

DUNGEONS & DRAGONS

Common Dungeon Rolls

	1d6
Locate secret passages (Elves on a 1-4)	1-2
Sense secret doors (Elves Only)	1-2
Accidentally spring trap	1-2
Listen for noise at doors (Demihumans 1-2)	1
Monsters pursue around corners, through doors, up/down stairs	1-2
Positive Wandering Monster check (roll once every turn/10 minutes)	6
Surprise enemy (light and/or noise ruins this chance)	1-2



Dungeon Travel Times (party must move at the rate of the slowest member)

1 turn = 10 minutes

12" movement	240' every turn (careful); 480' (running)
9" movement	180' every turn (careful); 360' (running)
6" movement	120' every turn (careful); 240' (running)

Sighted Monsters

Distance

20-80' away (random encounter; no surprise)	2d4 x 10'
10'-30' (random encounter; surprise)	1d3 x 10'

Monster Reaction (Initial)

2d6 + Cha Mod, bribes, gifts, etc

Negative	2-5
Uncertain	6-8
Positive	9-12



Monster Reactions (once subdued, has surrendered or of same Alignment)

Attempts to attack	2
Hostile Reaction	3-5
Uncertain	6-8
Accepts offer	9-11
Enthusiastic (+3 to Loyalty roll)	12+

Dungeon Level

recognized by party

Dungeon Level	1	2	3	4	5	6
1	1-2	3-4	5	6	-	-
2	1	2	3-4	5	6	-
3	-	1	2	3-4	5	6
4-5	-	-	1	2-3	4-5	6
6-7	-	-	-	1	2-4	5-6
8-9	-	-	-	-	1-2	3-6
10-12	-	-	-	-	1	2-6
13+	-	-	-	-	-	1-6

The Underworld

Roll 1d6 and consult Monster Level Table:

Table 1	Table 2	Table 3	Table 4	Table 5	Table 6
1	2	3	4	5	6

Table 1 (1d8)	
Kobolds	1
Goblins	2
Skeletons	3
Orcs	4
Giant Rats	5
Centipedes	6
Bandits	7
Spiders	8

Table 2 (1d10)	
Hobgoblins	1
Zombies	2
Lizards	3
Warriors	4
Conjurers	5
Gnolls	6
Ghouls	7
Toads	8
Berserkers	9
Theurgists	10



Table 3 (1d10)	
Wights	1
Heroes	2
Giant Hogs	3
Giant Ants	4
Ochre Jelly	5
Thaumaturgists	6
Swashbucklers	7
Magicians	8
Giant Snakes	9
Giant Weasels	10

Table 4 (1d10)	
Wraiths	1
Ogres	2
Evil Priests	3
Myrmidons	4
Giant Beetles	5
Giant Scorpions	6
Lycanthropes	7
Gargoyles	8
White Apes	9
Enchanters	10

Table 5 (1d12)	
Trolls	1
Superheroes	2
Wyverns	3
Spectres	4
Mummies	5
Minotaurs	6
Manticores	7
Cockatrices	8
Sorcerers	9
Wyverns	10
Hydra (6-8 heads)	11
Medusae	12

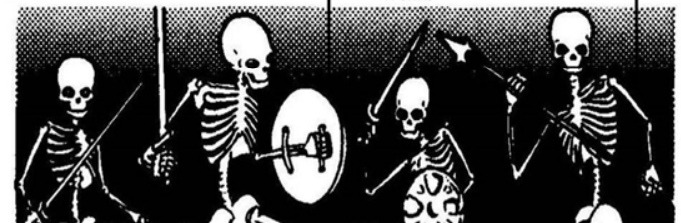
Table (1d12)	
Giants	1
Hydra (9-12 heads)	2
Dragons	3
Basilisks	4
Gorgons	5
Chimeras	6
Vampires	7
Lords	8
Balrogs	9
Wizards*	10
Evil High Priests*	11
Purple Worms	12

*will have 1d4 Enchanters/Evil Priests and 1d6 bodyguards (4th-6th level fighters)

Loyalty Score (3d6 + Cha Mod + Hiring Bonus)

