,001—125,000	7	7	Champion
125,001—250,000	8	8	Superhero
250,001—500,000	9	9	Fighter Lord
500,001—750,000	10	9+3	Fighter Lord (10th Level)
750,001—1,000,000	11	9+6	Fighter Lord (11th Level)

250,000 experience points per level for each additional level beyond the 11th.

Fighters gain 3 h.p. per level after the 9th.

MAGIC-USERS TABLE

Experience Points	Experience Level	4-Sided Dice for Accumulated Hit Points	Level Title
0 — 2,500	1	1	Prestidigitator
2,501 — 5,000	2	2	Evoker
5,001 — 10,000	3	3	Conjurer
10,001 — 22,500	4	4	Theurgist
22,501 — 40,000	5	5	Thaumaturgist
40,001 — 60,000	6	6	Magician
60,001 — 90,000	7	7	Enchanter
90,001 — 135,000	8	8	Warlock
135,001 — 250,000	9	9	Sorcerer
250,001 — 375,000	10	10	Necromancer
375,001 — 750,000	11	11	Wizard

375,000 experience points per level for each additional level beyond the 11th.

Magic-Users gain 1 h.p. per level after the 11th.

SPELLS USABLE BY CLASS AND LEVEL — MAGIC-USERS

Magic-User Level	0	1	2	3	4	5	6	7	8	9
1	0	1	-	-	-	-	-	-	-	-
2	1	2	-	-	-	-	-	-	-	-
3	2	2	1	-	-	-	-	-	-	-
4	2	3	2	-	-	-	-	-	-	-
5	3	4	2	1	-	-	-	-	-	-
6	4	4	2	2	-	-	-	-	-	-
7	4	4	3	2	1	-	-	-	-	-
8	4	4	3	3	2	-	-	-	-	-
9	4	4	3	3	2	1	-	-	-	-
10	4	4	4	3	2	2	-	-	-	-
11	4	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	4	1	-	-	-
13	4	5	5	5	4	4	2	-	-	-
14	5	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	5	2	2	-	-
16	5	5	5	5	5	5	3	3	1	-
17	5	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	4	3
23	5	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5	5
26	6	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6	6
29	7	7	7	7	7	6	6	6	6	6

THIEVES TABLE

Experience Points	Level	6-Sided Dice for Accumulated Hit Points	Level Title
0 — 1,250	1	1	Rogue (Apprentice)
1,251 — 2,500	2	2	Footpad
2,501 — 5,000	3	3	Cutpurse
5,001 — 10,000	4	4	Robber
10,001 — 20,000	5	5	Burglar
20,001 — 42,500	6	6	Filcher
42,501 — 70,000	7	7	Sharper
70,001 — 110,000	8	8	Magsman
110,001 — 160,000	9	9	Thief
160,001 — 220,000	10	10	Master Thief
220,001 — 440,000	11	10+2	Master Thief (11th level)

220,000 experience points per level for each additional level beyond the 11th.

Thieves gain 2 h.p. per level after the 10th.

CLERICS TABLE

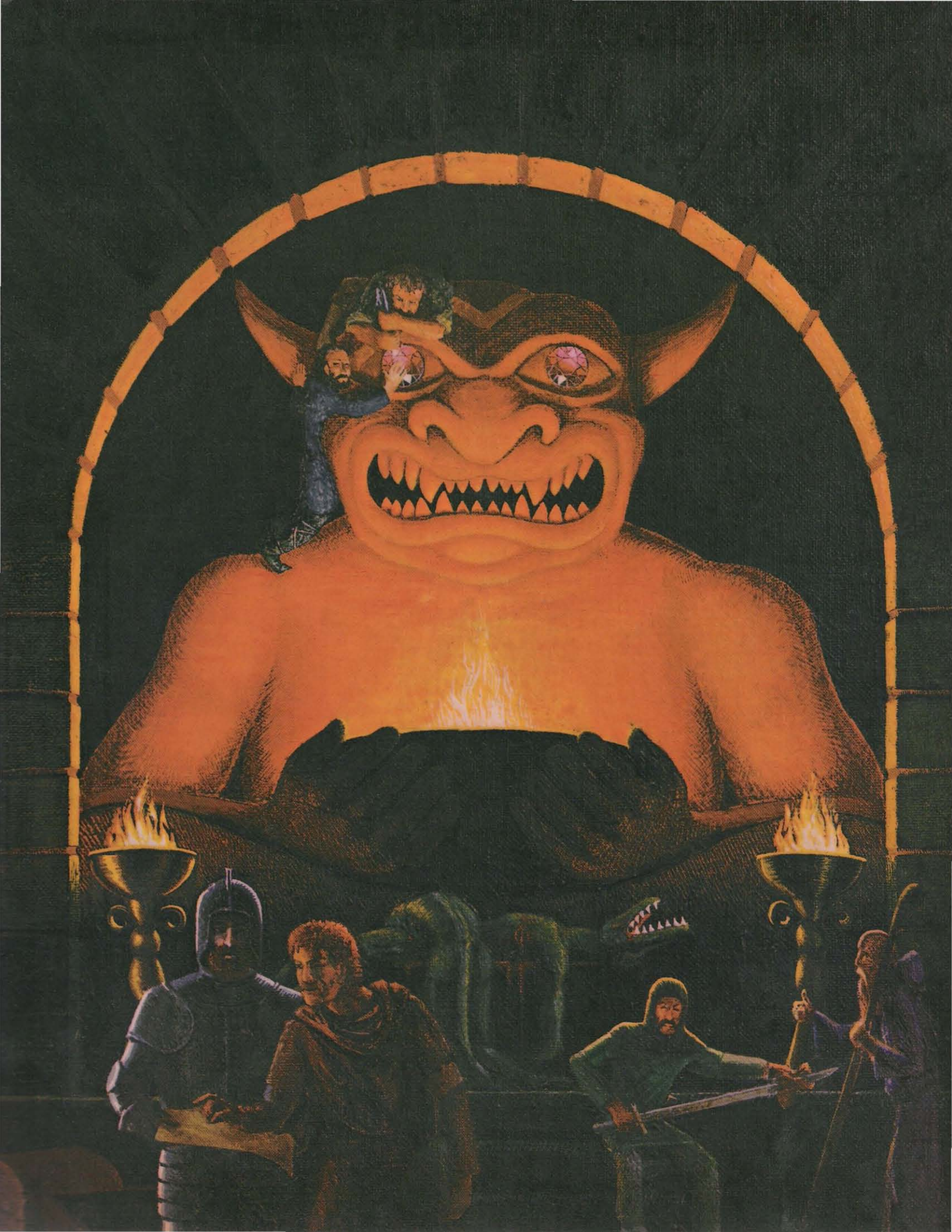
Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0 — 1,500	1	1	Acolyte
1,501 — 3,000	2	2	Adept
3,001 — 6,000	3	3	Priest
6,001 — 13,000	4	4	Curate
13,001 — 27,500	5	5	Prefect
27,501 — 55,000	6	6	Canon
55,001 — 110,000	7	7	Lama
110,001 — 225,000	8	8	Patriarch
225,001 — 450,000	9	9	High Priest
450,001 — 675,000	10	9+2	High Priest (10th level)
675,001 — 900,000	11	9+4	High Priest (11th level)

