

Judges Guild Journal



IN THIS
ISSUE:
MONSTER
ENCOUNTERS
by
MIKE MAYEAU



STAR FLEET BATTLES

FROM JUDGES GUILD

BOXED DESIGNER'S EDITION



THE ULTIMATE SCIENCE-FICTION GAME FROM TASK FORCE

THE

FEDERATION • KLINGONS
GORNs • ROMULANS
ORION PIRATES • KZINTIS
and • THOLIANS...

COME ALIVE

AS THEY BATTLE FOR THE
CONQUEST OF SPACE...

... THE LAST FRONTIER ...

PROVEN SALES — In its first four months, the \$4.95 Pocket Edition has become one of the hottest titles in the hobby. The \$12.95 Boxed Game includes more than twice as many ships and Greatly Expanded Rules — material available **ONLY** in the Boxed Edition.

If your customers liked the Pocket Game, they'll **LOVE** the Boxed Edition!

Don't miss out on your profits from our line of Games. Call your Distributor **TODAY** and ask about our Free Display Rack.

NEW GAMES AVAILABLE:

- 1005 **PROCHOROVKA** — The greatest Tank Battle of WWII.
1006 **INTRUDER** — It's on board your ship! Can you kill it before it kills you?
1007 **SWORDQUEST** — The sword of Lumina holds the key to power in this game of high fantasy.
1008 **OPERATION PEGASUS** — Vietnam, 1968. The relief of Khe Sahn is refought in this challenging game.
1000 **VALKENBURG CASTLE** — Exploration and combat in the ruins of an ancient castle. (Dec. '79 release)

#	Title	Retail
5001	STAR FLEET BATTLES	\$12.95
1001	STARFIRE	3.95
1002	ASTEROID ZERO FOUR	3.95
1003	CERBERUS	3.95
1005	PROCHOROVKA	3.95
1006	INTRUDER	3.95
1007	SWORDQUEST	4.95
1008	OPERATION PEGASUS	3.95
1000	VALKENBURG CASTLE	3.95

Judges Guild

1165 N. University JG 18
Decatur, Il. 62526





Tips from the Tower

By Bryan Hinnen

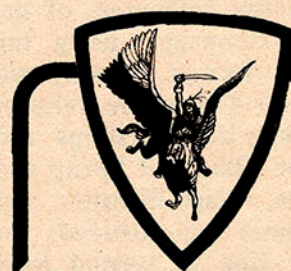
By the way, we have a new catalog which first saw the light of day at Wintercon VIII in Detroit. A Free copy has already been mailed to each Guildmember; if you bought this magazine at a news stand or are borrowing it from a friend, you can drop us a line and we'll send you a free copy too. To the best of our knowledge it is the largest retail catalog in the industry, with ninety-six pages packed with FRP material—and the price is right.

Apologies are in order to Rick Loomis and Flying Buffalo: due to a printer error the Flying Buffalo section was left out of the new catalog. Be advised, however, that we do stock their entire line, available for mail order.

Judges Guild is the only company authorized by the manufacturers to create playing aids for D&D, AD&D, Runequest, Chivalry & Sorcery, Villains & Vigilantes, Starships & Spacemen, Traveller, En Garde, Tunnels & Trolls, and Superhero 2044. All playing aids that we do for a rules set are approved by the manufacturer of the rules themselves, before they go into print, to make certain that they are completely faithful to the original concept and mechanics of the rules. No other company can make this claim except the manufacturers of the games themselves. After the description of each new product below, the rules set for which it has been created and approved will follow in parentheses.

The next Guildmember Installment (No. 19, February-March) will include the long-awaited Campaign Map Six for the City State wilderness campaign system, covering the area surrounding the City State of the World Emperor. It will fill a long-standing hole in the area we have mapped, and will naturally include plenty of additional material on the area as is our custom. The City State of the World Emperor itself has been temporarily shelved in order to make this possible. Hopefully City State of the World Emperor will be ready for release at Origins or Michicon.

For new Guildmembers who missed the last installment, the playing aid included in it was The Mines of Custalcon by yours truly (plug,



Judges Guild 1

TABLE OF CONTENTS

Journal Editor: Penny Gooding
Assistant Editor: Bryan Hinnen
Associate Editor: Robert Bingham
Editor-In-Chief: Chuck Anshell

DECEMBER 1979 / JANUARY 1980

ISSUE 18

FEATURES:

- "Venifics" by Thomas McCloud 6
- Special Feature: Awesomely Voluminous
28-Page AD&D Graduate Thesis:
"Random Monster Tables" by Mike Mayeau 10
- This Month's Featured Mini-Dungeon:
"The Dreaded Devil Den" by Jeff Martin 46
- "Operation Ogre Tournament Results
and Comments" by Mike Mayeau 63

COLUMNS:

- Tips From the Tower by Bryan Hinnen 1
- Jocular Judgements by Chuck Anshell 4
- Judges Guild Classified Ads 41
- Convention Watch 42

ADS: Grimoire Games (2), Excalibre Games (9), Richard Hall (64), Judges Guild

ARTISTS: Aaron Arocho (front cover), Kevin Siembieda (2, 11, 31, 36, 40, 45), Paul Jaquays (4, 39), Stan Woodvine (34, 35), Brian Wagner (62)

Copyright 1979 by Judges Guild. Printed in the USA; all rights reserved. *The Judges Guild Journal* is owned and printed by Judges Guild, 1165 N. University, Decatur, IL 62526. It is published bi-monthly, on alternate months with *The Dungeoneer*, which is owned by Charles Anshell and printed by Judges Guild. Characters appearing in this magazine are fictional and are not meant to resemble any persons living or dead.

Upon publication of any advertisement, sole responsibility of any and all contracts and agreements, expressed or implied, rests with the advertiser. Judges Guild is not responsible for any losses or unfulfilled agreements of any kind.



plug). It is the first of a new "Wilderness Series" of playing aids that maps the wilderness of the Judges Guild City State campaign, using the Campaign Hexagon System format. Twenty-two five-mile hexes, covering over 476 square miles of wilderness, are mapped out; details, shops and taverns are provided for the villages of Byrny and Trollstore; encounter tables, village histories, and a mini-dungeon in the mines are included, for \$3.95. It is intended for first or second level characters for the most part. (D&D)

The Book of Treasure Maps by Paul Jaquays is a package of five small, versatile dungeon scenarios. Each one is a complete adventure, ideal for pulling out and running when there is not enough time to prepare your own scenario for the players. All are set in the Judges Guild universe though they may be played separately. They include separate maps for players and the Judge, full background and accompanying rumors, all profusely illustrated in the Jaquays' tradition for \$3.95. They are of varying difficulty, for characters ranging between first and tenth levels. (D&D)

The Maltese Clue by Paul Karczag was the official contest dungeon for Wintercon VIII. Based on available maps and photographs of Hedingham Castle in Essex, England, the "dungeon" itself contains the key to a magic book. The key is the subject of a quest by the players. Pre-rolled characters are available for use, though the players may use their own. The price is \$4.00. It is intended for a party of six to ten characters of seventh to ninth levels. (AD&D)

The Hellpits of NightFang by Paul Jaquays is our second Runequest "Gateway" playing aid. It is an adventure based on a series of glacial sink-holes, and their various inhabitants: one is the ancient tomb of a great hero, another the lair of a vampire. At \$3.00, it is intended for characters of fairly low expertise, although if the vampire is encountered every bit of playing skill available will be required. (Runequest)

Temple of Ra Accursed by Set by Thomas and Edward McCloud, is an adventure through the Egyptian mythos, set (appropriately) in a temple, desecrated long ago by evil forces and now coming under attack by adventuring parties out for gain and good forces attempting to restore the balance. Several new monsters are prominently featured. This dungeon was first set up and played as a modular three-dimensional form with 25mm lead figures; instructions are given for setting up your own. It is suggested for five to eight characters of about second level, and costs \$2.00: a nice small adventure for a single evening but capable of being worked into a larger campaign. (AD&D)

The IPSP/ISIS Hazards Map by Bob Bingham is our first playing aid for Lou Zocchi's Superhero 2044 rules. It provides a geographic staging area for the game: a post-holocaust Pacific. Most of the

**"Are little things
getting you down?"**



Escape To ARDUIN

Now available from *Grimoire Games*

The ARDUIN TRILOGY

Vol. I The ARDUIN GRIMOIRE

Vol. II WELCOME TO SKULL TOWER

Vol. III The RUNES OF DOOM

Each Volume is 100 pages, crammed with new spells, monsters, treasure and character types. *PLUS* a definitive system of rules to satisfy the most demanding FRP enthusiast.

Special Offer: by mail only

Any one volume for \$9.00; any two for \$17.00; all three for \$24.00. All orders include postage and handling. California residents add 6% state sales tax. Please mail check or money order to:

Also available; the *Arduin Dungeon Set*.

#1 **CALIBAN** levels 8+

#2 **The HOWLING TOWER** levels 1-4

#3 **The CITADEL OF THUNDER** levels 5-8

Each dungeon is \$6.50 for one; \$12.00 for two; all three for \$16.50.

GRIMOIRE GAMES

P.O. Box 4363

Berkeley, CA 94704

tiny islands vanished under a tidal wave, an earthquake created the island of California and an entire new continent in the South Pacific, and areas of high radiation and volcanic activity provide a dangerous scenario, aside from the new and hostile governments and thriving mutant species of the area. No price has been set for the product at this writing; it is scheduled for printing in December and should be in the \$1.50 - \$2.00 range. (Superhero 2044)

As for the playing aid for this installment, *The Black Tower of Ullission* by Dave Emigh, it was the official D&D contest for one of Urbana's Winter War Conventions. I was a player in that one and was pleased to find out we were doing it as a product. It is a wilderness adventure designed to test the reactions of the characters in certain situations, preparing them for an even greater quest. The entire adventure was supposed to be an illusion and, personally, I felt somewhat homicidal upon hearing this after defeating wereboars, griffons, frost giants, hill giants and an ancient blue dragon, so be prepared for your players' reactions! Intended for a party of six to ten characters of fifth to eighth levels, it costs \$3.00 retail. (D&D)

The "even greater quest" is for *The Sword of Hope*, also by Dave Emigh. The party attempts to "recover the Sword Myrlani and give life to she who was slain by the Sword of the Sightless Eye".

It involves two excursions into the Cavern of Zar and Skatim Keep to recover parts of the sword. Be advised that, of thirty-five rooms in the Keep, five (which bear sufficient warnings) contain almost certain death for the party. It is naturally set up for the same cast of characters, and should be priced in the neighborhood of \$3.00.

New items from other companies include Metagaming's *Hot Spot*, Microgame No. 15 for \$2.95, and *Annihilator/One World*, two games in one for \$2.95; GDW's *Spinward Marches* and *Citizens of the Imperium*, Supplements No. 3 and 4 respectively for Traveller at \$3.98 each, plus *Journal of the Travellers' Aid Society* No. 2 for \$2.00. GDW has also sent *White Death*, a company/battalion level boardgame of the Russian siege of the German garrison at Velikiye Luki, the "Stalin-grad of the North"; *Red Star/White Eagle*, the Russo-polish war of 1920; and *Bloodtree Rebellion*, the latest in the *Imperium* series.

We now offer Discovery Games' *Source of the Nile* for \$12.00 and its first supplement, *Tributary*, for \$5.00. Phoenix Games has produced its second impressive playing aid, *The Mines of Keridav*, for \$4.95. Task Force Games has released their *Star Fleet Battles* with more data, in a boxed game for \$12.95, and FGU has produced *Fortification Plans*, in the style of *Homes and Hovels*, for \$5.50. All are now available through Judges Guild mail order.



WINTER WAR VII
Jan. 18-20
2215 S. First, No. 103
Champaign, IL 61820

GENCON SOUTH
Feb. 15-17
5333 Santa Monica Blvd. N.
Jacksonville, FL 32207

DEALERS come see us at
43rd Hobby Industry
Convention and Trade Show
Jan 27 - 30
Anaheim Convention Center
Anaheim, California

Judges Guild's
going! See
you
there!

JOCULAR JUDGMENTS



Howdy, yea, verily and Lo I come unto thee with vociferations and, prithee, pehaps a concatenation or two, perforce! It has been a while since I have had the time to sit and write some words to all of you, gentle readers. This time I think I will attempt to put forth some answers to questions which have been brought to my attention recently.

First, some news from Wintercon in Detroit: to wit a national Convention Clearing House is being set up. Its purpose is to provide the following services: 1) a central location which dealers, artists and convention promoters can contact to find out about other conventions; 2) promoters will be able to call a number and get information on gaming cons, SF&F cons, Star Trek cons, and computer cons of interest to gaming and sf&f fandom; 3) such information will aid in planning cons, such that you will be able to ensure that there is not another con of the same type or a large con from any of the catagories scheduled for the same time. Dealer costs and artist show cost information will be given, whenever it is available. 4) printed listings of the cons will made available free to other fanzines and for a minimal (probably \$1) charge (to cover costs) to dealers, artists and other fans wanting a whole list. Some cons do not wish to grow in size for various reasons and for these people, information will be restricted in that we will not include their names on released printed listings going to fans, or dealers, or artists, or magazines unless the promoters wish it (they can specify to whom the listing can be released). 5) Also, each con will get listed free (if received in time for publication) in our magazines, here at Judges Guild (if magazine release is ok). Anyone having information on cons not listed can write or phone. Dealers, artists and con promoters may phone for or with info. Fans requesting listings should NOT phone (this is a private residence). Best time to call is after 6:30PM Central. Printed listings will not be available until at least January - so please don't flood me with requests for them now (waiting for a computer). Address and phone is: CCH, 286 E. Stuart, Decatur, IL, 62526, ph: (217) 423-5698. (This service is being run privately and in connection with MDG and MGA) The more cons we are told about, the better the service will work. Whenever possible it is best to have the promoters contact us directly, but sending flyers will help. We don't care how big or small the con is.

