

ADVANCED DUNGEONS & DRAGONS® DUNGEON MASTER'S SCREEN

COMBINED WEAPONS TABLES (SELECTED INFORMATION)

Weapon	Weight in G.P.	Length	Space Req.	SF	Damage vs. Size	
					S/M	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	40	c. 5'	3'	3	1-6	1-4
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	3'-5'	1'	3-5	1-6	1-6
Jo stick	15	c. 3'	2'	2	1-6	1-3
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	2-7
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

ENCUMBRANCE LIMITS FOR CHARACTERS (SHOWN IN G.P.)

Strength	Unenc.	Encumbrance Category				Encumbered
		Normal	Heavy	V. Heavy		
3	0-39	40-100	101-350	351-700	701-1,150	
4-5	0-49	50-150	151-450	451-800	801-1,250	
6-7	0-59	60-200	201-550	551-900	901-1,350	
8-11	0-89	90-350	351-700	701-1050	1,051-1,500	
12-13	0-119	120-450	451-800	801-1,150	1,151-1,600	
14-15	0-139	140-550	551-900	901-1,250	1,251-1,700	
16	0-159	160-700	701-1,050	1,051-1,400	1,401-1,850	
17	0-169	170-850	851-1,200	1,201-1,550	1,551-2,000	
18	0-179	180-1,000	1,001-1,400	1,401-1,700	1,701-2,250	
18/01-50	0-189	190-1,100	1,101-1,450	1,451-1,750	1,751-2,500	
18/51-75	0-199	200-1,200	1,201-1,500	1,501-1,800	1,801-2,750	
18/76-90	0-209	210-1,300	1,301-1,600	1,601-2,000	2,001-3,000	
18/91-99	0-219	220-1,400	1,401-1,700	1,701-2,200	2,201-3,500	
18/00	0-249	250-1,500	1,501-1,900	1,901-2,400	2,401-4,500	

TYPES OF ARMOR AND ENCUMBRANCE

Armor	Bulk	Weight	Base Move
Banded Mail	bulky	35#	9"
Chain Mail	fairly	30#	9"
Chain Mail, Elfin	non-	15#	12"
Leather	non-	15#	12"
Padded	fairly	10#	9"
Plate Mail	bulky	45#	6"
Ring Mail	fairly	25#	9"
Scale Mail	fairly	40#	6"
Shield, Buckler	non-	3#	-
Shield, Large	bulky	10#	-
Shield, Medium	fairly	8#	-
Shield, Small	non-	5#	-
Shield, Small, Wood	non-	3#	-
Splint Mail	bulky	40#	6"
Studded Leather	fairly	20#	9"

CAPACITY OF VARIOUS CONTAINERS

Characters will no doubt use a variety of containers to store, carry, or safeguard their belongings. The following is a list of potential containers and their capacity in g.p. of encumbrance, maximum interior dimension, and volume:

Container	Capacity in G.P.	Volume in Cu. Ft.
Backpack	300	3
Box, Wooden, Large	1,000	2
Box, Wooden, Small	500	1
Belt pouch, Large	50	½
Belt pouch, Small	25	¼
Chest, Iron, Large	50,000	50
Chest, Iron, Small	10,000	10
Chest, Wood, Large	50,000	50
Chest, Wood, Small	10,000	10
Coffer, Iron, Large	2,000	2
Coffer, Iron, Small	1,000	1
Purse	25	¼
Sack, Large	400	4
Sack, Small	100	1
Saddlebag, Large	300	3
Saddlebag, Small	100	1
Shirt, Tied	100	1

LIGHT SOURCES

The table below gives the properties of the usual light sources:

Light Source	Radius of Illumination	Burning Time
Torch	40'	6 turns
Lantern	30'	24 turns*
Bullseye Lanthorn	80'**	24 turns*
Magic Dagger	10'	infinite
Magic Short Sword	15'	infinite
Magic Long Sword	20'	infinite

* Illumination is from burning 1 pot (pint) of fine oil.