3 or less	Will desert
4-6	-2
7-8	-1
9-12	No impact
13-14	+1
15-18	+2
19+	Never checks morale

Morale Effect



DUNGEONS & DRAGONS

General

Languages

- | | | |
|-----------------|----------------|-------------------|
| 1. Bugbear | 8. Gnome | 15. Medusa |
| 2. Doppelganger | 9. Goblin | 16. Minotaur |
| 3. Dragon | 10. Halfling | 17. Ogre |
| 4. Dwarvish | 11. Harpy | 18. Orc |
| 5. Elvish | 12. Hobgoblin | 19. Pixie |
| 6. Gargoyle | 13. Kobold | 20. Human Dialect |
| 7. Gnome | 14. Lizard Man | |



- 1" = 10'
- At the start of each adventure/campaign, each character must pay 1% of total XP in GP for upkeep and lodging.
- Magic Users may create scrolls. The cost is 100 GP per spell level & the time needed is 1 week per spell level. So, a 5th level spell would cost 500 GP and take 5 weeks to create.
- Natural Healing: None on 1st day of rest; 1 pt/day after

Character Combat Reference Table

Character Level			d20 to hit AC							
Cleric	Fighter	Magic User	2	3	4	5	6	7	8	9
1-4	1-3	1-5	17	16	15	14	13	12	11	10
5-8	4-6	6-10	15	14	13	12	11	10	9	8
9-12	7-9	11-15	12	11	10	9	8	7	6	5
13-16	10-12	16-20	10	9	8	7	6	5	4	3
17-20	13-15	21-25	8	7	6	5	4	3	2	1
21+	16+	25+	5	4	3	2	1	1	1	1

Monster Combat Reference Table

Attacking Monster's Hit Dice	D20 to hit AC							
	2	3	4	5	6	7	8	9
Up to 1	17	16	15	14	13	12	11	10
1+1	16	15	14	13	12	11	10	9
2-3	15	14	13	12	11	10	9	8
3-4	13	12	11	10	9	8	7	6
4-6	12	11	10	9	8	7	6	5
6-8	11	10	9	8	7	6	5	4
9-10	9	8	7	6	5	4	3	2
11+	7	6	5	4	3	2	1	1

Cleric Level

Undead	1	2	3	4	5	6	7	8
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	-	11	9	7	T	T	D	D
Wraith	-	-	11	9	7	T	T	D
Mummy	-	-	-	11	9	7	T	T
Spectre	-	-	-	-	11	9	7	T
Vampire	-	-	-	-	-	11	9	7

T=2d6 are Turned
D= 2d6 are Destroyed



Ranged Weapon	Short (+2 to hit)	Medium (+1 to hit)	Long (No adjustment)
Axe; Hammer	-	30"	-
Javelin	2"	4"	6"
Short Bow	5"	10"	15"
Long Bow	7"	14"	21"
Composite Bow	8"	16"	24"
Light Crossbow	6"	12"	18"
Heavy Crossbow	8"	16"	24"

DUNGEONS & DRAGONS

The Wilderness

1 hex = 5 miles
1 turn = 1 day

Encounter check 1/day
Must rest 1 day out of 6

Guards/Retainers in Castle

Castle Occupant

1	Lord
2	Superhero
3	Wizard
4	Necromancer
5	Patriarch
6	Evil High Priest

1	2	3	4
Champions (d8)	Griffons* (d6)	Myrmidons (d10)	Giants (d4)
Myrmidons (d8)	Rocs* (d4)	Ogres (d4)	Swashbucklers (d10)
Dragons (d4)	Chimeras (d4)	Wyverns (d4)	Basilisks (d4)
Chimeras (d4)	Manticores (d6)	Lycans (d12)	Gargoyles (d12)
Heroes (d20)	Superheroes (d6)	Treants (d10)	Hippogriffs* (d8)
Trolls (d10)	Vampires (d6)	White Apes (d20)	Spectres (d10)