225,000 experience points per level for each additional 11th.

Clerics gain 2 h.p. per level after the 9th.

SPELLS USABLE BY CLASS AND LEVEL — CLERICS

Cleric Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7



ASSASSINS' TABLE FOR ASSASSINATIONS*

Level of the Assassin	Level of the Intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	---	---	---	---
2	55%	50%	40%	30%	15%	2%	---	---	---	---
3	60%	55%	45%	35%	20%	5%	---	---	---	---
4	65%	60%	50%	40%	25%	10%	1%	---	---	---
5	70%	65%	55%	45%	30%	15%	5%	---	---	---
6	75%	70%	60%	50%	35%	20%	10%	1%	---	---
7	80%	75%	70%	55%	40%	25%	15%	5%	---	---
8	85%	80%	80%	60%	45%	30%	20%	10%	2%	---
9	90%	90%	85%	70%	55%	40%	30%	20%	5%	---
10	95%	95%	90%	75%	60%	45%	35%	25%	10%	1%
11	99%	99%	95%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	99%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%

The percentage shown is that for success under near optimum conditions. You may adjust slightly upwards for perfect conditions (absolute trust, asleep and unguarded, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or in behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

* Or attacks on helpless opponents by any character class.

ATTACK MATRIX FOR MONSTERS (INCLUDING GOBLINS, HOBGOBLINS, KOBOLDS, AND ORCS)

Opponent Armor Class	20-sided Die Score to Hit by Monster's Hit Dice Number																
	up to 1-1	1-1	1	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+
-10	26	25	24	23	21	20	20	20	20	19	18	17	15	14	13	12	11
-9	25	24	23	22	20	20	20	20	19	18	17	16	14	13	12	11	10
-8	24	23	22	21	20	20	20	20	18	17	16	15	13	12	11	10	9
-7	23	22	21	20	20	20	20	19	17	16	15	14	12	11	10	9	8
-6	22	21	20	20	20	20	19	18	16	15	14	13	11	10	9	8	7
-5	21	20	20	20	20	20	18	17	15	14	13	12	10	9	8	7	6
-4	20	20	20	20	20	19	17	16	14	13	12	11	9	8	7	6	5
-3	20	20	20	20	19	18	16	15	13	12	11	10	8	7	6	5	4
-2	20	20	20	20	18	17	15	14	12	11	10	9	7	6	5	4	3
-1	20	20	20	19	17	16	14	13	11	10	9	8	6	5	4	3	2
0	20	20	19	18	16	15	13	12	10	9	8	7	5	4	3	2	1
1	20	19	18	17	15	14	12	11	9	8	7	6	4	3	2	1	0
2	19	18	17	16	14	13	11	10	8	7	6	5	3	2	1	0	-1
3	18	17	16	15	13	12	10	9	7	6	5	4	2	1	0	-1	-2
4	17	16	15	14	12	11	9	8	6	5	4	3	1	0	-1	-2	-3
5	16	15	14	13	11	10	8	7	5	4	3	2	0	-1	-2	-3	-4
6	15	14	13	12	10	9	7	6	4	3	2	1	-1	-2	-3	-4	-5
7	14	13	12	11	9	8	6	5	3	2	1	0	-2	-3	-4	-5	-6
8	13	12	11	10	8	7	5	4	2	1	0	-1	-3	-4	-5	-6	-7
9	12	11	10	9	7	6	4	3	1	0	-1	-2	-4	-5	-6	-7	-8
10	11	10	9	8	6	5	3	2	0	-1	-2	-3	-5	-6	-7	-8	-9

Note: Any plus above +3 equals another hit die, i.e., 6+6 equals 7 hit dice.

Missiles: -5 at **long** range, -2 at **medium** range.