Next I wish to tell you of Chambanacon 9 which was held last weekend, locally. The con was not a large one (about 350 people) and had Andy Offutt and Al and Penny Tegen as guests of honor. For such a small con, many names in SF&F and fandom were there. Other notables included Gordy Dickson, George Martin, Phyllis Eisenstein, Juanita and Ben Coulson, Joan Winstine and Phil Foglio. The con, while not huge went smoothly and all had a good time. The swim party was such a success and was so well handled that the hotel (Ramada Inns) actually went to the con people and asked them if they would do it again on Saturday night!! A couple of good panels, some movies, swimming, the hospitality suite, filksinging and a small but extremely well-rounded huckster room (in terms of items available) made the con a pleasure to be at. Its closeness, coupled with relatively small expenses, made it a success for us to go to, even though it was a small con.

This brings me to one of the points I have been asked about (actually it is a few

points). Namely: what do dealers look for in cons? Why do we go and what makes a con successful in our eyes? To answer this, one must first consider what kind of a dealer are we talking about. Local hobby shops or stores go to cons for entirely different reasons than dealers who are manufacturers, such as Judges Guild. Local shops go to cons to 1) help support the local fan community, 2) to get their faces in front of the fans in the area and, hopefully, get some new customers for their store and 3) to sell enough goods to make a profit. (not necessarily in that order)

On the other hand, manufacturing dealers look at the situation differently: 1) they aren't local (in most cases) and going to a con usually means a loss of money and time (more on this soon) so if they can break even, they're happy, 2) to get their faces in front of the fans, 3) to get their faces in front of other dealers and manufacturers (most of whom carry other manufacturer's products) and 4) to support the hobby industry as a whole. More on item one: for a manufacturer to be most effective at a con, it is necessary to have the personnel there which are known in the industry and who are capable of handling special situations. Special situations? Yep! such things as people turning in articles for magazines, artwork, possible projects, etc. running events, sitting on panels, etc. All of these personnel must be compensated in some way for their time, lodging and food. In addition, keep in mind, they are losing time they could be working on other things (such as the next magazine or product). On the other hand you have the new contacts you make (both new retail and new wholesale customers), new material brought in, and a first-hand look at what the rest of the industry is doing.

More complications arise: disputes between local hobby shops who are asked not to show items brought in by the manufacturers or their representatives. Con promoters should be careful to state what their policy is in this regard, as well as in the area of discounting. If they are not going to allow anyone but the manufacturer or their representative to show items, they should not be allowing hobby shops in. If they are going to allow them in, a fair policy which applies equally to all, should be invoked. I have actually been to some smaller cons where a hobby shop discounted a manufacturer's goods way below his cost and as a consequence the manufacturer couldn't compete without losing his shirt (remember that it is a money-losing proposition for most manufacturers to travel to cons to start with). I have, also, seen it work the other way. Dealers would like to know what other dealers are going to be there, especially if they have to travel any distance, to avoid duplication of stock - it costs money to ship goods to cons - even if it is coming in personal cars - and wasting valuable packing and unpacking time on stock which another manufacturer is showing together with the shipping can mean a lot of effort down the drain.

Dealers, too, have personnel time considerations, packing and unpacking, etc. to consider. The one area where dealers' and manufacturers' con costs differ greatly is in the food and lodging end. This is because in most cases the local shops are just that - local. They have no great distance to travel, usually do not require hotel rooms and can eat dinner, at least, at home, if they choose to. In many cases they can even keep their local store open and while business may be slower during the con (due to customers being at the con) they don't necessarily lose any store sales which do come in. On the other hand, they also feel that they can lose some of their sales on any new releases which the manufacturers bring out at the con.

Who is right and who is wrong? There really isn't a right or wrong here, as you can see. Both sides have valid complaints. In most cases, though, these can be taken care of if cons plan properly for their dealers. Some problems may have no solution. On the other hand, an attempt at better understanding on the part of all, including fandom and gamers, will go further than anything else. The problems presented in this column only scratch the surface. There are more points which have to be considered, but, hopefully, this will go a ways towards explaining, in a basic manner, some of the things we consider when deciding whether to go to a con or not. Why go to cons at all if it's that much trouble? Mainly because we want the industry to advance and want to support you, our customers and friends, in our hobby.

Chuck Anshell



Venefics



By Thomas McCloud

The use of poisons and drugs in *Dungeons & Dragons*™ has been around for a long time. It is high time to add a character class for the professional handling of these dangerous substances. The following is my own suggestion for such a type: Venefics

"Venefic," also spelt "venefick", according to the *Oxford English Dictionary*, means: "... B sb One who practises poisoning as a secret art, a sorcerer or sorceress; a wizard or witch." "Venefice", according to the *OED* means "The practice of employing poison or magical potions; the exercise of sorcery by such means." (Jack Vance, in *The Star King*, and *The Palace of Love* uses the term "venefice" for the practitioner instead of the practice.)

The suggested concept here is that venefics are a subclass of Assassins who specialize in drugs and poisons and thereby have totally different requirements, advancements, and abilities. They have enormous power, even at low level, but they live in constant deadly peril due to the nature of their profession. It is suggested that the Poisoners Guild (to which all venefics belong, or else), is an affiliate of the Assassins Guild. A venefic may be hired for assassinations, if he is willing, but venefics with leanings toward Good may confine their poisonings to vermin and/or ferocious monsters. There is, however, a great deal of rivalry between the Guilds, and an extremely dangerous amount of jealousy within the Poisoners Guild.

Requirements

The requirements for a Venefic are high Intelligence, low wisdom, and high Dexterity. There are no limitations on Strength, initial Constitution, or Charisma. To be a Venefic a character must have an Intelligence of 13 or better, a Wisdom of 8 or less, and a Dexterity of 12 or better.

Advancement

The experience points needed for various levels are the same as for a Magic User. However, there are no levels higher than 9, Master Venefic. Venefics use a four-sided hit die.

Level	Title	Required Experience	Hit Dice*
1	Tainter	0	1d4
2	Doper	2500	2d4
3	Viper	5000	3d4
4	Drugger	10000	4d4
5	Poisoner	20000	5d4
6	Venomist	35000	6d4
7	Toxicologist	50000	7d4
8	Venefic	75000	8d4
9	Master Venefic	100000	9d4

*Hit points for Venefics are subject to retroactive Constitution penalties. At each new level a Venefic's Constitution must be re-rolled on the usual 3d6. If the new roll is lower than the Venefics previous Constitution the new lower number becomes his Constitution. This reflects the debilitating of the profession. If the new Constitution is 6 or less, and it was not before, a full hit point is subtracted for each level attained, even if each such roll was one and the result kills the Venefic.

Skills

The following table shows the professional skills of a Venefic at each level. The number in front of the slash is the chance that the Venefic succeeds at the task indicated. The number after the slash is the chance that he kills himself in the process, which is independent of whether or not he succeeds at the task indicated. However, this assumes poison is being used. If the Venefic is

7 Judges Guild

merely administering a drug, then he only suffers the effect of the drug. Note that the first line in the table, for "Normal" men, is appropriate to all non-Venefics, except Assassins. Assassins may be considered as 1st level Venefics.

Level	Buy or Sell	Carry Bottle	Carry Weapon or Hide	Anoint Weapon or Put into Food	Detect & Identify	Neutralize	Find Source	Extract, Prep. Needle or Gas	Brew Magic Potion
Normal	90%/1%	70%/5%	60%/5%	50%/10%	5%/75%	1%/10%	0%/1%	0%/99%	0%/100%
1	95%/1%	80%/3%	75%/3%	60%/5%	15%/30%	5%/5%	1%/1%	5%/50%	0%/100%
2	98%/0%	90%/1%	80%/1%	70%/3%	25%/15%	10%/3%	2%/0%	10%/25%	0%/100%
3	99%/0%	95%/1%	90%/1%	80%/1%	35%/10%	15%/1%	5%/0%	15%/15%	0%/100%
4	99%/0%	97%/0%	95%/0%	90%/1%	45%/5%	20%/1%	10%/0%	25%/10%	0%/100%
5	100%/0%	98%/0%	98%/0%	95%/0%	50%/2%	30%/0%	25%/0%	30%/7%	0%/100%
6	100%/0%	99%/0%	99%/0%	98%/0%	75%/1%	50%/0%	50%/0%	50%/4%	0%/100%
7	100%/0%	100%/0%	100%/0%	99%/0%	85%/0%	60%/0%	75%/0%	60%/3%	1%/99%
8	100%/0%	100%/0%	100%/0%	100%/0%	95%/0%	70%/0%	85%/0%	70%/1%	10%/50%
9	100%/0%	100%/0%	100%/0%	100%/0%	100%/0%	90%/0%	90%/0%	85%/0%	50%/10%

The following notes indicate the meaning of a failure:

Buy or Sell

A failure at buying poison means that either none could be found, or the purchase was interrupted by the intrusion of authorities, such as the city watch. Note that a Venefic must buy or

extract poison, or else he has none. There are, of course, many kinds of poison. The Encyclopedia Britannica's article on poisons will provide the interest reader with more data concerning real poisons than it is practical to include here. For game purposes, the following types and prices are suggested. Note that for some types of poison a damage roll is suggested, whereas for others a "time until death" roll is suggested.

Poisons

Type	Price/dose	Effect	Suitable for Weapon?	Roll
Corrosive Acid	10 GP	1 - 4 Points Damage	No	01 - 25
Caustic Alkalie	10 GP	1 - 4 Points Damage	No	26 - 50
Irritant (arsenic, etc.)	100 GP	Death in 1 - 100 Hours	No	51 - 75
Cyanide	500 GP	Death in 1 - 10 Minutes	No	76 - 80
Weak Alkaloid or Venom	500 GP	Death in 1 - 10 Minutes	Yes	81 - 85
Ordinary Alkaloid/Venom	1000 GP	Death in 1 - 100 Seconds	Yes	86 - 90
Potent Alkaloid/Venom	2000 GP	Death in 1 - 6 Seconds	Yes	91 - 93
Poison Gas	3000 GP	1 - 12 Points Damage	No	94 - 99
Exotic	5000 GP	Unpredictable	50%	00

The last column of this table may be used for randomly found, or unspecified poisons, re-rolling if Poison Gas is indicated but unsuitable. In all fairness, if this poison table is used for poisons employed by characters, it should also be used for poison found in the dungeon. Please note that if a player unknowingly has his character anoint a weapon with an unsuitable poison, the poison may be considered to have no effect on monster hits. On the other hand, if a weapon has

had Corrosive Acid poured over it, it is going to be in very sad shape. Caustic Alkalie will not harm metal, but well might ruin wood, etc.

Carry Bottle

A failure at carrying a bottle of poison means that the poison has evaporated, leaked out, lost potency through decay, or the like.

Carry Weapon

A failure at carrying a poisoned weapon means that the potency of the anointment has been reduced through decay, rubbing off, or the like.

Hide Weapon

A failure at hiding a poisoned weapon means that someone, usually the city watch or some Lawful Good type, has detected that the weapon is poisoned. This does **not** actually refer to hiding the weapon, just the fact that it is poisoned.

Anoint Weapon

A failure at anointing a weapon means that either an unsuitable poison was used, or the poison was not made to stick. In either case, for all intents and purposes, the weapon is not poisoned.

Put into Food

A failure at putting poison into food (or drink) means that either an unsuitable poison was used, or else the effort was detected, or else the poison itself was detected before the victim ingested it. Circumstances will affect the chance that the effort was detected so much that this must be left to the Judge's discretion. Note that even where the Venefic is successful in poisoning the food (or drink) the victim still makes a standard saving throw vs. poison.

Detect and Identify

A failure here means that the Venefic cannot identify the type of poison. Only if the Venefic dies has he failed to detect it.

Neutralize

A failure here means that the Venefic cannot save the life of a poisoning victim. Success means that he does.

Find Source

A failure here means that in a full days search of a normal woods, the Venefic could not find the proper mushrooms, plants, etc. from which alkaloids can be extracted.

Extract

A failure at extracting poison means that, having found (or bought) source materials, the Venefic was unable to properly extract and concentrate the poison. The materials are ruined.

Prepare Needle

The classic D&D "poison needle", so popular among dungeon locksmiths, is suggested here to actually be an extracted snake's fang and venom sack. Failure in attempting to prepare such a needle usually means that the sack has burst, although it sometimes means that the fang is broken.

Prepare Gas

A failure at preparing a container of poison gas simply means that it all leaks out.

Brew Magic Potion

A failure at brewing a magic potion means that the result is not magic. Please note that the chance of death given in the table is for when the potion is **taken**, not when it is prepared. Failed potions may be treated as weak alkaloids.

Saving Throws

Note that in all cases, such as getting hit with a poisoned weapon, standard saving throws **still** apply. Venefics add 2 to all saving throws vs. poison for what ought to be obvious reasons.

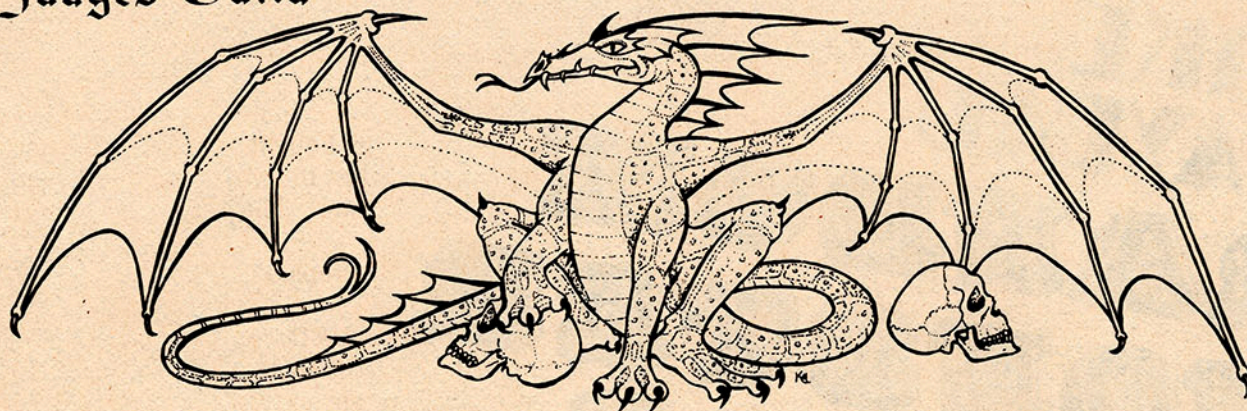
Limitations

Venefics fight and save as do equivalent level Magic Users, except for the aforementioned +2 on saves vs. poison. Venefics are also forbidden to use any form of armor or shield. Venefics may use only the following weapons: Dagger, Lightweight Sword (i.e. no two-handed Swords), Spear, Short Bow and Arrow, Light Crossbow and Quarrel. The weapon need not be poisoned.

