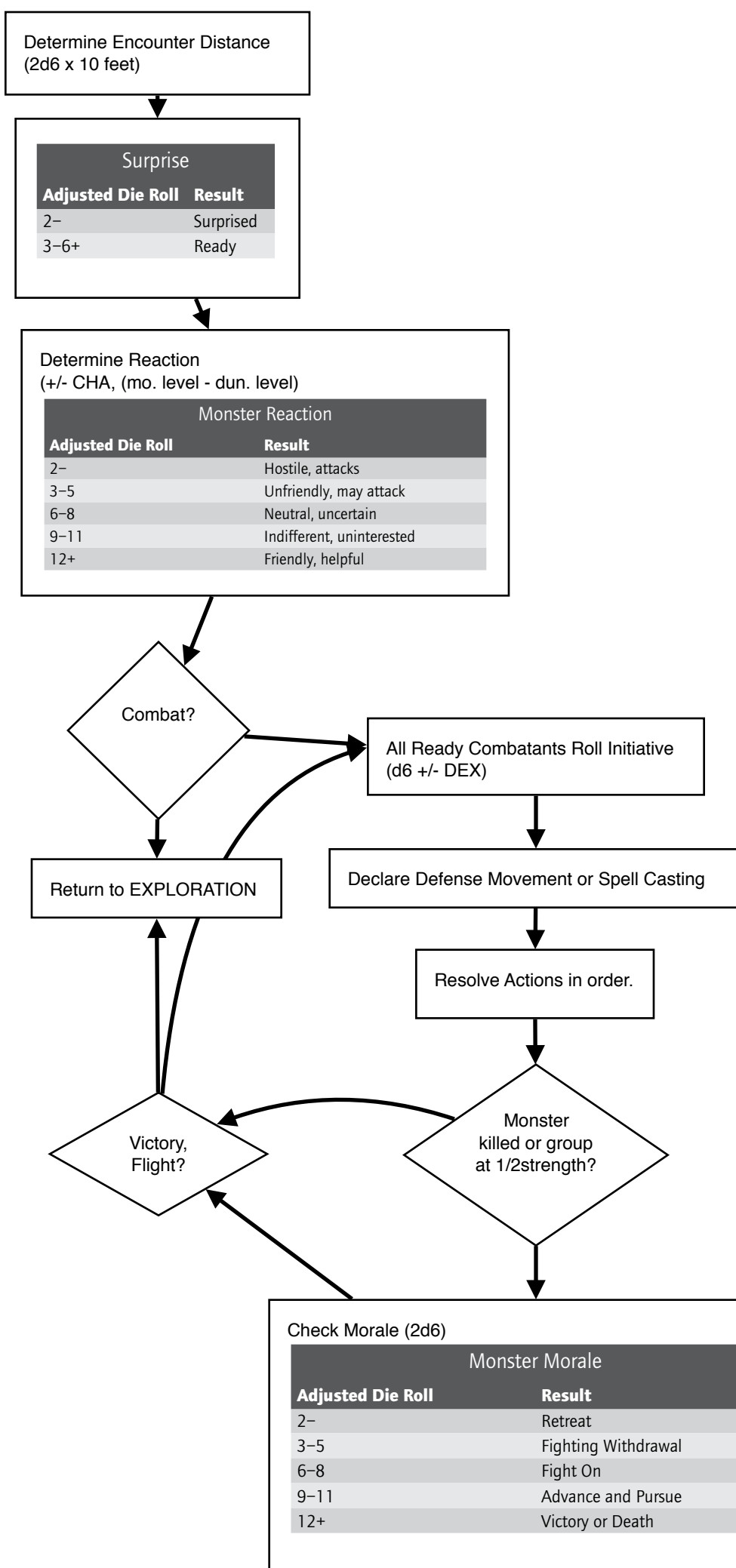


Dungeon Wandering Monster Level						
Dungeon Level	1	2	3	4	5	6
1	1-9	10-11	12	-	-	-
2	1-3	4-9	10-11	12	-	-
3	1	2-3	4-9	10-11	12	-
4	-	1	2-3	4-9	10-11	12
5	-	-	1	2-3	4-9	10-12
6	-	-	-	1	2-3	4-12

Adjust **number encountered** by 1/2 per level difference between monster and dungeon level.