MISSILE FIRE AND CONCEALMENT ADJUSTMENTS

Adjust the armor class of the target creature as follows if cover (hard substances which protect) or concealment (soft substances which screen) exists:

Target has about —	Armor Class Bonus
25% cover	+2
50% cover	+4
75% cover	+7
90% cover	+10
25% concealment	+1
50% concealment	+2
75% concealment	+3
90% concealment	+4

Hard cover will increase chances for saving throws as noted. Cover equal to 90% (or better) will also give the target creatures the benefit of no damage whatsoever if the appropriate saving throw is successful.

SPECIAL "TO HIT" BONUSES

The following general rules will be of assistance when you must adjudicate melee combat or missile fire:

Opponent encumbered, held by one leg, off balance, etc.	+2
Opponent stunned, held by both legs, slowed, partially bound, etc.	+4
Opponent magically asleep, held, paralyzed, or totally immobile	Automatic

Magically Sleeping or Held Opponents: If a general melee is in progress, and the attacker is subject to enemy actions, then these opponents are automatically struck by any attacks or attack routines to which they would normally be subject, at twice the normal rate and the maximum damage possible according to the weapon type or attack mode. Otherwise, such opponents may be automatically slain, or bound as appropriate to materials at hand and size, at a rate of one per round. Note that this does not include normally sleeping opponents (see **ASSASSINS' TABLE FOR ASSASSINATIONS** above).

SPECIAL ARMOR CLASS CONSIDERATIONS

The direction of an attack alters certain armor class considerations for a defender. These are as follows:

Direction of Attack	"to hit"	Shield	Dexterity	Note:
Flank attack	normal	no	no	A buckler or small shield will only provide protection against one frontal attacker per melee round, a medium shield, 2 attackers, and a large shield, 3 attackers.
Rear attack	+2	no	no	

ADVANCED DUNGEONS & DRAGONS® DUNGEON MASTER'S SCREEN

PSIONIC ATTACK UPON DEFENSELESS PSIONIC

Current Attack Strength	Attack Mode	Defender's Psionic Strength Total						
		10-59	60-109	110-159	160-209	210-259	260-309	310+
01-25	Psionic Blast ₂₀	D	C	C	15	10	5	5
	Mind Thrust ₄	W	W	40	35	30	25	20
	Ego Whip ₇	30	25	20	15	10	5	5
	Id Insinuation ₁₀	40	35	30	25	20	15	10
	Psychic Crush ₁₄	72%	60%	50%	40%	30%	20%	10%
26-50	Psionic Blast ₂₀	S	D	C	C	15	10	5
	Mind Thrust ₄	W	W	40	35	30	25	20
	Ego Whip ₇	35	30	25	20	15	10	5
	Id Insinuation ₁₀	R	40	35	30	25	20	15
	Psychic Crush ₁₄	75%	62%	52%	42%	32%	22%	12%
51-75	Psionic Blast ₂₀	W	S	D	C	C	15	10
	Mind Thrust ₄	P	W	W	W	40	35	30
	Ego Whip ₇	40	35	30	25	20	15	10
	Id Insinuation ₁₀	R	R	40	35	30	25	20
	Psychic Crush ₁₄	79%	65%	55%	45%	35%	25%	15%
76-100	Psionic Blast ₂₀	P	W	S	D	C	C	15
	Mind Thrust ₄	P	P	W	W	W	40	35
	Ego Whip ₇	P	40	35	30	25	20	15
	Id Insinuation ₁₀	R	R	R	40	35	30	25
	Psychic Crush ₁₄	84%	69%	59%	49%	39%	29%	19%
101-125	Psionic Blast ₂₀	K	P	W	S	D	C	C
	Mind Thrust ₄	P	P	P	W	W	W	40
	Ego Whip ₇	I	P	40	35	30	25	20
	Id Insinuation ₁₀	R	R	R	R	40	35	30
	Psychic Crush ₁₄	90%	74%	64%	54%	44%	34%	24%
126+	Psionic Blast ₂₀	K	K	P	W	S	D	C
	Mind Thrust ₄	P	P	P	P	W	W	W
	Ego Whip ₇	I	I	P	40	35	30	25
	Id Insinuation ₁₀	R	R	R	R	R	40	35
	Psychic Crush ₁₄	97%	80%	70%	60%	50%	40%	30%

Defender's Psionic Strength Total is the score prior to any reductions, even though the current total for the individual could be as low as 0.

The attacker's **Current Attack Strength & Attack Mode** are compared with the **Defender's Psionic Strength Total**, reading across, and a result is obtained.

Numbers indicate the number of the defender's psionic attack points lost.

Letters:

- C = Confused for 2-8 rounds, no psionic activity possible
- D = Dazed for 1-4 turns, no psionic or other activity
- I = Idiocy, psionic ability lost forever, though idiocy is curable by a heal spell
- K = Killed, raising/resurrection is possible, but psionic ability is lost
- P = Permanent loss of one attack or defense mode or psionic discipline*, and dazed as above
- S = Sleeping in a coma for 1-4 weeks (catatonic state 99% likely to be mistaken for death)
- R = Robot — mind under control of victor until released or 2-8 weeks have elapsed and a saving throw versus spells is made
- W = Wounded psionically, one attack or defense mode or psionic discipline* unusable for 2-8 weeks

* Choose randomly from among all attack and defense modes and psionic disciplines.

Note: Psionic creatures with *mind bar* ability will take damage only after all psionic strength is lost, so treat letter results as -40 points until 0 is reached.

Damage accruing beyond the point where 0 psionic attack points was reached results in physical damage (hit points) being taken by the defender on a point for point basis.

Note: The subscripted numbers following the names of the attack modes (as in Psionic Blast₂₀) are the costs, in attack points, of using the modes.