Venefics can only use those magic items which are specified as being usable by all character classes.

A venefic is almost always neutral, or evil. On very, very rare occasions, persons leaning toward good have become low level venefics, but never higher than 2nd level as they are almost

(Continued on p. 44)



ADVENTURES IN FANTASY

NEW Fantasy Role-playing game
by

**DAVID L. ARNESON
&
RICHARD SNIDER**

A boxed game with 3 rules books,
full page (8½ x 11) game charts and a 20 sided die.

INTRODUCTORY OFFER. WHILE THEY LAST!

\$15.00 postpaid from Excalibre Games by mail.

These limited 1st edition copies will be
personally autographed by the authors.

Autographed 1st edition \$15.00 ppd until Feb. 28, 1980

Autographed 1st edition \$17.00 ppd after Feb. 28, 1980

Non-autographed edition \$15.00 ppd after Feb. 28, 1980

Please indicate whether you would prefer a 2nd edition copy
or your money back if 1st edition is sold out.

Send check or money order to:



BOX 29171
BROOKLYN CENTER, MINN.
55429

Dealers and wholesalers:

We are now taking orders to determine the size of the 2nd printing.

MIKE MAYEAU RANDOM MONSTER TABLES

Designer's Notes

I designed these tables about a year and a half ago for use with my campaign. At that time the new **AD&D Monster Manual** by TSR was just out, and all the older Random Monster Tables were outdated. As they didn't include most of the monsters in the new book, thus my Random Monster Encounter Tables came into being.

At the recommendation of a good friend, and fellow player (who told me that I should send it to Judges Guild to be published, as he would buy a copy of it), I showed it to Bob Bledsaw at the 1979 GenCon Convention. Bob said to finish it up (the Jungle Table was not done, as no one has ever been near the jungle in my campaign), and send it in.

Realizing that the new **Dungeon Master's Guide** that TSR has just released has Random Monster Tables in it, I still prefer my own, possibly you will also. For me, it offers more variety, more selection of terrain conditions, more monsters, and more Judge control than the ones in the **Dungeon Master Guide** does.

In any case, here it is, finally completed after a year and a half.

Michael Mayeau

Instructions for Use

To use these Random Monster Tables, first select the appropriate table for the terrain in which the encounter occurs. Then select the column that most accurately fits the conditions of that terrain. Then roll three dice, one is a poly-sided die, the other two are percentile dice. This will generate a three-digit number (possibly a four-digit number). This number, "ABB" (where "A" is the number rolled on the poly-sided die, and "BB" is the percentage rolled on the percentile dice), will be a number between 100 - 1299. Then by looking down the column, you can find the monster encountered, and a number referencing it to a page in the **AD&D Monster Manual**.

By using this system and varying the poly-sided die that is used, a Judge can generate Monster encounters of any desired level to suit his map location, or the players. For example, if the players had an encounter in or near a heavily civilized area, it is improbable that a really nasty monster could be living that close (the population, or their army would have rid the area of any really nasty monster). So the Judge could use a four-sided die, and this would generate a relatively weak monster for the encounter. Like-wise, if the encounter was in desolate, unexplored wilderness, then the party might run into anything, so a 12-sided die would be used. Also, if the party were

composed mostly of 1st and 2nd level characters, then the judge might want to use a 4 or 6-sided die, to generate a weaker monster, so the party can have a chance to react with it. This prevents low-level characters from running into Huge Red Dragons all the time, as the only reaction that they could have is to run and hide, or die. On the other hand, if the party were composed of high level characters (10th level and up), a 12-sided die could be used, as the party would have a reasonable chance of dealing with any monster. Sometimes, if the party is extremely strong, I'll use a 6-sided die and add "6" to the roll, this gives me stronger monsters to challenge the party with. So then, the size of the poly-sided die is left up to the Judge to select, depending on his/her campaign, territory, and players strength (and sometimes mood).

Some special notes about this table. First EVERY monster in the **AD&D Monster Manual** is used. If any have been left out, it was by accident, and they were merely overlooked. Next, in cases where "Men" are rolled, then you need to look on the "Encounter Table" for MEN, select the column that corresponds to the terrain involved, and re-roll the percentile die, to find out what type of Men are encountered. On the MEN table, a percentage roll of "00" means that the party has encountered a god. This requires another roll on the "Gods" table.



In my own use of this table (over the past year and a half I have had the occasion to roll up two gods), I found that this can add an interesting light to the campaign, especially if you keep the god incognito until some predetermined time. The theory that I often use when "Wandering Gods" are encountered, is that they are here to observe something, or perform some action. They usually wish to accomplish this in secrecy (from other gods), so that an opposing god will not interfere. Travelling with a group of humans, looking like a human themselves, is a good way to disguise themselves. I feel that gods (normally) have no more interest in "trashing" a group of humans, than this writer has of going into his back yard and "trashing" a bunch of ants!

Some monsters encountered on these tables are ones not normally used for random encounters. These include Elementals (assume 12 HD or die roll for HD), Golems, Familiars (i.e. Quasits, Imps, etc.), Aerial Servants, etc. I usually assume one of two things when these are encountered. One is that they are on a mission for someone, and will not fight unless the party attacks them, or tries to detain them. The second is that they are free-willed, having the original control over them broken, and are more or less trapped here (i.e. Elementals, Quasits, etc.) until they can get back to their own plane of existence (such Gating usually requiring blood as part of the incantation), or just berserk (i.e. Golems, etc.) and wandering around destroying all life they find.

Using the data given in the **Monster Manual**, and a little common sense, I have tried to locate monsters in terrain where I think they would inhabit, or be wandering. I have used the classifications in the **Monster Manual** (Common, Uncommon, Rare, and Very Rare), and the tables reflect this (although it may be difficult to discern this, unless you know how I created the tables). I have also added a classification of my own, Very Very Rare. This one I use for singular types (i.e. Demon Lords, Arch-Devils, etc.), where-in there is only one single number (each) of encountering them (this number is on the high end of the table and requires the use of the

12-sided die). In a year and a half it hasn't happened in my campaign yet!

A word on large "herds" of monsters (i.e. Orcs, Goblins, etc.). I will always reduce these down for low-level parties. There is no intelligent way 4 or 5 low-levels (below 4th) can handle 300 Orcs. Nor would 300 Orcs be overly interested in them, as there would not be enough meat on them to make hors d'oeuvres for 300 Orcs, let alone a good meal. Therefore, I usually (95%) assume that the party ran into an Orc scouting party, and reduce the number of Orcs by a factor of 10. I do not give this consideration to high level parties, however, as with their power and accumulated magic items, they should be able to handle the Orcs, or save their own skins at least.

Some notes on the various terrain types and conditions:

Cool or Cold: Generally refers to temperatures below 50 degrees F.

Mod(erate): Is the 50 degree F to 80 degrees F temperature range.

Warm or Hot: Generally refers to temperatures above 80 degrees F.

Agri(cultural): Is land under cultivation.

Shallow: Is from the surface of the water to a depth of 40 feet.

Deep: Is for depths of 40 feet and deeper.

Underground: Is ANY underground location, including dungeons.

Clear Terrain: Is a relatively flat terrain with some sort of ground cover (i.e. grass, bushes, scrub brush, etc.) over 3 inches tall.

Forest and Wilderness: Generally refers to a wooded area, the climate of which is usually determined by the temperature.

Jungle Terrain: As is.

Arrid Terrain: Usually a barren, desolate terrain. Arrid Warm would be desert. Arrid Mod(erate) would be a land ravaged by some force (i.e. war, insects, magic, etc.). Arrid Cold would be Permanent Ice.

Mountain Terrain: Includes hills (except "Peaks", which are assumed to be a minimum of 2000 feet elevation, rocky, very windy, and usually cold).

Swamp and Marshes: Generally have much water soaked into the land and free-standing pools are abundant, sometimes even including lakes (usually shallow).

Pre-Historic Eras: Great for a "Lost Island" type of adventure. Use only percentile die, NO poly-sided die.

Men: Single types (i.e. Fighter, Magic User, etc.) roll for level, conditions, reaction, etc. For example, a lone fighter encountered at sea would either be shipwrecked, or adrift in a small boat. Use percentile die only.

Gods: Good luck with this one. If used properly, it will wake up any player, even after 12 hours of play! Use percentile die only.

An example of the use of my tables is as follows:

Players: 6 characters, third thru sixth levels.

Terrain: Mountains, snow covered.

I usually use a poly-sided die that has as it's highest digit a number that is at least two higher than the level of the highest level character. In this case, that would be an 8-sided die. However, since the players were on horseback, and the terrain was relatively unexplored, I decided to use a 12-sided die. I rolled a "5" on the 12-sided die and an "81" on the percentile die, giving me a "581". Looking in the "Cold-Mountain Terrain" Table, and finding No. 581, it falls between No. 578 and No. 587, which is "Ice Toads". The chart references Ice Toads to page 95 of the **AD&D Monster Manual**, and going there I found the Number Appearing to be 1 - 4. I rolled a 4-sided die, and suddenly I had three Ice Toads for the players to deal with.



WIZARD

Monster	Hit Die	Number Appear	Under Ground	Clear Terrain	Forest	Jungle Terrain	Arid Terrain	Mountain Terrain	Swamps Marshes	Fresh Water	Salt Water	Special	Frequency Encounter	Page in Monster Manual
Bandits		20-200	01-02	01-10	01-11	01-11	01-02	01-10	01-03	--	--	--	C	66-67
Brigands		20-200	03-04	11-20	12-21	12-21	03-04	11-20	04-06	--	--	--	C	66-67
Berserkers		10-100	05-06	21-22	22-24	22-24	05-07	21-22	07-10	--	--	--	R	67
Buccaneers		50-300	--	--	--	--	--	--	--	01-04	01-04	--	U	67
Pirates		50-300	--	--	--	--	--	--	--	05-08	05-08	--	U	67
Cavemen		10-100	07	23-24	25-27	25	08	23-24	11	--	--	--	R	67
Tribesmen		10-120	--	25	28	26-28	--	25-26	--	--	--	Islands only 25%	R	67-68
Dervishes		30-300	--	26-27	--	--	09-11	27-28	--	--	--	--	R	68
Nomads		30-300	--	28-30	--	--	12-13	29-31	--	--	--	--	U	68-69
Merchants		50-300	--	31-41	29-39	29-39	14-30	32-41	12-27	09-24	09-24	--	C	69
Pilgrims		10-100	08-11	42-44	40-42	40-42	31-32	42-44	28-29	25-28	25-28	--	U	69
Peasants/Serfs	1	20-200	--	45-47	43-45	43-45	33-34	45-47	30-32	--	--	--	U	
Soldiers		20-200	12-15	48-50	46-48	46-48	35-36	48-50	33-34	--	--	--	U	
Sailors (Marines)		50-300	--	--	--	--	--	--	--	29-31	29-31	--	U	
Adventurers	Varies	03-12	16-17	51-52	49-51	49-51	37-39	51-52	35-38	32-35	32-35	01-06	R	roll under special table for Re-rolling 01-06&00
Fighter	1-12	1	18-39	53-63	52-62	52-62	40-55	53-63	39-54	36-51	36-51	07-28	C	
Cleric	1-10	1	40-61	64-74	63-73	63-73	56-71	64-74	55-70	52-67	52-67	29-50	C	
Magic User	1-12	1	62-82	75-85	74-84	74-84	72-87	75-85	71-86	68-83	68-83	51-72	C	
Thief	1-8	1	83-86	86-88	85-87	85-87	88-89	86-88	87-88	84-86	84-86	73-78	U	
Assassin	1-8	1	87	89	88	88	90	89	89	87	87	79	V	
Monk	1-8	1	88-89	90-91	89-91	89-91	91-93	90-91	90-93	88-91	88-91	80-85	R	
Healer	1-8	1	90-93	92-94	92-94	92-94	94-95	92-94	94-95	92-94	92-94	86-91	U	
Alchemist	1-6	1	94	95	95	95	96	95	96	95	95	92	V	
Illusionist	1-6	1	95	96	96	96	97	96	97	96	96	93	V	
Druid	1-12	1	96-99	97-99	97-99	97-99	98-99	97-99	98-99	97-99	97-99	94-99	U	
God		1	00	00	00	00	00	00	00	00	00	00	V	

