

WANDERING MONSTER TABLE

One Level Below Ground	Die	Two Levels Below Ground	Die	Three Levels Below Ground	Die
Kobolds (3-12)	1	Orcs (5-20)	1	Hobgoblins (5-20)	1
Goblins (2-8)	2	Hobgoblins (2-8)	2	Zombies (2-5)	2
Bandits (1-4)	3	Gnomes (2-5)	3	Bugbears (2-8)	3
Orcs (2-5)	4	Ghouls (1-4)	4	Ogres (1-4)	4
Skeletons/Zombies (1-6/1-4)	5	Bandits (2-5)	5	Wights (1-3)	5
Bandits (2-5)	6	Skeletons (1-4)	6	Displacer Beasts (1-2)	6
Berserkers (1-4)	7	Bandits (2-5)	7	Doppelgangers (1-4)	7
Stirges (2-5)	8	Orcs (2-8)	8	Grey Ooze (1)	8
Orcs (1-4)	9	Dwarves (4-16)	9	Blink Dogs (2-5)	9
Dwarves (2-5)	10	Elves (3-12)	10	Harpies (1-3)	10
Elves (1-6)	11	Giant Ticks (1-3)	11	Wererats (1-4)	11
Gelatinous Cube (1)	12	Carrion Crawler (1)	12	Ochre Jelly (1)	12

50 copper = 10 silver = 2 Electrum = 1 Gold = 1/5 Platinum

CLERICS VS. UNDEAD TABLE

(use 2d6)

Undead Type

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	no effect.....				
2	T	7	9	11	no effect.....	no effect.....	no effect.....	no effect.....
3	T	T	7	9	11	no effect.....	no effect.....	no effect.....

Number = score this number or greater to turn away
T = automatically turned away, up to 2 dice in number

DIE ROLL FOR CHARACTER TO SCORE A HIT, BY OPPONENT'S ARMOR CLASS (use 1d20)

Armor Class	9	8	7	6	5	4	3	2
	No Armor	Shield	Leather Armor	Leather & Shield	Chain Mail	Chain Mail & Shield	Plate Mail	Plate & Shield
Normal Man	11	12	13	14	15	16	17	18
1st-3rd Level	10	11	12	13	14	15	16	17

Character

Score of number shown or higher is a hit.

DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS (use 1d20)

Armor Class	9	8	7	6	5	4	3	2
Monster's Hit Dice	No Armor	Shield	Leather	Leather & Shield	Chain Mail	Chain Mail & Shield	Plate Mail	Plate & Shield
up to 1 + 1	10	11	12	13	14	15	16	17
1 + 2 to 2	9	10	11	12	13	14	15	16
2 + to 3	8	9	10	11	12	13	14	15
3 + to 4	6	7	8	9	10	11	12	13
4 + to 6 +	5	6	7	8	9	10	11	12
7 to 8 +	4	5	6	7	8	9	10	11
9 to 10 +	2	3	4	5	6	7	8	9
11 up	0	1	2	3	4	5	6	7

MAGIC-USER SPELLS

Book of First Level Spells:

Charm Person	Protection from Evil
Dancing Lights	Read Languages
Detect Magic	Read Magic
Enlargements	Shield
Hold Portal	Sleep
Light	Tenser's Floating Disc
Magic Missile	Ventriloquism

Book of Second Level Spells:

Audible Glamer	Locate Object
Continual Light	Magic Mouth
Darkness	Mirror Image
Detect Evil	Phantasmal Forces
Detect Invisible	Pyrotechnics
ESP	Ray of Enfeeblement
Invisibility	Strength
Knock	Web
Levitate	Wizard Lock

Book of Third Level Spells:

Clairaudience	Invisibility 10'
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection/Evil 10'
Fire Ball	Protection/Normal Missiles
Fly	Rope Trick
Haste Spell	Slow Spell
Hold Person	Suggestion
Infravision	Water Breathing

CLERICAL SPELLS

Clerics of the first level can not cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell he wants to use, thus the entire gamut of spells is available to him for selection **prior** to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

Book of First Level Spells:

Cure Light Wounds	Protection from Evil
Detect Evil	Purify Food and Water
Detect Magic	Remove Fear
Light	Resist Cold

Book of Second Level Spells:

Bless	Resist Fire
Find Traps	Silence: 15' Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animals

DUNGEONS & DRAGONS®

REFERENCE TABLES

(This page is perforated for easy removal)

Saving Throw Table — Levels 1 to 3 (Use a 20-sided die)

Class	Spell or		Death Ray or Poison	Turned to Stone	Dragon Breath
	Magic Staff	Magic Wand			
Normal man, Kobold, Goblin, etc.	17	14	13	15	16
Fighting Man, Thief, Hobgoblin, etc.	16	13	12	14	15
Magic-user	15	14	13	13	16
Cleric	15	12	11	14	16
Dwarves & Halflings	14	11	10	12	14

COST OF EQUIPMENT AND WEAPONS

Item	Cost	Item	Cost
Barding (Horse Armor)	150	Silver Mirror, small	15
50' of Rope	1	Wooden Cross	2
10' Pole	1	Silver Cross	25
12 Iron Spikes	1	Holy Water/Vial	25
Small Sack	1	Wolvesbane, bunch	10
Large Sack	2	Garlic, bud	5
Leather Back Pack	5	Wine, quart	1
Water/Wine Skin	1	Iron rations (for dungeon expeditions) 1 person/	
6 Torches	1	1 week	15
Lantern	10	1 week	15
Flask of Oil	2	Standard rations for 1	
		person/1 week	5
Tinder Box	3	10' x 10' tarp	10
Stakes & Mallet	3	Other items cost may be calculated by comparing to similar items listed	
Steel Mirror	5	above.	

Item	Cost	Item	Cost
Dagger	3	Case with 30 Quarrels	10
Hand Axe	3	20 Arrows/30 Quarrels	5
Mace	5	Silver Tipped Arrow	5
Sword	10	Mule	20
Battle Axe	7	Draft Horse	30
Morning Star	6	Light Horse	40
Flail	8	Warhorse, Medium	100
Spear	2	Warhorse, Heavy	200
Pole Arm	7	Saddle	25
Halberd	7	Saddle Bags	10
Two-Handed Sword	15	Cart	100
Lance	4	Wagon	200
Pike	5	Raft	40
Short Bow	25	Small Boat	100
Long Bow	40	Leather Armor	15
Composite Bow	50	Chain-type Mail	30
Light Crossbow	15	Plate Mail	50
Heavy Crossbow	25	Helmet	10
Quiver of 20 Arrows	10	Shield	10