Random Monsters by Level						
Roll	Monster Level 1	Monster Level 2	Monster Level 3	Monster Level 4	Monster Level 5	Monster Level 6
1	Goblin (2d4)	Gnoll (1d6)	Bugbear (2d4)	Lycanthrope, Wereboar (1d4)	Ettin (1d2)	Cyclops (1)
2	Kobold (4d4)	Hobgoblin (1d6)	Lycanthrope, Werewolf (1d6)	Lycanthrope, Weretiger (1d4)	Giant, Hill (1d4)	Giant, Cloud (1d2)
3	Morlock (1d12)	Lizardman (2d4)	Ogre (1d6)	Minotaur (1d6)	Giant, Stone (1d2)	Purple Worm (1d2)
4	Orc (2d4)	Troglodyte (1d8)	Throghrin (1d6)	Boar, Giant (1d4)	Troll (1d8)	Demon Boar (1d4)
5	Beetle, Fire (1d8)	Bat, Giant (1d10)	Ant, Giant (2d4)	Owl Bear (1d4)	Ankheg (1d6)	Dragon (20 HD) (1)
6	Centipede, Giant (2d4)	Fly, Giant Carnivorous (1d8)	Lizard, Draco (1d3)	Phase Tiger (1d4)	Caecilian (1d3)	Hydra (12 HD) (1)
7	Ferret, Giant (1d8)	Locust, Cavern (1d10)	Scorpion, Giant (1d6)	Rhagodessa, Giant (1d4)	Basilisk (1d6)	Gorgon (1d2)
8	Rat, Giant (3d6)	Snake, Pit Viper (1d8)	Wolf, Dire (1d4)	Snake, Giant Python (1d3)	Hell Hound, Greater (2d4)	Lamia (1)
9	Men, Brigand (2d4)	Ghoul (1d6)	Carcass Scavenger (1d3)	Cockatrice (1d4)	Salamander, Flame (1d4+1)	Remorhaz (15 HD) (1)
10	Skeleton (3d4)	Men, Berserker (1d6)	Gargoyle (1d6)	Medusa (1d3)	Spectre (1d4)	Skittering Maw (1)
11	Stirge (1d10)	Zombie (2d4)	Wight (1d6)	Wraith (1d4)	Wyvern (1d2)	Vampire (9 HD) (1d4)
12	NPC Party (Lvl 1) (1d4+2)	NPC Party (Lvl 2) (1d4+2)	NPC Party (Lvl 4) (1d4+2)	NPC Party (Lvl 5) (1d4+2)	NPC Party (Lvl 8) (1d4+3)	NPC Party (Lvl 14) (1d4+3)

Start ENCOUNTER



Missile Weapon Ranges			
Weapon	Short Range	Medium Range	Long Range
	0	-2	-5
Arbalest	Up to 90'	...to 180'	...to 360'
Axe (thrown)	Up to 10'	...to 20'	...to 30'
Bow, Composite	Up to 70'	... to 140'	...to 210'
Bow, Long	Up to 70'	...to 140'	...to 210'
Bow, Short	Up to 50'	...to 100'	...to 150'
Crossbow	Up to 80'	...to 160'	...to 240'
Dagger (thrown)	Up to 10'	...to 20'	...to 30'
Dart	Up to 15'	...to 30'	...to 45'
Holy water	Up to 10'	...to 30'	...to 50'
Javelin	Up to 20'	...to 40'	...to 60'
Oil	Up to 10'	...to 30'	...to 50'
Sling	Up to 45'	...to 90'	...to 180'
Spear	Up to 20'	...to 40'	...to 60'

Character Attack Throws			
Attacking Character Level			Attack Throw Value
<i>Fighters</i>	<i>Clerics/Thieves</i>	<i>Mages</i>	
0*	0	0	11+
1	1-2	1-3	10+
2-3	3-4	4-6	9+
4	5-6	7-9	8+
5-6	7-8	10-12	7+
7	9-10	13-15	6+
8-9	11-12	-	5+
10	13-14	-	4+
11-12	-	-	3+
13	-	-	2+
14-15	-	-	1+

Monster Attack Throws	
Attacking Monster HD	Attack Throw Value
1 or less	10+
1+ and 2	9+
2+ and 3	8+
3+ and 4	7+
4+ and 5	6+
5+ and 6	5+
6+ and 7	4+
7+ to 9	3+
9+ to 11	2+
11+ to 13	1+
13+ to 15	0+
15+ to 17	-1+
17+ to 19	-2+
19+ to 21	-3+
21+ or more	-4+