PSIONIC ATTACK RANGES AND DAMAGE ADJUSTMENT

Attack Mode	Attack Range		
	Short	Medium	Long
A. Psionic Blast	2"	4"	6"
B. Mind Thrust	3"	6"	9"
C. Ego Whip	4"	8"	12"
D. Id Insinuation	6"	12"	18"
E. Psychic Crush	6"	12"	18"

Attacks in series add 50% to range for **each** psionic linked, i.e. 2 = 200% of range, 3 = 250% of range, etc. Expenditure of double or treble points by an individual will double or treble range of attack modes B, C, or D.

Attack Mode

- A. Psionic Blast ½" base, 6" length, 2" terminus cone
- B. Mind Thrust 1 creature
- C. Ego Whip 1 creature
- D. Id Insinuation 2" x 2" area within range
- E. Psychic Crush* 1 creature

* User may use only defense mode G, Thought Shield.

Medium range attacks reduce damage by 20%, fractions rounded up.

Long range attacks reduce the attacker's effective total psionic strength by one category (25 points) and reduce damage by 20%, fractions rounded up. If the attacker is already in the 01-25 strength range, damage is reduced 50%, fractions being dropped.

PSIONIC COMBAT TABLES

© 1979 TSR Games

PSIONIC VS. PSIONIC IN MENTAL COMBAT

Total Psionic Strength	Attack Mode	Mind Blank ₁	Thought Shield ₂	Defense Mode		
				Mental Barrier ₃	Intellect Fortress ₈	Tower of Iron Will ₁₀
01-25	Psionic Blast ₂₀	3	7	4	1	0
	Mind Thrust ₄	12	4	0	0	1
	Ego Whip ₇	8	3	0	0	0
	Id Insinuation ₁₀	1	6	8	1	1
	Psychic Crush ₁₄	2%	---	---	---	---
26-50	Psionic Blast ₂₀	6	9	6	2	0
	Mind Thrust ₄	15	6	1	0	2
	Ego Whip ₇	12	4	0	0	0
	Id Insinuation ₁₀	2	8	10	3	3
	Psychic Crush ₁₄	5%	2%	1%	---	---
51-75	Psionic Blast ₂₀	10	12	9	4	1
	Mind Thrust ₄	18	9	2	2	3
	Ego Whip ₇	17	6	1	1	1
	Id Insinuation ₁₀	4	11	13	7	6
	Psychic Crush ₁₄	9%	4%	2%	1%	---
76-100	Psionic Blast ₂₀	15	16	13	7	2
	Mind Thrust ₄	22	13	5	4	5
	Ego Whip ₇	23	9	3	2	3
	Id Insinuation ₁₀	7	15	17	12	10
	Psychic Crush ₁₄	14%	7%	5%	3%	2%
101-125	Psionic Blast ₂₀	21	21	18	11	4
	Mind Thrust ₄	26	18	9	7	8
	Ego Whip ₇	30	13	6	4	6
	Id Insinuation ₁₀	11	20	22	18	15
	Psychic Crush ₁₄	20%	11%	9%	6%	4%
126+	Psionic Blast ₂₀	28	27	24	16	7
	Mind Thrust ₄	30	24	16	11	12
	Ego Whip ₇	38	18	10	7	10
	Id Insinuation ₁₀	16	26	28	25	21
	Psychic Crush ₁₄	27%	16%	14%	10%	7%

Total Psionic Strength is the *attackers* attack and defense point strength total *prior* to the subtraction of attack points for the current attack segment and defense points for the current defense mode for that same segment. (These points, along with losses, if any, are taken only at the end of the segment.) ALL ATTACKS AND DEFENSES ARE SIMULTANEOUS.

The **Attack Mode** is compared to the **Defense Mode**, reading across, and a result is obtained.

Numbers indicate the number of *points of defense strength* lost by the defender.

Psychic Crush shows the percentage chance of instantly killing the opponent. Any score above that shown for the defensive mode used indicates *no effect*. A dash indicates no possible chance of causing instant death.

When both sides have attacked once and defended once the psionic combat segment is over. All points of strength expended in attacking and defending are totaled separately, points lost due to attack are added, and a new **Total Psionic Strength** is determined for each side. EXCEPTION: If a *psychic crush* succeeds, the defender is dead, and adjustments are made only for the victor's strength.

Note: The subscripted numbers following the names of the attack and defense modes (as in Psionic Blast₂₀) are the costs, in attack or defense points respectively, of using the modes.

PSIONIC BLAST ATTACK UPON NON-PSIONIC CREATURE

Attacked Creature's Total Intelligence & Wisdom**	Saving Throw at Attack Range			Likely Result if Saving Throw is not Successful (d100 Result)
	Short	Medium	Long	
0-5	20	19	18	death (01-85)
6-9	18	17	16	coma, 2-12 days (11-90)
10-13	16	15	14	sleep, 5-20 turns (16-90)
14-17	14	13	12	stun, 2-8 turns (11-90)
18-21	12	11	10	confuse, 1-4 turns (16-90)
22-25	10	9	8	enrage, 2-8 rounds (16-90)
26-29	8	7	6	panic, 2-8 rounds (16-90)
30-33	6	5	4	feeblemind (16-90)
34-35	4	3	2	permanent insanity (21-85)
36-37	2	1	0	insanity 2-12 weeks (16-90)
38+	0	-1	-2	insanity 1-4 weeks (16-00)

Saving Throw Dice Adjustments

	Additions
dwarf	+4 <i>intellect fortress</i> in 10'
elf	+2 <i>mind blank</i> spell
halfling	+4 <i>helm of telepathy</i> †
cleric	+2 <i>tower of iron will</i> in 3'
magic-user	+1 <i>mind bar</i>

Subtractions

panicked	-1	using psionic related power*	-4
enraged	-1	using ESP device	-5
confused	-2	feeble-minded	**
hopeless	-3	insane	***
stunned	-3		

† The *helm of telepathy* will cause the attacker to be *stunned* for 1-4 rounds if the defender's saving throw is successful.