** Illumination is 1" wide only and can be masked by shutter.

THIEF FUNCTION TABLE (PLUS RACIAL ADJUSTMENTS)

Level of the Thief	Pick Pocket	Open Locks	Base Chance to						Read Lang.
			F/R Traps	Move Silent.	Hide Shad.	Hear Noise	Climb Walls		
1	30%	25%	20%	15%	10%	10%	85%	-	
2	35%	29%	25%	21%	15%	10%	86%	-	
3	40%	33%	30%	27%	20%	15%	87%	-	
4	45%	37%	35%	33%	25%	15%	88%	20%	
5	50%	42%	40%	40%	31%	20%	90%	25%	
6	55%	47%	45%	47%	37%	20%	92%	30%	
7	60%	52%	50%	55%	43%	25%	94%	35%	
8	65%	57%	55%	62%	49%	25%	96%	40%	
9	70%	62%	60%	70%	56%	30%	98%	45%	
10	80%	67%	65%	78%	63%	30%	99%	50%	
11	90%	72%	70%	86%	70%	35%	99.1%	55%	
12	100%	77%	75%	94%	77%	35%	99.2%	60%	
13	105%	82%	80%	99%	85%	40%	99.3%	65%	
14	110%	87%	85%	99%	93%	40%	99.4%	70%	
15	115%	92%	90%	99%	99%	50%	99.5%	75%	
16	125%	97%	95%	99%	99%	50%	99.6%	80%	
17	125%	99%	99%	99%	99%	55%	99.7%	80%	

Race of the Thief

Race	Pick Pocket	Open Locks	F/R Traps	Move Silent.	Hide Shad.	Hear Noise	Climb Walls	Read Lang.
Dwarf	-	+10%	+15%	-	-	-	-10%	-5%
Elf	+5%	-5%	-	+5%	+10%	+5%	-	-
Gnome	-	+5%	+10%	+5%	+5%	+10%	-15%	-
Half-Elf	+10%	-	-	-	+5%	-	-	-
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-15%	-5%
Half-Orc	-5%	+5%	+5%	-	-	+5%	+5%	-10%

All categories are fully detailed under **CHARACTER CLASSES**, *Thieves*. The racial adjustments are applied to the base chances of success for each named category.

N.B. The above tables do not take into account dexterity below 13 or above 15. Neither do they account for thieves wearing other than leather armor. For complete information regarding adjustments for these circumstances refer to **CHARACTER ABILITIES**, *Dexterity* and **CHARACTER CLASSES**, *Thieves* in the **AD&D PLAYER'S HANDBOOK**.

WALL CLIMBING TABLE, FEET PER ROUND OF CLIMBING

Wall Surface is Best Described as —	Condition of Surface*		
	Non-slippery	Slightly Slippery	Slippery
Very smooth – few cracks	6'	3'	0'
Smooth but cracked – somewhat rough	12'	6'	3'
Fairly rough & some cracks – very rough	18'	9'	6'
Rough & with many projections and ledges	24'	12'	9'

* SLIGHTLY SLIPPERY surfaces DOUBLE chances of slipping and falling. SLIPPERY surfaces make chances of slipping and falling TEN TIMES more likely. Thus, a slippery surface cannot be attempted successfully by any thief under 6th level, and even a 10th level thief has a 10% chance per round of slipping and falling.

Be certain to check each round of vertical or horizontal movement for chance of slipping and falling. Treat surfaces inclined inwards as a worse surface and surfaces inclined away as either a better surface condition or rougher texture. Most dungeon walls will fall into the fairly rough to rough category. Some will be non-slippery, but most will be slightly slippery due to dampness and slime growth.

ENCOUNTER REACTIONS

Any intelligent creature which can be conversed with will react in some way to the character that is speaking. Reaction is determined by rolling percentile dice, adjusting the score for charisma and applicable loyalty adjustment as if the creature were a henchman of the character speaking, and the modified score of the percentile dice is compared to the table below:

Adjusted Die Score	Reaction
01 (or less)-05	Violently hostile, immediate attack*
06-25	Hostile, immediate action*
20-45	Uncertain but 55% prone toward negative
40-55	Neutral, uninterested, uncertain
56-75	Uncertain but 55% prone toward positive
76-95	Friendly, immediate action
96-00 (or greater)	Enthusiastically friendly, immediate acceptance

* Or morale check if appropriate.