*with a like # of heroes riding them

Fighter Lord 25% to have MU lvl 5-8/50% to have Cleric lvl 3-6

Magic User Lord 25% to have Fighter 5-8/50% to have Apprentice lvl 4-7

Cleric Lord 50% to have 1-6 Assistants lvls 4-7

- Intercept: 1 in 6 2 hexes away; 2 in 6 1 hex away; 3 in 6 on castle hex
- Each castle has 30-180 men (half will be crossbowmen)
- Fighters will demand a joust of other fighters (NPC wins armor, PC wins lodging for 1 month, 2 wks of rations, and heavy warhorses); otherwise ask for a 100-600 GP toll
- Magic Users will Geas party to seek treasure; or ask for a magic item; if no item will ask for 1000-4000 GP toll
- Clerics will require a tithe = to 10% of party's total wealth; if no payment will Quest the party with a Lawful/Chaotic mission; Evil High Priests will usually slay Lawful/Neutral if tithe unpaid

Lost New Direction

1	N
2	NE
3	SE
4	S
5	SW
6	NW

Type	Hexes/day	Type	Hexes/day	Type	Hexes/day
Men on foot	3	Raft	10	Dragon	24
Wagon/Cart	4	Boat	15	Efreet	20
Draft Horse	5	Merchant	12	Griffon/Djinn/Air Elemental	30
Heavy Horse	6	Galley	20	Hippogriff	40
Medium Horse	8	Balrog	15	Pegasus/Roc	48
Light Horse	10	Carpet	30	Broom	40



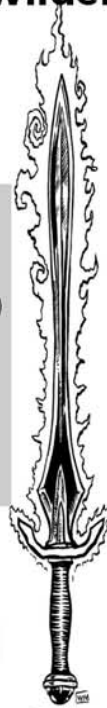
Sighted Monsters

Distance

Terrain

Penalty

40-240 yards away (random encounter; no surprise)	4d6 x 10	Mountain/Swamps/Rivers (non forded)	3 movement factors
10-30 yards (random encounter; surprise)	1d3 x 10	Woods/Desert/Mountain Trail	2 movement factors
		Wooded/Swamp Trail	No penalty



Terrain	Clear	Woods	River	Swamp	Mountains	Desert	City
Lost	1	1-2	1	1-3	1-2	1-3	-
Encounter	6	5-6	5-6	4-6	4-6	5-6	6

1	Men	Men (Centaurus)	Men	Men	Men	Men	Men
2	Flyer	Flyer (Unicorns)	Flyer	Flyer	Flyer	Flyer	Undead
3	Giant	Giant (Minotaurs)	Giant	Giant	Giant	Giant	Undead
4	Lycans	Lycans (Gorgons)	Lycans	Lycans	Lycans	Men	Men
5	Animals	Lycans (Pixies)	Swimmer	Swimmer	Animals	Animals	-
6	Men	Men (Manticores)	Swimmer	Undead	Giant	Dragon	-
7	Animals	Animals (Dryads)	Animals	Undead	Dragon	-	-
8	Dragon	Dragon (Medusae)	Dragon	Dragon	Dragon	-	-

Roll	Flyers	Undead	Giants	Lycanthropes	Swimmers	Dragons
1	Pegasi	Skeletons	Kobolds	Werewolves	Giant Crabs	Black
2	Rocs	Zombies	Goblins	Wereboars	Nixies	White
3	Chimerae	Ghoul	Orcs	Weretigers	Giant Octopi	Green
4	Hippogriffs	Wights	Hobgoblins	Werebears	Giant Squid	Blue
5	Griffons	Wraiths	Gnolls	-	Sea Monster	Red
6	Manticores	Mummies	Ogres	-	Giant Snakes	Gold
7	Rocs	Spectres	Trolls	-	Crocodiles	Cockatrices
8	Wyverns	Vampires	Giants	-	Giant Leeches	Basilisks
9	Dragons	-	Gnomes	-	Mermen	Wyverns
10	Pegasi	-	Dwarves	-	Nixies	Balrogs
11	Hippogriffs	-	Elves	-	Giant Fish	Chimeras
12	Dragons	-	Treants	-	Dragon Turtle	Hydra (7-12 H)