* These powers or spells are:

<i>astral projection</i>	<i>dimension door</i>	<i>invisibility</i> (any sort)	<i>suggestion</i>
<i>augury</i>	<i>divination</i>	<i>know alignment</i>	<i>symbol</i>
<i>charm monster</i>	<i>empathy</i>	<i>levitation</i>	<i>telekinesis</i>
<i>charm person</i>	<i>enlarge</i>	<i>locate object</i>	<i>telepathy</i>
<i>clairaudience</i>	<i>ESP</i>	<i>magic jar</i>	<i>teleportation</i>
<i>clairvoyance</i>	<i>etherealness</i>	<i>plane shift</i>	<i>true seeing</i>
<i>confusion</i>	<i>feeblemind</i>	<i>polymorph self</i>	
<i>detect evil/good</i>	<i>feign death</i>	<i>quest</i>	
<i>detect magic</i>	<i>geas</i>	<i>shape change</i>	

** A feeble-minded person has a combined intelligence and wisdom score of 0-5. Monsters of low intelligence have a wisdom of 2-8, average 3-12, very/highly 4-16, exceptional/genius 8-18, supra-genius 8-20, and god-like 9-24.

*** Insane creatures cannot be psionically attacked.

ADVANCED DUNGEONS & DRAGONS® DUNGEON MASTER'S SCREEN

MATRIX FOR CLERICS AFFECTING UNDEAD, ET AL.

Type of Undead	Level of Cleric Attempting to Turn										
	1	2	3	4	5	6	7	8	9-13	14+	
Skeleton	10	7	4	T	T	D	D	D*	D*	D*	
Zombie	13	10	7	T	T	D	D	D	D*	D*	
Ghoul	16	13	10	4	T	T	D	D	D	D*	
Shadow	19	16	13	7	4	T	T	D	D	D*	
Wight	20	19	16	10	7	4	T	T	D	D	
Ghast	--	20	19	13	10	7	4	T	T	D	
Wraith	--	--	20	16	13	10	7	4	T	D	
Mummy ^a	--	--	--	19	16	13	10	7	4	T	
Spectre ^b	--	--	--	20	19	16	13	10	7	T	
Vampire ^c	--	--	--	--	20	19	16	13	10	4	
Ghost ^d	--	--	--	--	--	20	19	16	13	7	
Lich ^e	--	--	--	--	--	--	20	19	16	10	
Special**f	--	--	--	--	--	--	--	20	19	13	

* Number affected is 7-12 rather than 1-12.

** Evil creatures from lower planes such as minor demons, lesser devils, night hags, from 1-2 in number, (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

a A paladin of 1st or 2nd level can be turned by an *evil* cleric.

b A paladin of 3rd or 4th level can be turned by an *evil* cleric.

c A paladin of 5th or 6th level can be turned by an *evil* cleric.

d A paladin of 7th or 8th level can be turned by an *evil* cleric.

e A paladin of 9th or 10th level can be turned by an *evil* cleric.

f A paladin of 11th or higher level can be turned by an *evil* cleric.

Procedure: A d20 is rolled and, if the *number* shown is matched or exceeded by the die roll, the undead are turned. From 1-12 (or 7-12 or 1-2) undead (or evil creatures from lower planes) are affected:

- Evil clerics** cause the creatures to take neutral or friendly attitude according to a reaction dice score. Neutral undead will ignore the cleric and his or her party; friendly ones will follow the cleric and join the adventure.
- Good clerics** cause the creature to move directly away from his or her person, and stay as far away as possible for not less than 3 nor more than 12 rounds, moving at full speed for the duration if at all possible. The turned undead will be able to come back again, but they are subject to further turning by the cleric.

Failure to score the number shown, or greater, means the turning was unsuccessful. No further attempt by the cleric can be made with respect to the particular undead, and they may proceed to attack or otherwise operate unconstrained.

T: This symbol indicates automatic turning — whether to influence by an evil cleric or actual driving away by a good cleric.

D: This symbol indicates the cleric has automatically brought the undead into friendly status (evil cleric) or destroyed or damned them (good cleric).

--: No effect upon the undead is possible where a dash is shown.

GRENADE-LIKE MISSILES: CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

Size:

Acid —	½ pint (8 oz.)
Holy/Unholy Water —	¼ pint (4 oz.)
Oil —	1 pint (16oz.)
Poison —	¼ pint (4 oz.)

Effect:

Liquid Contents	Area of Effect	Damage from a	
		Splash	Direct Hit
—acid	1' diameter	1 h.p.	2-8 h.p.
—holy/unholy water	1' diameter	2 h.p.	2-7 h.p.
—oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.**
—poison	1' diameter	<i>special</i>	<i>special</i>

* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

** Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

Range: The range of all such container missiles is 3", Beyond 1" is medium, and beyond 2" is long (-2 and -5 "to hit" respectively).

Hits: When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not — use the **Blow, Crushing** column on the **ITEM SAVING THROW MATRIX** — unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil which must be alight (flaming) to cause damage. Poison *special* is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered check saving throw for breakage using the **Blow, Normal** column of the **ITEM SAVING THROW MATRIX**. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion must be brought into contact with the oil.

Splash Hits: All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

Boulders are considered, for game purposes, to be 1' in diameter for giants, 2' in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See **MONSTER MANUAL**, *Giant* for giants' abilities.)