MORALE

Morale Checks Made When

Faced by obviously superior force*	check each round
25% of party** eliminated or slain	check at +5%
Leader unconscious	check at +10%
50%+ of party** eliminated or slain	check at +15%
Leader slain or deserts	check at +30%

* Such as in melee when one force is hitting twice as often as the other.

** Or individual taking this much personal wound damage.

Other Morale Check Modifiers

Other Morale Check Modifiers	Adjustment
Each enemy deserting	-5%
Each enemy slain	-10%
Inflicting casualties without receiving any	-20%
Each friend killed	+10%
Taking casualties without receiving any	+10%
Each friend deserting	+15%
Outnumbered & outclassed by 3 or more to 1	+20%

Player character's henchmen or associated creatures have a base morale equal to their loyalty score (50% +/- charisma loyalty adjustment). Intelligent monsters have a base morale of 50%, + 5%/hit die above 1, + 1%/hit point above any hit dice.

To check morale, take the base morale (loyalty) score and cast percentile dice. Adjust the score for penalties and bonuses, and if the adjusted score is equal to or less than the loyalty score, morale is good. If the number exceeds the base morale (loyalty) score, the creature will react according to the morale failure table below (using the difference between the maximum score needed to retain morale and the number actually rolled):

Morale Failure by Action Taken

1% to 15%	fall back, fighting
16% to 30%	disengage-retreat
31% to 50%	flee in panic
51% or greater	surrender

DETECTION OF INVISIBILITY TABLE

Creatures possessing 7 levels/hit dice or more may have the ability to detect invisible creatures. The table below gives the probability of detection:

Level/ Hit Dice of Creature	Intelligence Ability Rating							
	0-1	2-4	5-7	8-10	11-12	13-14	15-16	17+
7/7 to 7+	-	-	-	-	-	-	-	5%
8/8 to 8+	-	-	-	-	-	-	5%	10%
9/9 to 9+	-	-	-	-	-	5%	10%	15%
10/10 to 10+	-	-	-	-	5%	15%	20%	25%
11/11 to 11+	-	-	-	5%	15%	25%	30%	35%
12/12 to 12+	-	-	5%	15%	25%	35%	40%	45%
13/13 to 13+	-	5%	10%	25%	35%	45%	50%	55%
14/14 to 14+	5%	10%	15%	35%	45%	55%	65%	75%
15+	10%	15%	20%	45%	55%	65%	80%	95%

Note: You may give unintelligent creatures with keen hearing or sense of smell the equivalent of intelligence to reflect detection of invisible creatures.

Check each round the creature is exposed to invisibility. Once detected, the invisible creature will be kept track of thereafter, as the detector will be able to note the cause. Any attacks incur the -4 penalty of attacking an invisible opponent, of course, and the invisible creature likewise is entitled to +4 on saving throws.

RECOVERY OF SPELLS

Once rested, magic-users must memorize their spells and clerics must pray and meditate. Allow 15 minutes of game time for memorization or prayer for each spell level. Such activity requires a mind rested by a good sleep and nourished by the body. Required rest for memorizing or praying for spells is as follows:

SPELL LEVEL	1-2	3-4	5-6	7-8	9
Rest time	4 hours	6 hours	8 hours	10 hours	12 hours

RANGES FOR COMMON HEALING SPELLS AND MAGIC ITEMS

Source of Healing	Amount of h.p. Healed
Cure light wounds	1-8 (1d8)
Cure serious wounds	3-17 (2d8 + 1)
Cure critical wounds	6-27 (3d8 + 3)
Heal	all but 1-4 (1d4)
Potion of healing	4-10 (2d4 + 2)
Potion of extra healing	6-27 (3d8 + 3)
Staff of curing	6-21 (3d6 + 3)
Keoghtom's ointment	9-12 (1d8 + 4)

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.

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.

^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.

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

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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.

II.D.2. 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.

II. 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 <i>buckler</i> or <i>small</i> shield will only provide protection against one frontal attacker per melee round, a <i>medium</i> shield, 2 attackers, and a <i>large</i> shield, 3 attackers.
Rear attack	+2	no	no	

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	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7
Fighters ^b	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Magic-users ^c	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thieves ^d	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

* 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	o	t	e
	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 ^a	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."

a 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 an 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.