Under Ground

Monster		PG	Cold	Moderate	Warm	Near Water
Men	C	66	100 - 196	100 - 187	100 - 189	100 - 185
Giant Ant	V	7	197 - 199	188 - 190	190 - 192	186 - 188
Fire Beetle	C	9	200 - 214	191 - 203	193 - 205	189 - 201
Brain Mole	V	11	215 - 216	204 - 205	206 - 207	202 - 203
Giant Centipede	C	14	217 - 231	206 - 218	208 - 220	204 - 216
Cerebral Parasite	R	14	232 - 234	219 - 221	221 - 223	217 - 219
Manes	V	17	235 - 236	222 - 223	224 - 225	220 - 221
Wild Dogs	C	29	237 - 251	224 - 236	226 - 238	222 - 234
Gas Spores	R	42	252 - 254	237 - 239	239 - 241	235 - 237
Goblin	U	47	255 - 260	240 - 244	242 - 246	238 - 242
Gnome	R	46	261 - 263	245 - 247	247 - 249	243 - 245
Elves	U	39	264 - 269	248 - 252	250 - 254	246 - 250
Halflings	R	50	270 - 272	253 - 255	255 - 257	251 - 253
Hobgoblins	U	52	273 - 278	256 - 260	258 - 262	254 - 258
Kobolds	U	57	279 - 284	261 - 265	263 - 267	259 - 263
Brown/Yellow Mold	V/U	71	Brown	Yellow	Yellow	Yellow
			285 - 286	266 - 270	268 - 272	264 - 268
Orcs	C	76	287 - 301	271 - 283	273 - 285	269 - 281
Piercers	U	78	302 - 307	284 - 288	286 - 290	282 - 286
Giant Rats	C	81	308 - 322	289 - 301	291 - 303	287 - 299
Rot Grub	R	83	323 - 325	302 - 304	304 - 306	300 - 302
Skeletons	R	87	326 - 328	305 - 307	307 - 309	303 - 305
Large Spider	R	90	-	308 - 320	310 - 322	306 - 318
Stirge	U	92	329 - 334	321 - 325	323 - 327	319 - 323
Ghoul	U	43	335 - 340	326 - 330	328 - 332	324 - 328
Gnoll	U	46	341 - 346	331 - 335	333 - 337	329 - 333
Green Slime	R	49	347 - 349	336 - 338	338 - 340	334 - 336
Homonculous	V	53	350 - 351	339 - 340	341 - 342	337 - 338
Imp	V	54	352 - 353	341 - 342	343 - 344	339 - 340
Pseudo-Dragon	V	79	-	343 - 344	-	341 - 342
Huge Spider	C	90	-	345 - 357	345 - 357	343 - 355
Giant Tick	R	94	354 - 356	358 - 360	358 - 360	356 - 358
Giant Toad	C	95	357 - 371	361 - 373	361 - 373	358 - 371
Poisonous Toad	U	95	372 - 377	374 - 378	374 - 378	372 - 376
Troglodyte	C	97	378 - 392	379 - 391	379 - 391	377 - 389
Zombie	C	103	393 - 395	392 - 394	392 - 394	390 - 392
Bug Bear	U	12	396 - 401	295 - 399	395 - 399	393 - 397
Carrion Crawler	U	13	402 - 407	400 - 404	400 - 404	398 - 402
Leure	V	23	408 - 409	405 - 406	405 - 406	403 - 404
Gray Ooze	R	49	410 - 412	407 - 409	407 - 409	405 - 407
Wererat	U	63	413 - 418	410 - 414	410 - 414	408 - 412
Nymph	V	74	419 - 420	415 - 416	415 - 416	413 - 414
Quasit	V	80	421 - 422	417 - 418	417 - 418	415 - 416
Shadow	R	86	423 - 425	419 - 421	419 - 421	417 - 419
Shrieker	C	87	426 - 440	422 - 434	422 - 434	420 - 432
Water Weird	V	100	-	-	-	433 - 434
Giant Weasel	R	100	441 - 443	435 - 437	435 - 437	435 - 437
Doppleganger	V	29	444 - 445	438 - 439	438 - 439	438 - 439
Gargoyle	U	42	446 - 451	440 - 444	440 - 444	440 - 444
Gelatinous Cube	U	43	452 - 457	445 - 449	445 - 449	445 - 449
Ghast	R	43	458 - 460	450 - 452	450 - 452	450 - 452
Wight	U	100	461 - 466	453 - 457	453 - 457	453 - 457
Jackalwere	R	56	467 - 469	458 - 460	458 - 460	458 - 460

Under Ground

Monster		PG	Cold	Moderate	Warm	Near Water
Werewolf	C	63	470 - 484	461 - 473	461 - 473	461 - 473
Ogre	C	75	485 - 499	474 - 486	474 - 486	474 - 486
Giant Poisonous Snake	U	88	--	487 - 491	487 - 491	487 - 491
Giant Spitting Cobra	R	88	--	492 - 494	492 - 494	492 - 494
Giant Spider	U	90	--	495 - 499	495 - 499	495 - 499
Boring Beetle	U	9	500 - 599	500 - 599	500 - 599	500 - 599
Brown Bear	U	9	600 - 604	600 - 603	600 - 603	600 - 603
Hell Hound	VR	51	--	604	604	604
Cockatrice	U	15	--	605 - 608	605 - 608	605 - 608
Malebranche	VR	22	605	609	609	609
White Dragon	U	34	606 - 611	610 - 613	--	--
Hydra	U	53	612 - 617	614 - 617	610 - 613	610 - 613
Lernaean Hydra	VR	58	618	618	614	614
Pryohydra	R	54	--	619 - 620	615 - 617	615 - 617
Ogre Mage	VR	76	619	621	618	618
Owl Bear	R	77	620 - 622	622 - 624	619 - 621	619 - 621
Rust Monster	U	83	623 - 628	625 - 628	622 - 626	622 - 626
Giant Scorpion	U	85	629 - 633	629 - 632	627 - 630	627 - 630
Scithering Tracker	R	88	634 - 636	633 - 635	631 - 633	631 - 633
Phase Spider	R	90	--	636 - 637	634 - 636	634 - 636
Su-Monster	U	93	637 - 641	638 - 641	637 - 640	637 - 640
Ice Toad	R	95	642 - 644	642 - 643	--	--
Wraith	U	102	645 - 650	644 - 647	641 - 644	641 - 644
Basilisk	U	8	651 - 656	648 - 651	645 - 648	645 - 648
Cave Bear	U	9	657 - 661	652 - 655	649 - 652	649 - 652
Succubus	R	18	662 - 664	656 - 657	653 - 655	653 - 655
Erinys	U	22	665 - 669	658 - 661	656 - 659	656 - 659
Displacer Beast	VR	28	670	662	660	660
Intellect Devourer	VR	54	671	663	661	661
Spotted Lion	R	61	672 - 674	664 - 665	662 - 664	662 - 664
Subterranean Lizard	U	61	--	666 - 669	665 - 668	665 - 668
Manticore	U	65	--	670 - 673	669 - 672	669 - 672
Medusa	R	66	675 - 677	674 - 676	673 - 675	673 - 675
Minotaur	R	71	678 - 680	677 - 679	676 - 678	676 - 678
Mummy	R	72	681 - 683	680 - 682	679 - 681	679 - 681
Nightmare	R	74	684	683	682	682
Ochre Jelly	U	75	685 - 690	684 - 687	683 - 687	683 - 686
Wind Walker	R	101	691 - 693	688 - 690	688 - 690	687 - 689
Giant Snake Amphisbaena	VR	88	--	691	691	690
Giant Snake Constrictor	U	88	--	692 - 695	692 - 695	691 - 695
Troll	U	97	694 - 699	696 - 699	696 - 699	696 - 699
Otyugh	U	77	700 - 714	700 - 714	700 - 714	700 - 714
Demon Type V	R	19	715 - 717	715 - 717	715 - 717	715 - 717
Djinns	VR	28	718 - 719	718 - 719	718 - 719	718 - 719
Black Dragon	U	31	720 - 734	720 - 734	720 - 734	720 - 734
Intelligent Mimic	R	70	735 - 737	735 - 737	735 - 737	735 - 737
Rakshasa	VR	81	738 - 739	738 - 739	738 - 739	738 - 739
Salamander	R	85	--	--	740 - 742	--
Spectre	R	89	740 - 742	740 - 742	743 - 745	740 - 742
Wyvern	U	102	743 - 757	743 - 757	746 - 760	743 - 757
Xoin	VR	102	758 - 759	758 - 759	761 - 762	758 - 759
Demon Type I	C	18	760 - 818	760 - 817	763 - 818	760 - 817

Underground

Monster		PG	Cold	Moderate	Warm	Near Water
Demon Type VI	R	19	819 - 821	818 - 820	819 - 821	818 - 820
Barbed Devil	VR	21	--	821 - 822	822 - 823	821 - 822
Green Dragon	R	33	822 - 824	823 - 825	824 - 826	823 - 825
Hill Giant	C	45	825 - 883	826 - 883	827 - 883	826 - 883
Gorgon	R	49	884 - 886	884 - 886	884 - 886	884 - 886
Invisible Stalker	VR	55	887 - 888	887 - 888	887 - 888	887 - 888
Mind Flayer	R	70	889 - 891	889 - 891	889 - 891	889 - 891
Night Hag	VR	73	892 - 893	892 - 893	892 - 893	892 - 893
Vampire	R	99	894 - 896	894 - 896	894 - 896	894 - 896
Umber Hulk	R	98	897 - 899	897 - 899	897 - 899	897 - 899

Monster		PG	Cold	Moderate	Warm	Near Water
Shedu	R	87	900 - 909	900 - 905	900 - 905	900 - 905
Bulette	VR	12	--	906 - 908	--	906 - 908
Chimera	R	14	910 - 920	909 - 915	906 - 912	909 - 914
Demon Type II	C	18	921 - 970	916 - 965	913 - 962	915 - 967
Bone Devil	VR	21	971 - 976	966 - 968	--	968 - 970
Blue Dragon	R	31	--	969 - 975	963 - 968	--
Bronze Dragon	R	32	--	--	--	971 - 976
Stone Giant	U	45	977 - 992	976 - 991	969 - 984	977 - 991
Flesh Golem	VR	48	993 - 998	992 - 994	985 - 989	992 - 994
Lamia	VR	59	--	995 - 997	990 - 994	995 - 997
Killer Mimic	R	70	999 - 1008	998 - 1003	995 - 1000	998 - 1003
Spirit Naga	R	72	1009 - 1018	1004 - 1009	1001 - 1006	1004 - 1009
Shambling Mound	R	87	--	--	--	1010 - 1015
Hieracosphinx	R	89	--	1010 - 1015	1007 - 1012	1016 - 1021
Will-o-Wisp	U	101	1019 - 1034	1016 - 1031	1013 - 1028	1022 - 1036
Black Pudding	U	10	1035 - 1050	1032 - 1047	1029 - 1044	1037 - 1051
Demon Type III	U	18	1051 - 1066	1048 - 1063	1045 - 1060	1052 - 1066
Red Dragon	R	33	--	1064 - 1070	1061 - 1066	1067 - 1072
Efreeti	VR	37	--	1071 - 1073	1067 - 1071	1073 - 1075
Ettin	VR	40	1067 - 1072	1074 - 1076	1072 - 1076	1076 - 1078
Lurker Above	U	62	1073 - 1088	1077 - 1092	1077 - 1092	1079 - 1093
Neo-Otyugh	R	73	1089 - 1099	1093 - 1099	1093 - 1099	1094 - 1099
Fire Elemental	VR	38	1100 - 1103	1100 - 1103	1100 - 1103	--
Earth Elemental	VR	38	1104 - 1107	1104 - 1107	1104 - 1107	--
Air Elemental	VR	37	1108 - 1111	1108 - 1111	1108 - 1111	1100 - 1103
Water Elemental	VR	38	--	--	--	1104 - 1107
Beholder	VR	10	1112 - 1115	1112 - 1115	1112 - 1115	1108 - 1111
Demogorgon	VV	16	1116	1116	1116	1112
Juiblex	VVR	17	1117	1117	1117	1113
Orcus	VVR	17	1118	1118	1118	1114
Demon Type IV	R	19	1119 - 1138	1119 - 1133	1119 - 1133	1115 - 1129
Yeenoghu	VVR	19	1139	1134	1134	1130
Asmodeus	VVR	20	1140	1135	1135	1131
Baalzebul	VVR	21	1141	1136	1136	1132
Dispater	VVR	21	1142	1137	1137	1133
Geryon	VVR	22	1143	1138	1138	1134
Ice Devil	VR	22	1144 - 1148	1139 - 1142	--	1135 - 1138
Pit Fiend	VR	23	--	1143 - 1146	1139 - 1143	1139 - 1142

Underground

Monster		PG	Cold	Moderate	Warm	Near Water
Chromatic Dragon	VVR	32	1149	1147	1144	1143
Gold Dragon	VR	32	1150 - 1153	1148 - 1151	1145 - 1148	1144 - 1148
Platinum Dragon	VVR	33	1154	1152	1149	1149
Fire Giant	U	44	--	1153 - 1192	1150 - 1189	1150 - 1189
Clay Golem	VR	47	1155 - 1158	1193 - 1195	1190 - 1193	1190 - 1193
Stone Golem	VR	48	1159 - 1162	1196 - 1199	1194 - 1197	1194 - 1197
Iron Golem	VR	48	1163 - 1166	1200 - 1203	1198 - 1202	1198 - 1201
Ki-Rin	VR	57	1167 - 1171	1204 - 1207	1203 - 1206	1202 - 1206
Lich	VR	61	1172 - 1175	1208 - 1210	1207 - 1210	1207 - 1210
Guardian Naga	VR	72	1176 - 1179	1211 - 1214	1211 - 1214	1211 - 1214
Purple Worm	R	80	1180 - 1199	1215 - 1229	1215 - 1229	1215 - 1229
Roper	R	83	1200 - 1219	1230 - 1244	1230 - 1244	1230 - 1244
Giant Slug	U	88	1220 - 1279	1245 - 1284	1245 - 1284	1245 - 1284
Trapper	R	95	1280 - 1299	1285 - 1299	1285 - 1299	1285 - 1299

Clear Terrain

Monster		PG	Cold	Moderate	Warm	Agriculture (near humans)
Men	C	66	100 - 200	100 - 196	100 - 204	100 - 198
Giant Ant	R	7	201 - 205	197 - 200	205 - 209	199 - 200
Badger	U	8	206 - 215	201 - 208	210 - 218	201 - 214
Fire Beetle	C	9	216 - 230	209 - 217	219 - 226	215 - 228
Brain Mole	V	11	231 - 232	218 - 219	227 - 228	--
Brownie	R	11	--	220 - 223	--	--
Wild Cattle	C	13	233 - 247	224 - 232	229 - 236	--
Giant Centipede	C	14	248 - 262	233 - 241	237 - 244	229 - 242
Cerebral Parasite	R	14	263 - 267	242 - 245	245 - 249	243 - 247
Wild Dogs	C	29	268 - 282	246 - 254	250 - 257	248 - 261
Rhea (Flightless Birds)	C	41	--	255 - 263	258 - 265	--
Halfling	R	50	283 - 287	264 - 267	266 - 270	262 - 266
Hobgoblins	U	52	288 - 297	268 - 275	271 - 279	--
Jackals (20% Jackalwere)	C	56	--	--	280 - 287	--
Leprechaun	U	60	--	276 - 283	--	--
Orcs	C	76	298 - 312	284 - 292	--	--
Rot Grubs	R	83	313 - 317	293 - 296	288 - 292	267 - 271
Large Spiders	C	90	--	297 - 305	293 - 300	272 - 285
Elves	U	39	318 - 327	306 - 313	301 - 309	286 - 296
Emu (Flightless Bird)	C	41	--	314 - 322	310 - 317	--
Ghoul	U	43	328 - 337	323 - 330	318 - 326	297 - 307
Gnoll	U	46	338 - 347	331 - 338	327 - 335	--
Homonoculous	V	53	348 - 349	339 - 340	336 - 337	308 - 309
Wild Horse	U	53	350 - 359	341 - 348	338 - 346	310 - 320
Imp	V	54	360 - 361	349 - 350	347 - 348	321 - 322
Pseudo-Dragon	V	79	--	351 - 352	--	323 - 324
Huge Spider	C	90	--	353 - 361	349 - 356	325 - 338
Giant Toad	C	95	362 - 376	362 - 370	357 - 364	339 - 352
Poisonous Toad	U	95	377 - 386	371 - 378	365 - 372	353 - 363
Zombie	R	103	387 - 391	379 - 382	374 - 378	364 - 368
Anhkheg (3 - 8 HD)	R	6	--	383 - 386	--	369 - 373
Giant Badger	V	8	392 - 393	387 - 388	379 - 380	374 - 375
Black Bear	C	9	394 - 408	389 - 397	381 - 388	376 - 389
Wild Boar	C	11	409 - 423	398 - 406	389 - 396	390 - 403