Misses: If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the *distance in feet* the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1' square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the *direction* in which the distance in feet of the miss is measured:

1 = long right	5 = short left
2 = right	6 = left
3 = short right	7 = long left
4 = short (before)	8 = long (over)

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

Lighting Oil: If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it a 2' diameter flaming oil area.

Crossing Flaming Oil: Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly inflammable. Creatures with garments of cloth must save versus **Fire, Normal** on the **ITEM SAVING THROW MATRIX** or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-6 hit points of damage per melee round.

Holy/Unholy Water: All forms of undead, as well as creatures from the lower planes (demons, devils, night hags, night mares, etc.) are affected by **HOLY WATER**. Paladins, lammasu, shedu, ki-rin, and similar creatures of good (or from the upper planes) are affected by **UNHOLY WATER**. The liquid causes the affected creature to suffer a burning as if struck by acid. Undead in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

COMBAT AND SAVING THROW TABLES

© 1979 TSR Games

I.A. ATTACK MATRIX FOR CLERICS, DRUIDS, AND MONKS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
-10	25	23	21	20	20	20	19
-9	24	22	20	20	20	19	18
-8	23	21	20	20	20	18	17
-7	22	20	20	20	19	17	16
-6	21	20	20	20	18	16	15
-5	20	20	20	19	17	15	14
-4	20	20	20	18	16	14	13
-3	20	20	19	17	15	13	12
-2	20	20	18	16	14	12	11
-1	20	19	17	15	13	11	10
0	20	18	16	14	12	10	9
1	19	17	15	13	11	9	8
2	18	16	14	12	10	8	7
3	17	15	13	11	9	7	6
4	16	14	12	10	8	6	5
5	15	13	11	9	7	5	4
6	14	12	10	8	6	4	3
7	13	11	9	7	5	3	2
8	12	10	8	6	4	2	1
9	11	9	7	5	3	1	0
10	10	8	6	4	2	0	-1

Missiles: -5 at **long** range, -2 at **medium** range.

I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
-10	26	25	23	21	20	20	20	18	16	14
-9	25	24	22	20	20	20	19	17	15	13
-8	24	23	21	20	20	20	18	16	14	12
-7	23	22	20	20	20	19	17	15	13	11
-6	22	21	20	20	20	18	16	14	12	10
-5	21	20	20	20	19	17	15	13	11	9
-4	20	20	20	20	18	16	14	12	10	8
-3	20	20	20	19	17	15	13	11	9	7
-2	20	20	20	18	16	14	12	10	8	6
-1	20	20	19	17	15	13	11	9	7	5
0	20	20	18	16	14	12	10	8	6	4
1	20	19	17	15	13	11	9	7	5	3
2	19	18	16	14	12	10	8	6	4	2
3	18	17	15	13	11	9	7	5	3	1
4	17	16	14	12	10	8	6	4	2	0
5	16	15	13	11	9	7	5	3	1	-1
6	15	14	12	10	8	6	4	2	0	-2
7	14	13	11	9	7	5	3	1	-1	-3
8	13	12	10	8	6	4	2	0	-2	-4
9	12	11	9	7	5	3	1	-1	-3	-5
10	11	10	8	6	4	2	0	-2	-4	-6

Missiles: -5 at **long** range, -2 at **medium** range.

OPPONENT ARMOR CLASS DESCRIPTION (IF ARMOR IS WORN)

Armor Class	Type of Armor
2	Plate mail + shield
3	Banded mail + shield, splint mail + shield, or plate mail
4	Chain mail + shield, banded mail, splint mail
5	Scale mail + shield, or chain mail
6	Ring mail + shield, studded leather armor + shield, or scale mail
7	Leather armor + shield, padded armor + shield, ring mail, or studded leather armor
8	Leather armor or padded armor
9	Shield only
10	None

Armor class below 10 is not possible. Armor class above 2 is easily possible due to magical bonuses and dexterity bonuses. To determine a "to hit" number not on the charts, project upwards by 1's (5% increments), repeating 20 six times before continuing with 21 (cf. **MATRIX I.A.**).

I.C. ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker				
	1-5	6-10	11-15	16-19	21+
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	19
-7	23	21	20	20	18
-6	22	20	20	19	17
-5	21	20	20	18	16
-4	20	20	20	17	15
-3	20	20	19	16	14
-2	20	20	18	15	13
-1	20	20	17	14	12
0	20	19	16	13	11
1	20	18	15	12	10
2	19	17	14	11	9
3	18	16	13	10	8
4	17	15	12	9	7
5	16	14	11	8	6
6	15	13	10	7	5
7	14	12	9	6	4
8	13	11	8	5	3
9	12	10	7	4	2
10	11	9	6	3	1

Missiles: -5 at **long** range, -2 at **medium** range.

I.D.1. ATTACK MATRIX FOR THIEVES AND ASSASSINS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker					
	1-4 ^a	5-8 ^b	9-12 ^c	13-16 ^d	17-20 ^d	21+ ^d
-10	26	24	21	20	20	20
-9	25	23	20	20	20	19
-8	24	22	20	20	20	18
-7	23	21	20	20	19	17
-6	22	20	20	20	18	16
-5	21	20	20	19	17	15
-4	20	20	20	18	16	14
-3	20	20	19	17	15	13
-2	20	20	18	16	14	12
-1	20	20	17	15	13	11
0	20	19	16	14	12	10
1	20	18	15	13	11	9
2	19	17	14	12	10	8
3	18	16	13	11	9	7
4	17	15	12	10	8	6
5	16	14	11	9	7	5
6	15	13	10	8	6	4
7	14	12	9	7	5	3
8	13	11	8	6	4	2
9	12	10	7	5	3	1
10	11	9	6	4	2	0

Missiles: -5 at **long** range, -2 at **medium** range.