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	W	40	35	30	25
	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

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PSIONIC VS. PSIONIC IN MENTAL COMBAT

Total Psionic Strength	Attack Mode	Defense Mode				
		Mind Blank ₁	Thought Shield ₂	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
elf	+2
halfling	+4
cleric	+2
magic-user	+1
	<i>intellect fortress</i> in 10'
	<i>mind blank</i> spell
	<i>helm of telepathy</i> †
	<i>tower of iron will</i> in 3'
	<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

This package consists of an eight panel 11" X 51" folding cardstock screen for DM's reference use in playing **ADVANCED DUNGEONS & DRAGONS** including: EQUIPMENT AND GENERAL REFERENCE TABLES, COMBAT AND SAVING THROW TABLES, and PSIONIC COMBAT TABLES. This screen is useful for shielding maps and other game materials from the players when placed upright and also provides instant reference to the most commonly used charts and tables during play. The screen is printed on both sides — the players' side shows five full color illustrations to set the mood, as well as tables for the more standard character classes and the COMBINED WEAPONS AND ARMOR TABLES. This screen has been laminated on the exterior to protect it from common wear and tear. This (and only this) screen contains all of the official **AD&D** statistics and game tables.



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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	40		c. 5'	3'	3	1-6	1-4
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		3'-5'	1'	3-5	1-6	1-6
Jo stick	15		c. 3'	2'	2	1-6	1-3
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	2-7
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	Armor Class			Type of Armor	Armor Rating
		S	M	L		
Axe, hand	1	1	2	3	None	10
Bow, long	2	7	14	21	Shield only	9
Bow, short	2	5	10	15	Leather armor or padded armor	8
Bow, composite, long	2	6	12	21	Leather armor + shield, padded armor + shield,	7
Bow, composite, short	2	5	10	18	ring mail, or studded leather armor	
Club	1	1	2	3	Ring mail + shield, studded leather armor	6
Crossbow, heavy	½	8	16	24	+ shield, or scale mail	
Crossbow, light	1	6	12	18	Scale mail + shield, or chain mail	5
Dagger	2	1	2	3	Chain mail + shield, banded mail, or splint	4
Dart	3	1½	3	4½	mail	
Hammer, war	1	1	2	3	Banded mail + shield, splint mail + shield,	3
Javelin	1	2	4	6	or plate mail	
Sling (bullet)	1	5	10	20	Plate mail + shield	2
Sling (stone)	1	4	8	16		
Spear	1	1	2	3		

ARMOR CLASS TABLE

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

COMBINED WEAPONS TABLES (COMPLETE INFORMATION)