Clear Terrain

Monster		PG	Cold	Moderate	Warm	Agriculture (near humans)
Ear Seekers	V	36	--	245	240	240
Gas Spore	R	42	237 - 239	246 - 247	241 - 243	241 - 242
Goblin	U	47	240 - 249	248 - 253	244 - 250	243 - 248
Halfling	R	50	--	254 - 255	--	249 - 250
Hobgoblin	U	52	250 - 259	256 - 261	251 - 257	251 - 256
Jackal	C	56	--	--	258 - 266	--
Kobold	U	57	--	262 - 267	--	257 - 262
Leprechaun	U	60	--	268 - 273	--	263 - 268
Orc	C	76	260 - 273	274 - 283	267 - 275	269 - 278
Pixie	V	79	--	284	--	279
Rot Grub	R	83	274 - 276	285 - 286	276 - 278	280 - 281
Large Spider	C	90	--	287 - 296	279 - 287	282 - 291
Sprite	R	92	277 - 279	297 - 298	288 - 290	292 - 293
Stirge	U	92	--	0	0	294 - 299
Elves	U	39	280 - 289	299 - 304	291 - 297	300 - 305
Giant Ant	R	7	290 - 292	305 - 306	298 - 300	306 - 307
Bombardier Beetle	C	9	293 - 306	307 - 316	301 - 309	308 - 317
Dryad	V	35	--	317	--	318
Ghoul	U	43	307 - 316	318 - 323	310 - 316	319 - 324
Homonculous	V	53	317 - 318	324	317	325
Wild Horses	U	53	319 - 328	325 - 330	318 - 324	326 - 331
Imp	V	54	329 - 330	331	325	332
Pseudo-Dragon	V	79	--	332	--	333
Huge Spider	C	90	--	333 - 342	326 - 334	334 - 343
Giant Tick	R	94	331 - 333	343 - 344	335 - 337	344 - 345
Giant Toad	C	95	--	345 - 354	338 - 346	346 - 355
Poisonous Toad	U	95	--	355 - 360	347 - 353	356 - 361
Wolf	C	101	334 - 347	361 - 370	354 - 362	362 - 371
Zombie	R	103	348 - 350	371 - 372	363 - 365	372 - 373
Ankhheg	R	6	--	373 - 374	--	--
Giant Badger	V	8	351 - 352	375	366	374
Black Bear	C	9	353 - 366	376 - 385	367 - 375	375 - 384
Wild Boar	C	11	367 - 380	386 - 395	376 - 384	385 - 394
Warthog	C	11	--	--	385 - 393	--
Bug Bear	U	12	381 - 390	396 - 401	394 - 400	395 - 400
Harpy	R	51	391 - 393	402 - 403	401 - 403	401 - 402
Leopard	U	60	--	404 - 409	404 - 410	403 - 408
Mountain Lion	U	61	395 - 403	410 - 415	411 - 417	409 - 414
Wild Mule	C	72	404 - 417	416 - 425	418 - 426	415 - 424
Stag	C	72	--	426 - 435	--	425 - 434
Quasit	V	80	418 - 419	436	427	435
Giant Weasel	R	100	420 - 422	437 - 438	428 - 430	436 - 437
Dire Wolf	R	101	423 - 425	439 - 440	431 - 433	438 - 439
Wolverine	U	101	426 - 435	--	--	--
Ape	V	7	--	--	434	440
Blink Dogs	R	10	436 - 438	441 - 442	435 - 437	441 - 442
Bulls	C	12	439 - 452	443 - 452	438 - 446	443 - 452
Doppleganger	V	29	453 - 454	453	447	453
Ghast	R	43	455 - 457	454 - 455	448 - 450	454 - 455
Hell Hound	V	51	--	456	451	456
Jackalwere	R	56	--	--	452 - 454	--
Werewolf	C	63	458 - 471	457 - 466	455 - 463	457 - 466
Ogre	C	75	472 - 485	467 - 476	464 - 472	467 - 476
Giant Owl	R	77	486 - 488	477 - 478	473 - 475	477 - 478

Clear Terrain

Monster		PG	Cold	Moderate	Warm	Agriculture (near humans)
Warthog	C	11	--	--	397 - 404	--
Ostrich (Flightless Bird)	C	14	--	407 - 415	405 - 412	--
Hyena	C	54	--	--	413 - 420	--
Mule (Loose)	U	72	424 - 433	416 - 423	421 - 429	404 - 414
Quasit	V	80	434 - 435	424 - 425	430 - 431	415 - 416
Stags	C	92	--	426 - 434	--	417 - 430
Sylph	V	93	436 - 437	435 - 436	432 - 433	431 - 432
Wolverine	U	101	438 - 447	--	--	--
Blink Dog	R	10	448 - 452	437 - 440	434 - 438	433 - 437
Bulls	C	12	453 - 467	441 - 449	439 - 446	--
(include some wild cattle)						
Centaur	R	14	--	450 - 453	--	--
Doppelganger	V	29	468 - 469	454 - 455	447 - 448	438 - 439
Ghast (80% with Ghouls)	R	43	470 - 474	456 - 459	449 - 453	--
Hell Hound (4 - 7 HD)	V	51	--	460 - 461	454 - 455	--
Ogre	C	75	475 - 489	462 - 470	456 - 463	440 - 453
Jackalwere (20% Jackals if warm)	R	56	--	--	464 - 468	454 - 458
Giant Poisonous Snake	C	88	--	471 - 479	469 - 476	459 - 472
Giant Spitting Snake	U	88	--	480 - 487	477 - 485	473 - 483
Giant Spider	U	90	--	488 - 495	486 - 494	484 - 494
Giant Wasp	R	99	490 - 494	496 - 499	495 - 499	495 - 499
Giant Wolverine	R	101	495 - 499	--	--	--
Brown Bear	U	9	500 - 520	500 - 513	500 - 512	500 - 515
Buffalo	U	11	521 - 540	514 - 526	513 - 524	--
Cockatrice	U	15	--	527 - 540	525 - 536	516 - 530
Lion	U	61	--	--	537 - 548	--
Giant Scorpion	U	85	541 - 560	541 - 543	549 - 560	531 - 545
Phase Spider	R	90	--	544 - 555	561 - 572	546 - 565
Giant Stag	R	92	561 - 580	556 - 567	573 - 584	--
Tiger	U	94	581 - 600	568 - 581	585 - 596	566 - 580
Basilisk	U	8	601 - 620	582 - 594	597 - 608	581 - 595
Succubus	R	18	621 - 640	595 - 606	609 - 620	596 - 615
Erinys	R	22	--	607 - 618	621 - 632	616 - 635
Displacer Beast	V	28	641 - 649	619 - 624	633 - 638	--
Weretiger	V	63	650 - 658	625 - 630	639 - 644	636 - 644
Manticore	U	65	--	631 - 644	645 - 656	645 - 659
Mummy	R	72	659 - 678	645 - 656	657 - 668	--
Giant Snake Amphisbaena	V	88	--	657 - 672	669 - 674	660 - 668
Giant Snake Constrictor	U	88	--	673 - 685	675 - 686	669 - 683
Troll	U	97	679 - 699	686 - 699	687 - 699	684 - 699
Stag Beetle	C	9	700 - 749	700 - 749	700 - 749	700 - 749
Demon Type V	R	19	750 - 756	750 - 756	750 - 754	750 - 756
Djinni	V	28	757 - 759	757 - 759	755 - 757	757 - 760
Groaning Spirit (Banshee)	V	50	760 - 762	760 - 762	758 - 760	--
Lammasu	R	59	763 - 769	763 - 769	761 - 765	761 - 767
Werebear	R	63	770 - 776	770 - 776	766 - 770	761 - 767
Rakshasa	V	81	777 - 779	777 - 779	771 - 773	768 - 774
Salamander	R	85	--	--	774 - 778	--
Demon Type I	C	18	780 - 829	780 - 829	779 - 828	778 - 827
Demon Type VI	R	19	830 - 836	830 - 836	829 - 833	828 - 834
Invisible Stalker	V	55	837 - 839	837 - 839	834 - 836	835 - 838
Night Hag	V	73	840 - 842	840 - 842	837 - 839	839 - 842

Clear Terrain

Judges Guild 19

Agriculture
(near humans)

Monster		PG	Cold	Moderate	Warm	Agriculture (near humans)
Single Horned Rhinoceros	C	82	843 - 892	843 - 892	840 - 889	843 - 892
Gyno-Sphinx	R	89	--	--	890 - 894	--
Vampire	R	99	893 - 899	893 - 899	895 - 899	893 - 899
Bulette (land shark)	V	12	--	900 - 903	--	900 - 903
Chimera	R	14	900 - 909	904 - 913	900 - 904	904 - 913
Demon Type II	C	18	910 - 969	914 - 973	905 - 944	914 - 973
Dragonne	V	34	970 - 974	974 - 977	945 - 948	974 - 977
Flesh Golem	V	48	975 - 979	978 - 980	949 - 952	978 - 981
2-Horned Rhinoceros	C	82	980 - 1039	981 - 1040	953 - 992	982 - 1041
Shedu	R	87	1040 - 1049	1041 - 1050	993 - 997	1042 - 1051
Hieraco-Sphinx	R	89	--	--	998 - 1002	--
Demon Type III	U	18	1050 - 1089	1051 - 1090	1003 - 1042	1052 - 1091
Efreeti	V	37	--	1091 - 1093	1043 - 1046	1092 - 1095
Asiatic Elephant	C	38	--	--	1047 - 1086	--
Ettin	V	40	1090 - 1094	1094 - 1096	1087 - 1090	--
Crio-Sphinx	R	89	--	--	1091 - 1095	--
Gold Dragon	V	32	1095 - 1099	1097 - 1099	1096 - 1099	1096 - 1099
Aerial Servant	V	6	1100 - 1114	1100 - 1114	1100 - 1110	1100 - 1114
Demogorgon	VV	16	1115	1115	1111	1115
Juiblex	VV	17	1116	1116	1112	1116
Orcus	VV	17	1117	1117	1113	1117
Demon Type IV	R	19	1118 - 1142	1118 - 1142	1114 - 1133	1118 - 1142
Yeenoghu	VV	20	1143	1143	1134	1143
Asmodeus	VV	21	1144	1144	1135	1144
Baalzebol	VV	21	1145	1145	1136	1145
Dispater	VV	21	1146	1146	1137	1146
Geryon	VV	22	1147	1147	1138	1147
Chromatic Dragon	VV	32	1148	1148	1139	1148
Platinum Dragon	VV	33	1149	1149	1140	1149
Air Elemental	V	37	1150 - 1164	1150 - 1164	1141 - 1151	1150 - 1164
Earth Elemental	V	38	1165 - 1179	1165 - 1179	1152 - 1161	1165 - 1179
Fire Elemental	V	38	1180 - 1194	1180 - 1194	1163 - 1173	1180 - 1194
Water Elemental	V	38	1195 - 1209	1195 - 1209	1174 - 1184	1195 - 1209
African Elephant	C	38	--	--	1185 - 1222	--
Clay Golem	V	47	1210 - 1224	1210 - 1224	1223 - 1233	1210 - 1224
Stone Golem	V	48	1225 - 1239	1225 - 1239	1234 - 1244	1225 - 1239
Iron Golem	V	48	1240 - 1254	1240 - 1254	1245 - 1255	1240 - 1254
Ki-Rin	V	57	1255 - 1269	1255 - 1269	1256 - 1266	1255 - 1269
Guardian Naga	V	72	1270 - 1284	1270 - 1284	1267 - 1277	1270 - 1284
Andro-Sphinx	V	89	--	--	1278 - 1288	--
Titan	V	94	1285 - 1299	1285 - 1299	1289 - 1299	1285 - 1299

Forests and Wilderlands

Monster		PG	Cold	Moderate	Warm	Desolar
Men			100 - 189	100 - 189	100 - 190	100 - 184
Baboon	C	8	--	190 - 199	191 - 199	185 - 194
Fire Beetle	C	9	190 - 203	200 - 209	200 - 208	195 - 204
Brain Mole	V	11	204 - 205	210	209	205
Brownie	R	11	--	211 - 212	--	206 - 207
Wild Cattle	C	13	--	213 - 222	210 - 218	208 - 217
Giant Centipede	C	14	206 - 219	223 - 232	219 - 227	218 - 227
Cerebral Parasite	R	29	220 - 222	233 - 234	228 - 230	228 - 229
Wild Dogs	C	39	223 - 236	235 - 244	231 - 239	230 - 239