- a Thieves and assassins double damage from a surprise **back stab**.
- b Thieves and assassins triple damage from a surprise **back stab**.
- c Thieves and assassins quadruple damage from a surprise **back stab**.
- d Thieves and assassins quintuple damage from a surprise **back stab**.

CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

Defender is Hit by Weapon	Attacker Must Have The Following Hit Only by OR Hit Dice of*	
+1 or better	+1 or better	4 + 1 or better
+2 or better	+2 or better	6 + 2 or better
+3 or better	+3 or better	8 + 3 or better
+4 or better	+4 or better	10 + 4 or better

* This does not apply to characters of any sort.

SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

Character Class & Experience Level	Attack to be Saved Against				
	Paralyzation, Poison, or Death Magic	Petrification or Polymorph*	Rod, Staff, or Wand	Breath Weapon**	Spell***
Clerics ^a	1-3	10	13	14	15
	4-6	9	12	13	14
	7-9	7	10	11	12
	10-12	6	9	10	11
	13-15	5	8	9	10
	16-18	4	7	8	9
	19+	2	5	6	7
Fighters ^b	0	16	17	18	20
	1-2	14	15	16	17
	3-4	13	14	15	16
	5-6	11	12	13	14
	7-8	10	11	12	13
	9-10	8	9	10	11
	11-12	7	8	9	10
	13-14	5	6	7	8
	15-16	4	5	6	7
	17+	3	4	5	6
Magic-users ^c	1-5	14	13	11	15
	6-10	13	11	9	13
	11-15	11	9	7	11
	16-20	10	7	5	9
	21+	8	5	3	7
Thieves ^d	1-4	13	12	14	16
	5-8	12	11	12	15
	9-12	11	10	10	14
	13-16	10	9	8	13
	17-20	9	8	6	12
	21+	8	7	4	11

* Excluding *polymorph wand* attacks.

** Excluding those which cause petrification or polymorph.

*** Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

- a Includes Druids.
- b Includes Paladins, Rangers, and 0 level types.
- c Includes Illusionists.
- d Includes Assassins and Monks.

N.B.: A roll of 1 is *always* failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the *most favorable* result for the type of attack being defended against.

SAVING THROW MATRIX FOR MONSTERS

- A. All monsters use the matrix for characters.
- B. Hit dice equate to Experience Level, with every one to four plusses in hit points moving the creature upwards by one hit die, so that 1 + 1 to 1 + 4 becomes 2, 1 + 5 to 1 + 8 becomes 3, etc. (Exception: See D. below.)
- C. Most monsters save as fighters, except:
 1. Those with abilities of other character classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.
 2. Those with no real offensive fighting capabilities save according to their area of ability — cleric, magic-user, thief, etc.
- D. Non-intelligent creatures save at an Experience Level equal to one-half their hit dice, rounded upwards, except with regard to **Poison or Death Magic**.

SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

Item Description	Attack Form and Number										
	a	cr	nor		f	f	mag	nor	f	r	e
	b	b		d	a	r	i	i	r	l	
	c	l	l		e	r	r	r	s	n	c
	i	o	o	i	l	e	r	r	s	n	c
	d	w	w	s	l	ball	e	e	t	g	t
	1	2	3	4	5	6	7	8	9	10	11
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1 ^o	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

* Potions, magical oils, poisons, acids while container remains intact.

** Includes pearls of any sort.

*** Silvered glass. Treat silver mirror as "Metal, soft" and steel mirror as "Metal hard."

^o If exposed to extreme cold then struck against a very hard surface with force, saving throw is -10 on die!

Magical Items: Gain +2 on all rolls plus +1 for each plus they have above +1, i.e., +1 = +2 on saving throw, +2 = +3 on saving throw. Furthermore, the magic item gains +5 on saving throws against attack forms in it's own mode, i.e. blow vs. shield, *fireball* vs. *ring of fire resistance* or *fireball wand*.

Non-magical Items: Those items which do not exactly conform to item descriptions above can be interpolated. It is assumed that the item in question is actually exposed to the form of attack, i.e. the blow falls on the item, the fall is such as to not cushion the item, the fire actually contacts the item, etc. As with magical items, non-magical items gain +5 versus attacks in their own mode.

1. **Acid:** This assumes a considerable volume of strong acid (black dragon or giant slug spittle) or immersion for a period which would affect the item.
2. **Blow, Crushing:** This assumes that the item is struck by a weighty falling object or a blow from on ogre's or giant's weapon, for example. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface) or dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.
3. **Blow, Normal:** This assumes an attack by a normal-strength opponent or only fairly heavy object which strikes the object. This also applies to a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a tough, but slightly yielding, surface.
4. **Disintegration:** This is the magical effect.
5. **Fall:** This assumes the item falls about 5' and comes into contact with a hard (stone-like) surface. A softer surface (wood-like) gives a +1 on the saving throw, and a fleshy-soft surface gives +5. For each 5' over the first 5' the item falls, subtract -1 from the die roll to save.

6. **Fireball:** This is the magical *fireball*, *meteor swarm*, (red) dragon breath, etc.
7. **Fire, Magical:** This is the magical *wall of fire*, *fire storm*, *flame strike*, etc.
8. **Fire, Normal:** This assumes a hot fire such as produced by a blazing wood fire, flaming oil, and the like. The item in question would have to be exposed to the fire for an amount of time sufficient to have an effect, i.e. paper or parchment for but 1 melee round, cloth for 2, bone or ivory for 3, etc.
9. **Frost, Magical:** This is the magical frost or cold such as dragon breathes or spells such as *cone of cold* or *ice storm*.
10. **Lightning Bolt:** This is a magical attack from lightning called from the sky, blue dragon breath, etc.
11. **Electrical Discharge/Current:** The "shock" of an electric eel, magical items, traps, etc.