Weapon	Weight in G.P.	Length	Space Required			Speed Factor	Armor Class Adjustment										Damage vs. Opponent	
			2	3	4		5	6	7	8	9	10	Size S or M	Size L				
Awl pike	80	18'	1'			13	-1	0	0	0	0	0	-1	-2	1-6	1-12		
Axe, battle	75	c. 4'	4'			7	-3	-2	-1	-1	0	0	+1	+1	+2	1-8	1-8	
Axe, hand	50	c. 1½'	1'			4	-3	-2	-2	-1	0	0	+1	+1	+1	1-6	1-4	
Bardiche	125	c. 5'	5'			9	-2	-1	0	0	+1	+1	+2	+2	+3	2-8	3-12	
Bec de corbin	100	c. 6'	6'			9	+2	+2	+2	0	0	0	+1	0	0	1-8	1-6	
Bill-guisarme	150	8'+	2'			10	0	0	0	0	0	0	+1	0	0	2-8	1-10	
Bo stick	40	c. 5'	3'			3	-8	-6	-4	-2	-1	0	+1	0	+2	1-6	1-4	
Club	30	c. 3'	1'-3'			4	-5	-4	-3	-2	-1	-1	0	0	+1	1-6	1-4	
Dagger	10	c. 15"	1'			2	-3	-3	-2	-2	0	0	+1	+1	+3	1-4	1-3	
Falchion	80	c. 3½'	3½'			5	-2	-1	0	+1	+1	+1	+1	0	0	2-7	2-8	
Fauchard ^c	60	8'+	2'			8	-2	-2	-1	-1	0	0	0	-1	-1	1-6	1-8	
Fauchard-fork ^c	80	8'	2'			8	-1	-1	-1	0	0	0	+1	0	+1	1-8	1-10	
Fist, bare or open hand	-	2'+	1'			1	-7	-5	-3	-1	0	0	+2	0	+4	1-2	1	
Fist, mailed	-	2'+	1'			1	-6	-4	-3	0	0	0	+2	0	+3	1-3	1-2	
Flail, footman's	150	c. 4'	6'			7	+2	+2	+1	+2	+1	+1	+1	+1	-1	2-7	2-8	
Flail, horseman's	35	c. 2'	4'			6	0	0	0	0	0	+1	+1	+1	0	2-5	2-5	
Foot, bare or soft boot	-	3'+	1'			3	-6	-4	-3	0	0	0	+3	+3	+3	1-3	1-2	
Foot, hard boot	-	3'+	1'			3	-5	-3	-2	0	0	0	+3	+3	+3	1-4	1-3	
Fork, military ^{a c}	75	7'+	1'			7	-2	-2	-1	0	0	+1	+1	0	+1	1-8	2-8	
Glaive ^{a c}	75	8'+	1'			8	-1	-1	0	0	0	0	0	0	0	1-6	1-10	
Glaive-guisarme ^{a c}	100	8'+	1'			9	-1	-1	0	0	0	0	0	0	0	2-8	2-12	
Guisarme ^c	80	6'+	2'			8	-2	-2	-1	-1	0	0	0	-1	-1	2-8	1-8	
Guisarme-voulge ^c	150	7'+	2'			10	-1	-1	0	+1	+1	+1	0	0	0	2-8	2-8	
Halberd	175	5'+	5'			9	+1	+1	+1	+2	+2	+2	+1	+1	0	1-10	2-12	
Hammer, lucern ^c	150	5'+	5'			9	+1	+1	+2	+2	+2	+1	+1	0	0	2-8	1-6	
Hammer, war	50	c. 1½'	2'			4	0	+1	0	+1	0	0	0	0	0	2-5	1-4	
Hook fauchard	80	8'+	2½'			9	-2	-2	-1	-1	0	0	0	0	-1	1-4	1-4	
Javelin ^a	20-30	c. 3'-5'	1'			3-5	-3	-2	-2	-1	0	0	+1	0	+2	1-6	1-6	
Jo stick	15	c. 3'	2'			2	-9	-7	-5	-3	-1	0	+1	0	+3	1-6	1-3	
Lance, heavy horse ^b	150	c. 14'	1'			8	+3	+3	+2	+2	+2	+1	+1	0	0	3-9	3-18	
Lance, light horse ^b	50	10'	1'			6	-2	-2	-1	0	0	0	0	0	0	1-6	1-8	
Lance, medium horse ^b	100	12'	1'			7	0	+1	+1	+1	+1	0	0	0	0	2-7	2-12	
Mace, footman's	100	c. 2½'	4'			7	+1	+1	0	0	0	0	0	+1	-1	2-7	1-6	
Mace, horseman's	50	c. 1½'	2'			6	+1	+1	0	0	0	0	0	0	0	1-6	1-4	
Maul	125	c. 4'	5'			8	+1	+1	+1	+1	+1	+1	0	0	-2	1-8	1-8	
Morning star	100-150	3'-5'	4'-6'			7	0	+1	+1	+1	+1	+1	+1	+2	+2	2-8	2-7	
Partisan	80	7'+	3'			9	0	0	0	0	0	0	0	0	0	1-6	2-7	
Pick, footman's	60	c. 4'	4'			7	+2	+2	+1	+1	0	-1	-1	-1	-2	2-7	2-8	
Pick, horseman's	40	c. 2'	2'			5	+1	+1	+1	+1	0	0	-1	-1	-1	2-5	1-4	
Quarter staff	40-50	c. 6'-8'	3'			4	-7	-5	-3	-1	0	0	+1	+1	+1	1-6	1-6	
Ranseur ^{c d}	50	8'+	1'			8	-2	-1	-1	0	0	0	0	0	+1	2-8	2-8	
Scimitar	40	c. 3'	2'			4	-3	-2	-2	-1	0	0	+1	+1	+3	1-8	1-8	
Spear ^{a e}	40-60	5'-13'+	1'			6-8	-2	-1	-1	-1	0	0	0	0	0	1-6	1-8	
Spetum ^d	50	8'+	1'			8	-2	-1	0	0	0	0	0	+1	+2	2-7	2-12	
Sword, bastard ^f	100	c. 4½'	4'+			6	0	0	+1	+1	+1	+1	+1	+1	0	2-8	2-16	
Sword, broad	75	c. 3½'	4'			5	-3	-2	-1	0	0	+1	+1	+1	+2	2-8	2-7	
Sword, long	60	c. 3½'	3'			5	-2	-1	0	0	0	0	0	+1	+2	1-8	1-12	
Sword, short	35	c. 2'	1'			3	-3	-2	-2	-1	0	0	+1	0	+2	1-6	1-8	
Sword, two-handed	250	c. 6'	6'			10	+2	+2	+2	+2	+3	+3	+3	+1	0	1-10	3-18	
Trident	50-70	4'-8'+	1'			6-8	-3	-2	-1	-1	0	0	+1	0	+1	2-7	3-12	
Voulge	125	8'+	2'			10	-1	-1	0	+1	+1	+1	0	0	0	2-8	2-8	