Forest and Wilderlands

Monster		PG	Cold	Moderate	Warm	Desolate
Pegasus	V	78	489 - 490	479	476	479
Giant Poisonous Snake	U	88	--	480 - 485	477 - 483	480 - 485
Giant Spitting Snake	R	88	--	486 - 487	484 - 486	486 - 487
Giant Spider	U	90	--	488 - 493	487 - 493	488 - 493
Unicorn	R	98	--	494 - 495	--	494 - 495
Giant Wasp	R	99	491 - 493	496 - 497	494 - 496	496 - 497
Worg	R	101	494 - 496	498 - 499	497 - 499	498 - 499
Giant Wolverine	R	101	497 - 499	--	--	--
Boring Beetle	C	9	500 - 599	500 - 599	500 - 599	500 - 599
Brown Bear	U	9	600 - 607	600 - 605	600 - 604	600 - 603
Cockatrice	U	15	--	606 - 611	605 - 609	604 - 608
Hell Hound	V	51	--	612 - 613	610 - 611	609 - 610
Lion	U	61	--	--	612 - 617	--
Wereboar	R	63	--	--	--	611 - 613
Owl Bear	R	77	608 - 611	614 - 617	618 - 621	614 - 616
Satyr	U	85	--	--	--	617 - 621
Giant Scorpion	U	85	612 - 619	618 - 623	622 - 626	622 - 626
Giant Skunk	U	88	620 - 627	624 - 628	627 - 631	627 - 631
Phase Spider	R	90	--	629 - 632	632 - 635	632 - 634
Giant Stag	R	92	628 - 631	633 - 636	636 - 639	635 - 637
Su-Monster	U	93	632 - 638	637 - 641	640 - 644	638 - 642
Tiger	U	94	639 - 645	642 - 647	645 - 650	643 - 646
Ice Toad	R	95	646 - 649	--	--	647 - 649
Wraith	U	102	--	--	--	650 - 654
Basilisk		8	650 - 656	648 - 653	651 - 655	655 - 659
Succubus	R	18	657 - 660	654 - 657	656 - 659	660 - 662
Erinys	U	22	661 - 667	658 - 662	660 - 664	663 - 666
Displacer Beast	V	28	668 - 671	663 - 664	665 - 666	667 - 668
Intellectual Devourer	V	54	672 - 675	665 - 666	667 - 668	669 - 670
Leucrotta	R	60	--	--	--	671 - 673
Manticore	U	65	--	667 - 672	669 - 674	674 - 678
Minotaur	R	71	676 - 679	673 - 676	675 - 678	679 - 681
Mummy	R	72	680 - 683	677 - 680	679 - 682	682 - 684
Giant Porcupine	U	79	684 - 691	681 - 685	683 - 687	685 - 688
Giant Snake Amphisbaena	V	88	--	686 - 687	688 - 689	689 - 690
Giant Snake Constrictor	U	88	--	688 - 693	690 - 694	691 - 694
Troll	U	97	692 - 699	694 - 699	695 - 699	695 - 699
Demon Type V	R	19	700 - 704	700 - 704	700 - 703	700 - 704
Djinni	V	28	705 - 707	705 - 707	704 - 706	705 - 707
Green Dragon	R	33	708 - 713	708 - 712	707 - 711	708 - 712
Lammasu	R	59	714 - 719	713 - 717	712 - 715	713 - 717
Werebear	R	63	720 - 725	718 - 722	716 - 721	718 - 722
Rakshasa	V	81	726 - 728	723 - 725	722	723 - 725
Salamander	R	85	--	--	723 - 726	--
Treant	R	96	--	726 - 730	--	726 - 730
Wyvern	U	102	729 - 778	731 - 780	727 - 776	731 - 780
Demon Type I	C	18	779 - 879	781 - 880	777 - 876	781 - 880
Demon Type VI	R	19	879 - 883	881 - 884	877 - 880	881 - 884

Forest and Wilderlands

Monster		PG	Cold	Moderate	Warm	Desolate
Gorgon	R	49	884 - 888	885 - 889	881 - 884	885 - 889
Invisible Stalker	V	55	889 - 891	890 - 892	885 - 887	890 - 892
Night Hag	V	73	892 - 894	893 - 895	888 - 890	893 - 895
Gyno-Sphinx	R	89	--	--	891 - 895	--
Vampire	R	99	895 - 899	896 - 899	896 - 899	896 - 899
Bulette	V	12	--	900 - 901	--	900 - 901
Chimera	R	14	900 - 918	902 - 920	900 - 909	902 - 911
Demon Type II	C	18	919 - 1018	921 - 1020	910 - 959	912 - 961
Dragonne	V	34	1019 - 1021	1021 - 1022	960 - 961	962 - 963
Flesh Golem	V	48	1022 - 1024	1023 - 1024	962 - 963	964 - 965
Shedu	R	87	1025 - 1043	1025 - 1043	964 - 973	966 - 975
Hieracosphinx	R	89	--	--	974 - 983	976 - 984
Demon Type III	U	18	1044 - 1093	1044 - 1093	984 - 1033	985 - 1034
Gold Dragon	V	32	1094 - 1096	1094 - 1095	1034 - 1035	1035 - 1036
Efreeti	V	37	--	1096 - 1097	1036 - 1037	1037 - 1038
Asiatic Elephant	C	38	--	--	1038 - 1087	1039 - 1088
Ettin	V	40	1097 - 1099	1098 - 1099	1088 - 1089	1089 - 1090
Criosphinx	R	89	--	--	1090 - 1099	1091 - 1099
Aerial Servant	V	6	1100 - 1105	1100 - 1105	1100 - 1104	1100 - 1104
Beholder	V	10	--	--	--	1105 - 1109
Demogorgon	VV	16	1106	1106	1105	1110
Juiblex	VV	17	1107	1107	1106	1111
Orcus	VV	17	1108	1108	1107	1112
Demon Type IV	R	19	1109 - 1168	1109 - 1168	1108 - 1137	1113 - 1142
Yeenoghu	VV	19	1169	1169	1138	1143
Asmodeus	VV	20	1170	1170	1139	1144
Baalzeba	VV	21	1171	1171	1140	1145
Dispater	VV	21	1172	1172	1141	1146
Geryon	VV	22	1173	1173	1142	1147
Platinum Dragon	VV	33	1174	1174	1143	1148
Air Elemental	V	37	1175 - 1180	1175 - 1180	1144 - 1148	1149 - 1153
Earth Elemental	V	38	1181 - 1186	1181 - 1186	1149 - 1153	1154 - 1158
Fire Elemental	V	38	1187 - 1191	1187 - 1191	1154 - 1159	1159 - 1163
Water Elemental	V	38	1192 - 1197	1192 - 1197	1160 - 1164	1164 - 1168
African Elephant	C	38	--	--	1165 - 1224	1169 - 1228
Clay Golem	V	47	1198 - 1203	1198 - 1203	1225 - 1229	1229 - 1233
Iron Golem	V	48	1204 - 1209	1204 - 1209	1230 - 1234	1234 - 1238
Stone Golem	V	48	1210 - 1215	1210 - 1215	1235 - 1239	1239 - 1243
Ki-Rin	V	57	1216 - 1221	1216 - 1221	1240 - 1245	1244 - 1248
Lich	V	61	1222 - 1226	1222 - 1226	1246 - 1250	1249 - 1253
Guardian Naga	V	72	1227 - 1232	1227 - 1232	1251 - 1256	1254 - 1258
Androsphinx	V	89	--	--	1257 - 1262	1259 - 1263
Titan	V	94	1233 - 1238	1233 - 1238	1263 - 1268	1264 - 1268
Trapper	R	95	1239 - 1298	1239 - 1298	1269 - 1298	1269 - 1298
Chromatic Dragon	VV	16	1299	1299	1299	1299

Jungle Terrain

Monster		PG	Cool	Moderate	Warm	Near Water
Men	C	66	100 - 184	100 - 181	100 - 178	100 - 181
Baboon	C	8	--	182 - 195	179 - 191	182 - 193
Badger	U	8	185 - 194	196 - 203	192 - 199	194 - 201
Fire Beetle	C	9	195 - 214	204 - 217	200 - 212	202 - 213
Brain Mole	V	11	215 - 217	218 - 219	213 - 214	214 - 215
Wild Cattle	C	13	--	220 - 233	215 - 227	216 - 227
Giant Centipede	C	14	218 - 237	234 - 247	228 - 240	228 - 239
Cerebral Parasite	R	14	238 - 242	248 - 252	241 - 245	240 - 244
Wild Dog	C	29	243 - 262	253 - 266	246 - 258	245 - 256
Hobgoblin	U	52	263 - 272	267 - 274	259 - 266	257 - 264
Jackal	C	56	273 - 292	275 - 288	267 - 279	265 - 276
Orc	C	76	293 - 312	289 - 302	280 - 292	277 - 288
Rot Grub	R	83	313 - 317	303 - 307	293 - 297	289 - 293
Large Spider	C	90	--	308 - 321	298 - 310	294 - 305
Elves	U	39	318 - 327	322 - 329	311 - 318	306 - 313
Giant Ant	R	7	328 - 332	330 - 334	319 - 323	314 - 318
Ghoul	U	73	333 - 342	335 - 342	324 - 331	319 - 326
Homonculous	V	53	343 - 345	343 - 344	332 - 333	327 - 328
Wild Horse	U	53	346 - 355	345 - 352	334 - 341	329 - 336
Imp	V	54	356 - 358	353 - 354	342 - 343	337 - 338
Pseudo-Dragon	V	59	--	355 - 356	--	339 - 340
Huge Spider	C	90	--	357 - 370	344 - 356	341 - 352
Giant Toad	C	95	359 - 378	371 - 384	357 - 369	353 - 364
Poisonous Toad	U	95	379 - 388	385 - 392	370 - 377	365 - 372
Zombie	R	103	389 - 393	393 - 397	378 - 382	373 - 377
Wild Boar	C	11	394 - 413	398 - 411	383 - 395	378 - 389
Warthog	C	11	--	--	396 - 408	390 - 401
Doppelganger	V	29	414 - 416	412 - 413	409 - 410	402 - 403
Crocodile	C	15	--	--	--	404 - 415
Leopard	U	60	--	414 - 441	411 - 418	416 - 423
Quasit	V	80	417 - 419	422 - 423	419 - 420	424 - 425
Water Wierd	V	100	--	--	--	426 - 427
Wolverine	U	101	420 - 429	--	--	--
Ape (Gorilla)	V	7	--	424 - 425	421 - 422	428 - 429
Blink Dog	R	10	430 - 434	426 - 430	423 - 427	430 - 434
Ghast	R	43	435 - 439	431 - 435	428 - 432	435 - 439
Hell Hound	V	51	--	436 - 437	433 - 434	440 - 441
Jackalwere	R	56	--	--	435 - 439	--
Jaguar	U	56	440 - 449	438 - 445	440 - 447	442 - 449
Werewolf	C	63	450 - 469	446 - 459	448 - 460	450 - 461
Ogre	C	75	470 - 489	460 - 473	461 - 473	462 - 473
Giant Poisonous Snake	U	88	--	474 - 481	474 - 481	474 - 481
Giant Spitting Snake	R	88	--	482 - 486	482 - 486	482 - 486
Giant Spider	U	90	--	487 - 494	487 - 494	487 - 494
Giant Wasp	R	99	440 - 494	495 - 499	495 - 499	495 - 499
Giant Wolverine	R	101	495 - 499	--	--	--
Ape (Carnivorous)	R	7	--	500 - 511	500 - 511	500 - 511
Cockatrice	U	15	--	512 - 525	512 - 524	512 - 525
Hydra	U	53	500 - 520	526 - 539	525 - 537	526 - 539
Lion	U	61	--	--	538 - 550	--
Giant Scorpion	U	85	521 - 541	540 - 553	551 - 563	540 - 553

Jungle Terrain

Monster		PG	Cool	Moderate	Warm	Near Water
Phase Spider	R	90	--	554 - 565	564 - 575	554 - 565
Tiger	U	94	542 - 562	566 - 579	576 - 588	566 - 579
Bailisk	U	8	563 - 583	580 - 593	589 - 601	580 - 593
Succubus	R	18	584 - 603	594 - 605	602 - 613	594 - 605
Erinyes	U	22	604 - 624	606 - 619	614 - 626	606 - 619
Displacer Beast	V	28	625 - 631	620 - 623	627 - 630	620 - 623
Pyrohydra	R	54	632 - 651	624 - 635	631 - 642	624 - 635
Weretiger	V	63	652 - 658	636 - 639	643 - 646	636 - 639
Manticore	U	65	--	640 - 653	647 - 659	640 - 653
Mummy (near lair/ruins)	R	72	659 - 678	654 - 665	660 - 671	654 - 665
Giant Snake Amphisbaena	V	88	--	666 - 670	672 - 674	666 - 670
Giant Snake Constrictor	U	88	--	671 - 685	675 - 686	671 - 685
Troll	U	97	679 - 699	686 - 699	687 - 699	686 - 699
Demon Type V	R	19	700 - 704	700 - 704	700 - 702	700 - 704
Djinni	V	28	705 - 706	705 - 706	703 - 704	705 - 706
Lernaean Hydra	V	54	707 - 708	707 - 708	705 - 706	707 - 708
Lammasu	R	59	709 - 713	709 - 713	707 - 709	709 - 713
Rakshasa	V	81	714 - 715	714 - 715	710 - 711	714 - 715
Salamander	R	85	--	--	712 - 715	--
Wyvern	U	102	716 - 735	716 - 735	716 - 735	716 - 735
Demon Type I	C	18	736 - 800	736 - 800	736 - 800	736 - 800
Demon Type VI	R	19	801 - 805	801 - 805	801 - 803	801 - 805
Hippopotomus	U	52	806 - 825	806 - 825	804 - 823	806 - 825
Invisible Stalker	V	55	826 - 827	826 - 827	824 - 825	826 - 827
Minotaur Lizard	R	61	828 - 832	828 - 832	826 - 828	828 - 832
Night Hag	V	73	833 - 834	833 - 834	829 - 830	833 - 834
Single-horned Rhinoceros	C	82	835 - 899	835 - 899	831 - 895	835 - 899
Gynosphinx	R	89	--	--	896 - 899	--
Bulette	V	12	--	900 - 901	--	--
Chimera	R	14	900 - 910	902 - 910	900 - 904	900 - 909
Couatl	V	15	911 - 912	911 - 912	905 - 906	910 - 911
Demon Type II	C	18	913 - 977	913 - 977	907 - 949	912 - 976
Dragonne	V	34	978 - 979	978 - 979	950 - 951	977 - 978
Flesh Golem	V	48	980 - 981	980 - 981	952 - 953	979 - 980
Two-horned Rhinoceros	C	82	982 - 1046	982 - 1046	954 - 996	981 - 1045
Shedu	R	87	1047 - 1057	1047 - 1055	997 - 1001	1046 - 1055
Hieracosphinx	R	89	--	--	1002 - 1006	--
Demon Type III	U	18	1058 - 1097	1056 - 1095	1007 - 1046	1056 - 1095
Efretti	V	37	--	1096 - 1097	1047 - 1048	1096 - 1097
Asiatic Elephant	C	38	--	--	1049 - 1092	--
Ettin	V	40	1098 - 1099	1098 - 1099	1093 - 1094	1098 - 1099
Criosphinx	R	89	--	--	1095 - 1099	--
Aerial Servant	V	6	1100 - 1102	1100 - 1102	1100 - 1102	1100 - 1102
Beetle Rhinoceros	C	9	1103 - 1232	1103 - 1232	1103 - 1167	1103 - 1232
Demogorgon	VV	16	1233	1233	1168	1233
Juiblex	VV	17	1234	1234	1169	1234
Orcus	VV	17	1235	1235	1170	1235
Demon Type IV	R	19	1236 - 1259	1236 - 1259	1171 - 1191	1236 - 1256
Yeenoghu	VV	19	1260	1260	1192	1257
Asmodus	VV	20	1261	1261	1193	1258
Baalzebol	VV	21	1262	1262	1194	1259
Dispater	VV	21	1263	1263	1195	1260