COMBINED WEAPONS TABLES (SELECTED INFORMATION)

Weapon	Weight in		Length	Space Required	Speed Factor	Damage vs. Opponent	
	Gold	Pieces				Size S or M	Size L
Arrow	2			see below		1-6	1-6
Awl pike	80		18'	1'	13	1-6	1-12
Axe, battle	75		c. 4'	4'	7	1-8	1-8
Axe, hand	50		c. 1½'	1'	4	1-6	1-4
Bardiche	125		c. 5'	5'	9	2-8	3-12
Bec de corbin	100		c. 6'	6'	9	1-8	1-6
Bill-guisarme	150		8'+	2'	10	2-8	1-10
Bo stick	15		c. 5'	3'	3	1-6	1-3
Club	30		c. 3'	1'-3'	4	1-6	1-4
Dagger	10		c. 15"	1'	2	1-4	1-3
Dart	5			see below		1-3	1-2
Falchion	80		c. 3½'	3½'	5	2-7	2-8
Fauchard	60		8'+	2'	8	1-6	1-8
Fauchard-fork	80		8'	2'	8	1-8	1-10
Fist, bare or open hand	-		2'+	1'	1	1-2	1
Fist, mailed	-		2'+	1'	1	1-3	1-2
Flail, footman's	150		c. 4'	6'	7	2-7	2-8
Flail, horseman's	35		c. 2'	4'	6	2-5	2-5
Foot, bare or soft boot	-		3'+	1'	3	1-3	1-2
Foot, hard boot	-		3'+	1'	3	1-4	1-3
Fork, military	75		7'+	1'	7	1-8	2-8
Glaive	75		8'+	1'	8	1-6	1-10
Glaive-guisarme	100		8'+	1'	9	2-8	2-12
Guisarme	80		6'+	2'	8	2-8	1-8
Guisarme-voulge	150		7'+	2'	10	2-8	2-8
Halberd	175		5'+	5'	9	1-10	2-12
Hammer, lucern	150		5'+	5'	9	2-8	1-6
Hammer, war	50		c. 1½'	2'	4	2-5	1-4
Hook fauchard	80		8'+	2½'	9	1-4	1-4
Javelin	20-30			see below		1-6	1-6
Jo stick	40		c. 3'	2'	2	1-6	1-4
Lance, heavy horse*	150		c. 14'	1'	8	3-9	3-18
Lance, light horse*	50		10'	1'	6	1-6	1-8
Lance, medium horse*	100		12'	1'	7	2-7	2-12
Mace, footman's	100		c. 2½'	4'	7	2-7	1-6
Mace, horseman's	50		c. 1½'	2'	6	1-6	1-4
Maul	125		c. 4'	5'	8	1-8	1-8
Morning star	100-150		3'-5'	4'-6'	7	2-8	2-9
Partisan	80		7'+	3'	9	1-6	2-7
Pick, footman's	60		c. 4'	4'	7	2-7	2-8
Pick, horseman's	40		c. 2'	2'	5	2-5	1-4
Quarrel (or bolt), heavy	2			see below		2-5	2-7
Quarrel (or bolt), light	1			see below		1-4	1-4
Quarter staff	40-50		c. 6'-8'	3'	4	1-6	1-6
Ranseur	50		8'+	1'	8	2-8	2-8
Scimitar	40		c. 3'	2'	4	1-8	1-8
Sling bullet	2			see below		2-5	2-7
Sling stone	1			see below		1-4	1-4
Spear**	40-60		5'-13'+	1'	6-8	1-6	1-8
Spetum	50		8'+	1'	8	2-7	2-12
Sword, bastard	100		c. 4½'	4'+	6	2-8	2-16
Sword, broad	75		c. 3½'	4'	5	2-8	2-7
Sword, long	60		c. 3½'	3'	5	1-8	1-12
Sword, short	35		c. 2'	1'	3	1-6	1-8
Sword, two-handed	250		c. 6'	6'	10	1-10	3-18
Trident	50-70		4'-8'+	1'	6-8	2-7	3-12
Voulge	125		8'+	2'	10	2-8	2-8

HURLED WEAPONS AND MISSILES

Weapon	Fire Rate	S	M	L
Axe, hand	1	1	2	3
Bow, long	2	7	14	21
Bow, short	2	5	10	15
Bow, composite, long	2	6	12	21
Bow, composite, short	2	5	10	18
Club	1	1	2	3
Crossbow, heavy	½	8	16	24
Crossbow, light	1	6	12	18
Dagger	2	1	2	3
Dart	3	1½	3	4½
Hammer, war	1	1	2	3
Javelin	1	2	4	6
Sling (bullet)	1	5	10	20
Sling (stone)	1	4	8	16
Spear	1	1	2	3

ARMOR CLASS TABLE

Type of Armor	Armor Class Rating
None	10
Shield only	9
Leather armor or padded armor	8
Leather armor + shield, padded armor + shield, ring mail, or studded leather armor	7
Ring mail + shield, studded leather armor + shield, or scale mail	6
Scale mail + shield, or chain mail	5
Chain mail + shield, banded mail, or splint mail	4
Banded mail + shield, splint mail + shield, or plate mail	3
Plate mail + shield	2

See text (pages 36-38) for complete information on these tables.