^a Weapon does twice the damage indicated by the die (dice) to larger than man-sized creatures (L) when it is set (firmly grounded) to receive a charging opponent.

^b Weapon does twice the damage indicated by the die (dice) to creatures of any size when it is employed by an attacker riding a charging mount.

^c Weapon is capable of dismounting a rider on a successful "to hit" roll.

^d Weapon is capable of disarming an opponent on a score required to hit AC 8.

^e Weapon does twice the damage indicated by the die (dice) to any opponent when set (firmly grounded) to receive their charge.

^f Treat as a longsword if used one-handed for damage and armor class adjustment but not space required nor speed factor, those remain as a bastard sword.

HURLED WEAPONS AND MISSILES

Weapon	Weight in G.P.	Fire Rate	Range			2	3	Armor Class Adjustment										Damage vs. Opponent	
			S	M	L			4	5	6	7	8	9	10	Size S or M	Size L			
Axe, hand	50	1	1	2	3	-4	-3	-2	-1	-1	0	0	0	+1	1-6	1-4			
Bow, composite, long (arrow)	2	2	6	12	21	-2	-1	0	0	+1	+2	+2	+3	+3	1-6	1-6			
Bow, composite, short (arrow)	2	2	5	10	18	-3	-3	-1	0	+1	+2	+2	+3	+3	1-6	1-6			
Bow, long (arrow)	2	2	7	14	21	-1	0	0	+1	+2	+3	+3	+3	+3	1-6	1-6			
Bow, short (arrow)	2	2	5	10	15	-5	-4	-1	0	0	+1	+2	+2	+2	1-6	1-6			
Club	30	1	1	2	3	-7	-5	-3	-2	-1	-1	0	0	0	1-6	1-4			
Crossbow, heavy (quarrel or bolt)	1	½	8	16	24	-1	0	+1	+2	+3	+3	+4	+4	+4	2-5	2-7			
Crossbow, light (quarrel or bolt)	2	1	6	12	18	-2	-1	0	0	+1	+2	+3	+3	+3	1-4	1-4			
Dagger	10	2	1	2	3	-5	-4	-3	-2	-1	-1	0	0	+1	1-4	1-3			
Dart	5	3	1½	3	4½	-5	-4	-3	-2	-1	0	+1	0	+1	1-3	1-2			
Hammer, war	50	1	1	2	3	-2	-1	0	0	0	0	0	0	+1	2-5	1-4			
Javelin	20-30	1	2	4	6	-5	-4	-3	-2	-1	0	+1	0	+1	1-6	1-6			
Sling (bullet)	2	1	5	10	20	-2	-2	-1	0	0	0	+2	+1	+3	2-5	2-7			
Sling (stone)	1	1	4	8	16	-5	-4	-2	-1	0	0	+2	+1	+3	1-4	1-4			
Spear	40-60	1	1	2	3	-3	-3	-2	-2	-1	0	0	0	0	1-6	1-8			

Rate of fire is based on the turn (for table-top miniatures) or the melee round.