Jungle Terrain

Monster		PG	Cool	Moderate	Warm	Near Water
Geryon	VV	22	1264	1264	1196	1261
Gold Dragon	V	32	1265 - 1267	1265 - 1267	1197 - 1199	1262 - 1264
Chromatic Dragon	VV	32	1268	1268	1200	1265
Platinum Dragon	VV	33	1269	1269	1201	1266
Air Elemental	V	37	1270 - 1272	1270 - 1272	1202 - 1204	1267 - 1269
Water Elemental	V	38	--	--	--	1270 - 1272
Earth Elemental	V	38	1273 - 1275	1273 - 1275	1205 - 1207	1273 - 1275
Fire Elemental	V	38	1276 - 1278	1276 - 1278	1208 - 1210	1276 - 1278
African Elephant	C	38	--	--	1211 - 1275	--
Clay Golem	V	47	1279 - 1281	1279 - 1281	1276 - 1278	1279 - 1281
Stone Golem	V	48	1282 - 1284	1282 - 1284	1279 - 1281	1282 - 1284
Iron Golem	V	48	1285 - 1287	1285 - 1287	1282 - 1284	1285 - 1287
Ki-Rin	V	57	1288 - 1290	1288 - 1290	1285 - 1287	1288 - 1290
Lich	V	61	1291 - 1293	1291 - 1293	1288 - 1290	1291 - 1293
Guardian Naga	V	72	1294 - 1296	1294 - 1296	1291 - 1293	1294 - 1296
Andorsphinx	V	89	--	--	1294 - 1296	--

Arid Terrain

Monster		PG	Cold	Moderate	Warm
Men			100 - 181	100 - 186	100 - 184
Fire Beetle	C	9	182 - 211	187 - 206	185 - 199
Brain Mole	V	11	212 - 214	207 - 208	200 - 202
Giant Centipede	C	14	215 - 244	209 - 228	203 - 217
Cerebral Parasite	R	14	245 - 249	229 - 234	218 - 222
Wild Dogs	C	29	250 - 279	235 - 254	223 - 237
Hobgoblin	U	52	280 - 295	255 - 265	238 - 248
Jackal	C	56	--	--	249 - 263
Orc	C	76	296 - 325	266 - 285	264 - 278
Rot Grub	R	83	326 - 330	286 - 291	279 - 283
Large Spider	C	90	--	292 - 311	284 - 298
Elves	U	39	331 - 346	312 - 322	299 - 309
Giant Ants	R	7	347 - 351	323 - 328	310 - 314
Ghoul	U	43	352 - 367	329 - 339	315 - 325
Homonoculous	V	53	368 - 370	340 - 341	326 - 328
Imp	V	54	371 - 373	342 - 343	329 - 331
Giant Lynx	R	64	374 - 378	--	--
Pseudo-Dragon	V	79	--	344 - 345	--
Huge Spider	C	90	--	346 - 365	332 - 346
Giant Toad	C	95	--	366 - 385	347 - 361
Poisonous Toad	V	95	--	386 - 396	362 - 372
Zombie	R	103	379 - 383	397 - 402	373 - 377
Wild Boar	C	11	384 - 413	403 - 422	378 - 392
Warthog	C	11	--	--	393 - 407
Camel	C	13	--	--	408 - 422
Mountain Lion	U	61	414 - 429	423 - 233	423 - 433
Quasit	V	80	430 - 432	434 - 435	434 - 436
Wolverine	U	101	433 - 448	--	--
Doppelganger	V	29	449 - 451	436 - 437	437 - 439

Arid Terrain

Monster		PG	Cold	Moderate	Warm
Ghast	R	43	452 - 456	438 - 443	440 - 444
Hell Hound	V	51	--	444 - 445	445 - 447
Jackalwere	R	56	--	--	448 - 452
Ogre	C	75	457 - 486	446 - 465	453 - 467
Giant Poisonous Snake	U	88	--	466 - 476	468 - 478
Giant Spitting Snake	R	88	--	477 - 482	479 - 483
Giant Spider	U	90	--	483 - 493	484 - 494
Giant Wasp	R	99	487 - 491	494 - 499	495 - 499
Giant Wolverine	R	101	492 - 496	--	--
Yeti	V	103	497 - 499	--	--
White Dragon	U	34	500 - 522	--	--
Lion	U	61	--	--	500 - 514
Giant Scorpion	U	85	523 - 545	500 - 518	515 - 528
Phase Spider	R	90	--	519 - 539	529 - 549
Ice Toad	R	95	546 - 566	--	--
Basilisk	U	8	567 - 589	540 - 558	550 - 563
Succubus	R	18	590 - 610	559 - 579	564 - 584
Erinyes	U	22	611 - 633	580 - 598	585 - 598
Displacer Beast	V	28	634 - 644	599 - 609	599 - 609
Brass Dragon	U	31	--	--	610 - 624
Manticore	U	65	--	610 - 629	625 - 639
Mummy	R	72	645 - 665	630 - 650	640 - 660
Giant Snake Amphisbaena	V	88	--	651 - 661	661 - 671
Giant Snake Constrictor	U	88	--	662 - 680	672 - 685
Troll	U	97	666 - 688	681 - 699	686 - 699
Winter Wolf	V	101	689 - 699	--	--
Demon Type V	R	19	700 - 712	700 - 709	700 - 702
Djinni	V	28	713 - 716	710 - 714	703 - 704
Lammasu	R	59	717 - 728	715 - 724	705 - 707
Rakshasa	V	81	729 - 732	725 - 729	708 - 709
Remorhaz	V	82	733 - 736	--	--
Salamander	R	85	--	--	710 - 712
Demon Type I	C	18	737 - 866	730 - 859	713 - 842
Demon Type VI	R	19	867 - 879	860 - 869	843 - 845
Blue Dragon	R	31	--	870 - 879	846 - 848
Copper Dragon	U	32	--	--	849 - 886
Invisible Stalker	V	55	880 - 883	880 - 884	887 - 888
Minotaur Lizard	R	61	--	--	889 - 891
Night Hag	V	73	884 - 887	885 - 889	892 - 893
Gynosphinx	R	89	--	--	894 - 896
Vampire	R	99	888 - 899	890 - 899	897 - 899
Bulette	V	12	--	900 - 901	--
Chimera	R	14	900 - 906	902 - 910	900 - 903
Demon Type II	C	18	907 - 1036	911 - 1040	904 - 1033
Dragonne	V	34	1037 - 1038	1041 - 1042	1034 - 1035
Flesh Golem	V	48	1039 - 1040	1043 - 1044	1036 - 1037
Lamia	V	59	--	1045 - 1046	1038 - 1039
Shedu	R	87	1041 - 1047	1047 - 1055	1040 - 1043
Hieracosphinx	R	89	--	--	1044 - 1048
Demon Type III	U	18	1048 - 1087	1056 - 1095	1049 - 1088
Gold Dragon	V	32	1088 - 1089	1096 - 1097	1089 - 1090
Efretti	V	37	--	--	1091 - 1092

Arid Terrain

Monster		PG	Cold	Moderate	Warm
Frost Giant	R	44	1090 - 1097	-	-
Ettin	V	40	1098 - 1099	1098 - 1099	1093 - 1094
Criosphinx	R	89	-	-	1095 - 1099
Aerial Servant	V	6	1100 - 1110	1100 - 1110	1100 - 1109
Demogorgon	VV	16	1111	1111	1110
Jubilex	VV	16	1112	1112	1111
Orcus	VV	17	1113	1113	1112
Demon Type IV	R	19	1114 - 1153	1114 - 1153	1113 - 1152
Yeenoghu	VV	19	1154	1154	1153
Asmodeus	VV	20	1155	1155	1154
Baalzebol	VV	21	1156	1156	1155
Dispater	VV	21	1157	1157	1156
Geryon	VV	22	1158	1158	1157
Chromatic Dragon	VV	32	1159	1159	1158
Platinum Dragon	VV	33	1160	1160	1159
Air Elemental	V	37	1161 - 1171	1161 - 1171	1160 - 1169
Earth Elemental	V	38	1172 - 1182	1172 - 1182	1170 - 1179
Fire Elemental	V	38	1183 - 1193	1183 - 1193	1180 - 1189
Clay Golem	V	47	1194 - 1204	1194 - 1204	1190 - 1199
Stone Golem	V	48	1205 - 1215	1205 - 1215	1200 - 1209
Iron Golem	V	48	1216 - 1226	1216 - 1226	1210 - 1219
Ki-Rin	V	57	1227 - 1237	1227 - 1237	1220 - 1229
Guardian Naga	V	72	1238 - 1248	1238 - 1248	1230 - 1239
Androsphinx	V	89	-	-	1240 - 1249
Titan	V	94	1249 - 1259	1249 - 1259	1250 - 1259
Random God	R		1260 - 1299	1260 - 1299	1260 - 1299

Mountain Terrain

Monster		PG	Cold	Moderate	Warm	Peaks
Men			100 - 183	100 - 194	100 - 185	100 - 179
Baboon	C	8	-	195 - 206	186 - 196	-
Badger	U	8	184 - 192	207 - 213	197 - 203	180 - 186
Fire Beetle	C	9	193 - 212	214 - 225	204 - 214	-
Brain Mole	V	11	213 - 214	226 - 227	215 - 216	187 - 188
Wild Cattle	C	13	-	228 - 239	217 - 227	-
Giant Centipede	C	14	215 - 234	240 - 251	228 - 238	189 - 208
Cerebral Parasite	R	14	235 - 237	252 - 254	239 - 241	209 - 211
Wild Dogs	C	29	238 - 257	255 - 266	242 - 252	-
Goblins	U	47	258 - 266	267 - 273	253 - 259	212 - 218
Gnomes	R	46	267 - 269	274 - 276	260 - 262	219 - 221
Hobgoblins	U	52	270 - 278	277 - 283	263 - 269	222 - 228
Jackals	C	56	-	-	270 - 280	-
Orcs	C	76	279 - 298	284 - 295	281 - 291	229 - 248
Rot Grub	R	83	-	296 - 298	292 - 294	-
Large Spider	C	90	-	299 - 310	295 - 305	249 - 268
Dwarves	U	35	299 - 307	311 - 317	306 - 312	269 - 275
Giant Ants	R	7	308 - 310	318 - 320	313 - 315	-
Dryads	V	35	-	321 - 322	316 - 317	-
Ghoul	U	43	311 - 319	323 - 329	318 - 324	276 - 282
Homonculous	V	53	320 - 321	330 - 331	325 - 326	283 - 284
Wild Horses	U	53	322 - 330	332 - 338	327 - 333	285 - 291
Imp	V	54	331 - 332	339 - 340	334 - 335	292 - 293

Monster		PG	Cold	Moderate	Warm	Peaks
Giant Lynx	R	64	333 - 335	--	--	294 - 296
Pseudo-Dragon	V	79	--	341 - 342	--	297 - 298
Huge Spider	C	90	--	343 - 354	336 - 346	299 - 318
Giant Toads	C	95	--	355 - 366	347 - 357	--
Poisonous Toads	U	95	--	367 - 373	358 - 364	--
Zombie	R	103	336 - 338	374 - 376	365 - 367	319 - 321
Giant Badger	V	8	339 - 340	377 - 378	368 - 369	322 - 323
Black Bear	C	9	341 - 360	379 - 390	370 - 380	324 - 343
Wild Boar	C	11	361 - 380	391 - 402	381 - 391	344 - 363
Warthog	C	11	--	--	392 - 402	--
Bug Bear	U	12	381 - 389	402 - 409	403 - 409	364 - 370
Harpy	R	51	390 - 392	410 - 412	410 - 412	371 - 373
Hippogriff	R	52	--	--	--	374 - 376
Mountain Lion	U	62	393 - 401	413 - 419	413 - 419	377 - 383
Mules	C	72	402 - 421	420 - 431	420 - 430	384 - 403
Quasit	V	80	422 - 423	432 - 433	431 - 432	404 - 405
Sylph	V	93	--	--	--	406 - 407
Wolverine	U	101	424 - 432	--	--	408 - 414
Blink Dog	R	10	433 - 435	434 - 436	433 - 435	415 - 417
Doppleganger	V	29	436 - 437	437 - 438	436 - 437	418 - 419
Giant Eagle	R	36	--	--	--	420 - 422
Ghast	R	43	438 - 440	439 - 441	438 - 440	423 - 425
Hell Hound	R	51	--	442 - 444	441 - 443	426 - 428
Jackalwere	R	56	--	--	444 - 446	--
Werewolf	C	63	441 - 460	445 - 456	447 - 457	429 - 448
Ogre	C	75	461 - 480	457 - 468	458 - 468	449 - 468
Giant Owl	R	77	481 - 483	469 - 471	469 - 471	469 - 471
Pegasus	V	78	484 - 485	472 - 473	472 - 473	472 - 473
Peryton	R	78	486 - 488	474 - 476	474 - 476	474 - 476
Giant Ram	R	81	489 - 491	477 - 479	477 - 479	477 - 479
Giant Poisonous Snake	U	88	--	480 - 486	480 - 486	480 - 486
Giant Spitting Snake	R	88	--	487 - 489	487 - 489	487 - 489
Giant Spider	U	90	--	490 - 496	490 - 496	490 - 496
Giant Wasp	R	99	492 - 494	497 - 499	497 - 499	497 - 499
Giant Wolverine	R	101	495 - 497	--	--	--
Yeti	V	103	498 - 499	--	--	--
Carnivorous Ape	R	7	500 - 509	500 - 507	500 - 507	500 - 509
Brown Bear	U	9	510 - 521	508 - 518	508 - 517	510 - 519
Cockatrice	U	15	--	519 - 529	518 - 527	520 - 529
White Dragon	U	34	522 - 533	--	--	530 - 539
Learnaean Hydra (5-12 max)	V	54	534 - 537	530 - 533	528 - 531	--
Pyrohydra (5-8 max)	R	54	--	534 - 540	532 - 540	--
Lion	U	61	--	--	541 - 550	--
Ogre Mage	V	76	538 - 541	541 - 544	551 - 554	540 - 544
Su-Monster	U	93	542 - 553	545 - 555	555 - 564	545 - 554
Giant Scorpion	U	85	554 - 565	556 - 566	565 - 574	555 - 564
Phase Spider	R	90	--	567 - 574	575 - 582	565 - 574
Tiger	U	94	566 - 577	575 - 585	583 - 592	575 - 584
Ice Toad	R	95	578 - 587	586 - 592	--	585 - 594
Wraith	U	102	588 - 599	593 - 603	593 - 602	595 - 604
Basilisk	U	8	600 - 611	604 - 614	603 - 612	605 - 614
Cave Bear	U	9	612 - 623	615 - 625	613 - 622	615 - 624
Succubus	R	18	624 - 633	626 - 632	623 - 631	625 - 634
Erinyes	U	22	634 - 645	633 - 643	632 - 641	635 - 644