Ranges are: S = Short, M = Medium, L = Long. Adjust by -2 at all medium ranges, -5 at all long ranges. **Note:** Ranges are in tens of feet indoors and in tens of yards outdoors.

Armor Class Adjustment is based on the weapon or missile being discharged at short range. Adjust by -1 at all medium ranges, -2 at all long ranges.

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

THIEVES TABLE

Experience Points	Experience Level	6-Sided Dice for	
		Accumulated Hit Points	Level Title
0 — 1,250	1	1	Rogue (Apprentice)
1,250 — 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 — 1,000,000	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	Spell 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

* Usable only by clerics of 17 or greater wisdom

** Usable only by clerics of 18 or greater wisdom

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*	Spell Level								
		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

* A magic-user has the option of memorizing 4 zero-level cantrips in place of 1 and only 1 first-level spell.

THIEVES TABLE

Experience Points	Experience Level	6-Sided Dice for	
		Accumulated Hit Points	Level Title
0 — 1,250	1	1	Rogue (Apprentice)
1,250 — 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 — 1,000,000	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	Spell Level				6*	7**
				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	-	-

* Usable only by clerics of 17 or greater wisdom

** Usable only by clerics of 18 or greater wisdom

This item is only one of the many popular playing games for **ADVANCED DUNGEONS & DRAGONS®** Fantasy Adventure Game produced by **FSR Hobbies, Inc.** Other playing aids currently available for use with the **AD&D®** game system include:

Dungeon Module D4 (The Secret City of the Mind Flayers)	Levels 10-12
Dungeon Module D5 (The Exploration of the Depths of the Earth)	Levels 10-12
Dungeon Module D6 (The Journey to the Sunless Sea)	Levels 12-14
Dungeon Module E1 (The Prison of the Elder Elemental God)	Levels 12-14
Dungeon Module F1 (The Lost Crypts of the Fire Opal)	Levels 1-3
Dungeon Module F2 (The Last Delve of the Dwarven Lords)	Levels 4-7
Dungeon Module G4 (The Valley of the Mountain Giant Thane)	Levels 10-12
Dungeon Module G5 (The Hanging Gardens of the Ogre Magi Lord)	Levels 12-14
Dungeon Module G6 (The Castle of the Cloud Giant Overking)	Levels 15-18
Dungeon Module I1 (The Ascent of Prismatic Mountain)	Levels 1-3
Dungeon Module O1 (The Lost Orrery of the Druids)	Levels 4-7
Dungeon Module T2a (The Temple of Elemental Evil: Part 1)	Levels 4-7
Dungeon Module T2b (The Temple of Elemental Evil: Part 2)	Levels 4-7
Dungeon Module Z1 (The Adventure Begins)	Levels 0-1
Monster Manual (All New Revised Edition! Includes over 900 monsters!)	
Player's Handbook (All New Revised Edition! Includes updated information on all of the critical player information!)	
Dungeon Master's Guide (All New Revised Edition! Includes updated information on all of the critical DM information!)	
Dungeon Master's Screen (All New Revised Edition! Beautiful, heavy duty, and handy. Essential for all DUNGEON MASTERS.)	
Character Record Sheets (All New Revised Edition!)	

Other releases of additional items relating to **AD&D** Adventure Games are planned for the future. If you desire a complete catalog, write to **FSR Hobbies, Inc., POB 577, Lake Geneva, WI 06630.**

Build your own, ultimate DM screen:

For this project you will need:

- 12 Pdf's for the appropriate panels (8 inside & 4 outside for the 8 panel version)
- 08 Sheets goldenrod paper (24#)
- 08 Sheets white paper (24#)
- 01 Printer (laser or inkjet)
- 01 Can 3M permanent spray adhesive
- 01 Poster sized white matte board cut into eight 8.5" x 11" panels
- 01 Roll of 3M Scotch Transparent Packing Tape
- 01 Pair of scissors
- 01 Ruler (inches)
- 01 Straight pin
- 01 Pencil
- 01 Package of self sticking adhesive lamination sheets (highest transparency possible)

Access to a Copy Shop For:

- A paper cutter
- A color photocopy machine for artwork (they'll print off .jpg .tif artwork files too)

Work Area and Conditions:

- Wash and dry hands often to remove adhesive, dirt, and oils that will leave smudges and fingerprints on color copies, laminate, and tape)
- Work on a clean table (formica or plastic)
- Cover the work area with paper when using the spray adhesive - have a spray area and a finish area so as to not accidentally glue your work to the table
- Make sure the area is well ventilated & away from flame source (the spray adhesive is wicked)

Step by Step Instructions:

- 01) Purchase necessary materials (see list above)
- 02) Download pdfs
- 03) Print off pdfs on appropriately colored 24# paper
- 04) Cover work area with clean paper, open a window to ensure good ventilation
- 05) Affix printed pages onto panels:
 - a) Line up sheet on board until in desired position
 - b) Firmly hold left edge in place bend right side of page over and pin with thumb
 - c) Spray the right side of the matte-board panel with adhesive spray
 - d) Lift thumb to let page fall to right and smooth/press page onto adhesive
 - e) Lift unglued left side of page and spray adhesive on matte board
 - f) Let left side fall and smooth/press page into adhesive
- 06) Repeat 5a-5f for each panel (use a sheet over printed pages when smoothing to avoid rubbing off print or getting adhesive on your hands from edges)
- 07) Affix artwork onto panels:
 - a) Spray adhesive onto back of artwork
 - b) Carefully position and affix to sheets already affixed to panel
 - c) Smooth (use clean cover sheet)
- 08) Repeat 7a-5c for each piece of artwork (use a sheet over artwork when smoothing to avoid smudging or getting adhesive on your hands from edges)
- 09) Cut self-sticking laminate sheets down to 9" x 11.5"
- 10) Apply self-sticking laminate sheets (outward side of panels only):

- a) Pre-mark the backing paper on the laminate sheets on the lower left and lower right corners in 1/4" from the sides and bottom. Make a small "+" at each of the two points
 - b) Place the laminate sheet laminate side down/backing side up
 - c) Peel down a 2" section of the top of the sheet of backing paper and fold down
 - d) Lay down the first panel down without sticking it to the laminate
 - e) Position lower left and right corner of first panel on the "+"
 - f) Press the top of the panel firmly into the exposed laminate adhesive side
 - g) Lift bottom of panel, reach under and pull down and remove backing
 - h) Grasp laminate by the bottom edge and turn over panel
 - i) With a ruler gradually smooth down the laminate as it is lowered onto the panel top to bottom, once in place firmly smooth it down
 - j) Use scissors to nip a square out of each corner of the laminate (ca. 1/4" x 1/4")
 - k) Use edge of panel and table to fold over and press down each edge to overlap
- 11) Repeat steps 10a-10k for each panel (use a sheet over printed pages when smoothing to avoid rubbing off print)
- 12) Adjoin panels with 3M Scotch Transparent Packing Tape (NOTE: All tape is applied to outside of screen panels on the laminated side only!):
- a) First adjoin panels two at a time (1 to 2, 3 to 4, 5 to 6, 7 to 8):
 - 1) Place tape along panel 1 edge where it meets panel 2 when folded shut
 - 2) Place panel 1 and 2 together as if folded shut
 - 3) Use panel edges against table to fold over tape onto panel 2
 - 4) Smooth with ruler and use straight pin to pop and smooth air bubbles
 - b) Repeat steps a1-a4 for each pair
 - c) Next adjoin panel pairs (1&2 to 3&4, 5&6 to 7&8):
 - 1) Place all panel pairs laminated side up, flat, & butted together on table
 - 2) Place tape along un-taped seams
 - 3) Smooth with ruler and use straight pin to pop and smooth air bubbles
- 13) DM with total impunity!

Below is a picture of my fully assembled screen with artwork for reference (I use small binder clips at the folds to hang maps and notes as well as keep the screen straight):