Mountain Terrain

Monster		PG	Cold	Moderate	Warm	Peaks
Displacer Beast	V	28	646 - 649	644 - 647	642 - 645	645 - 649
Intellect Devourer	V	54	650 - 653	648 - 651	646 - 649	650 - 654
Leucrotta	R	60	654 - 663	652 - 658	650 - 658	655 - 664
Minotaur	R	71	664 - 673	659 - 665	659 - 667	--
Muumy	R	72	674 - 683	666 - 673	668 - 675	--
Giant Snake Amphisbaena	V	88	--	674 - 677	676 - 679	665 - 669
Giant Snake Constrictor	U	88	--	678 - 688	680 - 689	670 - 679
Troll	U	97	684 - 695	689 - 699	690 - 699	680 - 689
Wind Walker	R	101	--	--	--	690 - 699
Winter Wolf	V	101	696 - 699	--	--	--
Demon Type V	R	19	700 - 703	700 - 703	700 - 702	700 - 703
Djinni	V	28	704 - 705	704 - 705	703 - 704	704 - 705
Copper Dragon	U	32	--	--	705 - 720	--
Griffon	U	50	706 - 729	706 - 729	721 - 736	706 - 729
Lammasu	R	59	730 - 733	730 - 733	737 - 739	730 - 733
Werebear	R	63	734 - 737	734 - 737	740 - 742	734 - 737
Rakshasa	V	81	738 - 739	738 - 739	743 - 744	738 - 739
Salamander	R	85	--	--	745 - 747	--
Wyvern	U	102	740 - 763	740 - 763	748 - 763	740 - 763
Demon Type I	C	18	764 - 883	764 - 823	764 - 823	764 - 823
Demon Type VI	R	19	884 - 887	824 - 827	824 - 826	824 - 827
Hill Giant	C	45	--	828 - 887	827 - 886	828 - 887
Gorgon	R	29	888 - 891	888 - 891	887 - 889	888 - 891
Invisible Stalker	V	55	892 - 893	892 - 893	890 - 891	892 - 893
Night Hag	V	73	894 - 895	894 - 895	892 - 893	894 - 895
Gynosphinx	R	89	--	--	894 - 896	--
Vampire	R	99	896 - 899	896 - 899	897 - 899	896 - 899
Bulette	V	12	--	900 - 901	--	--
Chimera	R	14	900 - 905	902 - 907	900 - 904	900 - 907
Demon Type II	C	18	906 - 1021	908 - 1023	905 - 962	908 - 1023
Copper Dragon	U	32	--	--	963 - 978	--
Red Dragon	R	33	1022 - 1027	1024 - 1029	979 - 983	1024 - 1031
Silver Dragon	V	34	--	--	--	1032 - 1033
Dragonne	V	34	1028 - 1030	1030 - 1031	984 - 985	1034 - 1035
Stone Giant	U	45	1031 - 1054	1032 - 1055	986 - 1001	1036 - 1059
Flesh Golem	V	49	1055 - 1057	1056 - 1057	1002 - 1003	1060 - 1061
Shedu	R	87	1058 - 1063	1058 - 1063	1004 - 1008	1062 - 1069
Hieracosphinx	R	89	--	--	1009 - 1013	--
Demon Type III	U	18	1064 - 1087	1064 - 1087	1014 - 1029	1070 - 1093
Gold Dragon	V	32	1088 - 1090	1088 - 1089	1030 - 1031	1094 - 1095
Efreeti	V	37	--	1090 - 1091	1032 - 1033	1096 - 1097
Asiatic Elephant	C	38	--	--	1034 - 1092	--
Ettin	V	40	1091 - 1093	1092 - 1093	1093 - 1094	1098 - 1099
Frost Giant	R	44	1094 - 1099	1094 - 1099	--	--
Criosphinx	R	89	--	--	1095 - 1099	--
Aerial Servant	V	6	1100 - 1109	1100 - 1109	1100 - 1107	1100 - 1109
Demogorgon	VV	16	1110	1110	1108	1110
Jubilex	VV	17	1111	1111	1109	1111
Orcus	VV	17	1112	1112	1110	1112
Demon Type IV	R	19	1113 - 1192	1113 - 1142	1111 - 1125	1113 - 1127
Yeenoghu	VV	19	1193	1143	1126	1128
Asmodeus	VV	20	1194	1144	1127	1129

Monster		PG	Cold	Moderate	Warm	Peaks
Raalzebol	VV	21	1195	1145	1128	1130
Dispater	VV	21	1196	1146	1129	1131
Geryon	VV	22	1197	1147	1130	1132
Platinum Dragon	VV	33	1198	1148	1131	1133
Chromatic Dragon	VV	32	1199	1149	1132	1134
Air Elemental	V	37	1200 - 1209	1150 - 1159	1133 - 1140	1135 - 1144
Earth Elemental	V	38	1210 - 1219	1160 - 1169	1141 - 1148	1145 - 1154
Fire Elemental	V	38	1220 - 1229	1170 - 1179	1149 - 1156	1155 - 1164
African Elephant	C	38	--	--	1157 - 1200	--
Fire Giant	U	44	--	1180 - 1229	1201 - 1220	1165 - 1184
Cloud Giant	R	44	--	--	--	1185 - 1199
Storm Giant	R	45	--	--	--	1200 - 1214
Clay Golem	V	47	1230 - 1239	1230 - 1239	1221 - 1228	1215 - 1224
Stone Golem	V	48	1240 - 1249	1240 - 1249	1229 - 1236	1225 - 1234
Iron Golem	V	48	1250 - 1259	1250 - 1259	1237 - 1244	1235 - 1244
Ki-Rin	V	57	1260 - 1269	1260 - 1269	1245 - 1252	1245 - 1254
Lich	V	61	1270 - 1279	1270 - 1279	1253 - 1260	1255 - 1264
Gardian Naga	V	72	1280 - 1289	1280 - 1289	1261 - 1268	1265 - 1274
Roc	R	82	--	--	1269 - 1283	1275 - 1289
Androsphinx	V	89	--	--	1284 - 1291	--
Titan	V	94	1290 - 1299	1290 - 1299	1292 - 1299	1290 - 1299

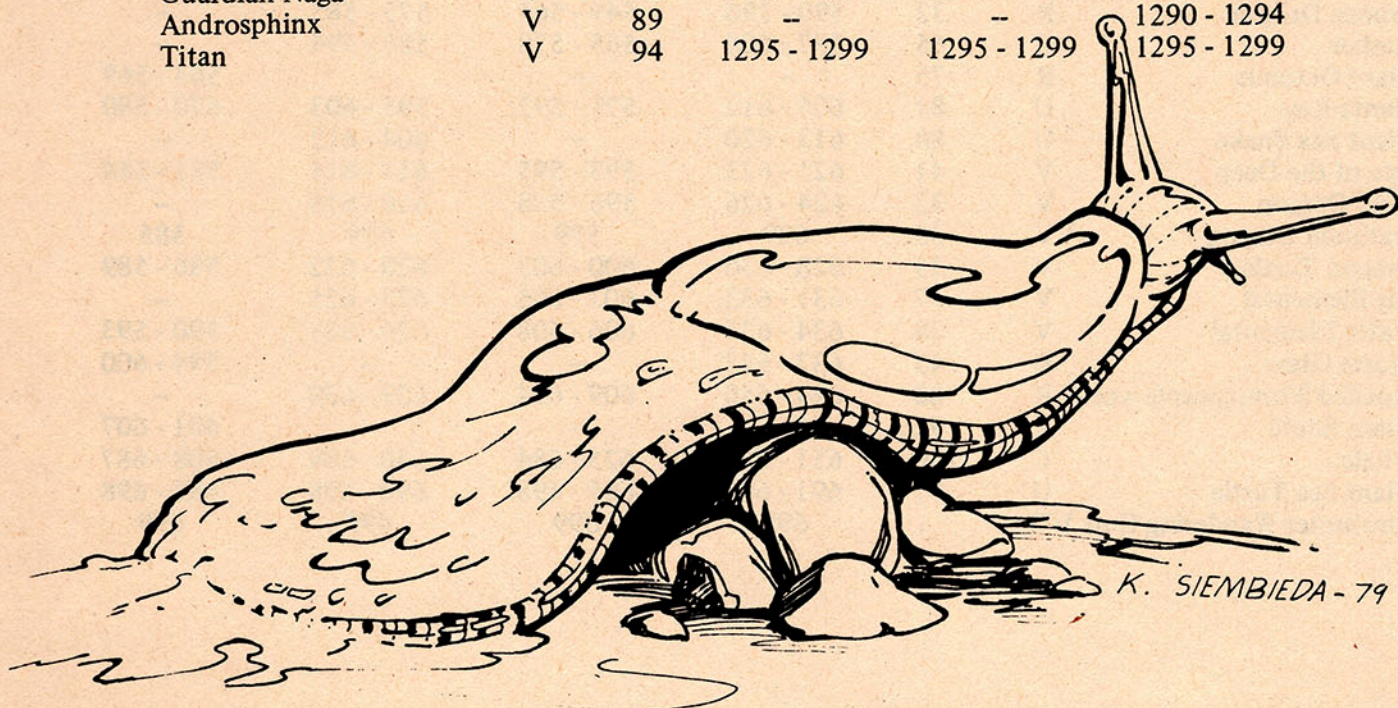
Swamps and Marshes

Monster		PG	Cool	Moderate	Warm
Men	C	66	100 193	100 - 195	100 190
Badger	U	8	194 - 201	196 - 202	191 - 197
Fire Beetle	C	8	202 - 222	203 - 217	198 - 211
Brain Mole	V	9	223 - 224	218 - 219	212 - 213
Giant Centipede	C	14	225 - 245	220 - 234	214 - 227
Cerebral Parasite	R	14	246 - 249	235 - 238	228 - 231
Wild Dog	C	29	250 - 270	239 - 253	232 - 245
Giant Frog	U	41	271 - 278	254 - 260	246 - 252
Killer Frog	V	41	279 - 280	261 - 262	253 - 254
Poisonous Frog	R	41	281 - 284	263 - 266	255 - 258
Hobgoblin	U	52	285 - 292	267 - 273	259 - 265
Jackal	C	56	--	--	266 - 279
Giant Leech	U	60	293 - 300	274 - 280	280 - 286
Orc	C	76	301 - 321	281 - 295	287 - 300
Rot Grub	R	83	322 - 325	296 - 299	301 - 304
Large Spider	C	90	--	300 - 314	305 - 318
Elves	U	39	326 - 333	315 - 321	319 - 325
Giant Ants	R	7	334 - 337	322 - 325	326 - 329
Ghoul	U	43	338 - 345	326 - 332	330 - 336
Homonculous	V	53	346 - 347	333 - 334	337 - 338
Wild Horse	U	53	348 - 355	335 - 341	339 - 345
Imp	V	54	356 - 357	342 - 343	346 - 347
Lizard Man	R	62	358 - 361	344 - 347	348 - 351
Pseudo-Dragon	V	79	--	348 - 349	--
Huge Spider	C	90	--	350 - 364	352 - 365
Giant Toad	C	95	--	365 - 379	366 - 379
Poisonous Toad	U	95	--	380 - 386	380 - 386
Zombie	R	103	362 - 365	387 - 390	387 - 390

Monster		PG	Cool	Moderate	Warm
Wild Boar	C	11	366 - 386	391 - 405	391 - 404
Crocodile	C	15	387 - 407	406 - 420	405 - 418
Harpy	R	51	408 - 411	421 - 424	419 - 422
Giant Lizard	U	61	412 - 419	425 - 431	423 - 429
Quasit	V	80	420 - 421	432 - 433	430 - 431
Water Weird	V	100	422 - 423	434 - 435	432 - 433
Blink Dog	R	10	424 - 427	436 - 439	434 - 437
Doppleganger	V	29	428 - 429	440 - 441	438 - 439
Ghast	R	43	430 - 433	442 - 445	440 - 443
Hell Hound	V	51	--	446 - 447	444 - 445
Jackalwere	R	56	--	--	446 - 449
Werewolf	C	63	434 - 454	448 - 462	450 - 463
Ogre	C	75	455 - 475	463 - 477	464 - 477
Giant Poisonous Snake	U	88	476 - 483	478 - 484	478 - 484
Giant Spitting Snake	R	88	484 - 487	485 - 488	485 - 488
Giant Spider	U	90	488 - 495	489 - 495	489 - 495
Giant Wasp	R	99	496 - 499	496 - 499	496 - 499
Cockatrice	U	15	--	500 - 512	500 - 511
Hydra	U	53	500 - 519	513 - 525	512 - 523
Lion	U	61	--	--	524 - 535
Giant Scorpion	U	85	520 - 539	526 - 538	536 - 547
Phase Spider	R	90	--	539 - 551	548 - 560
Basilisk	U	8	540 - 559	552 - 564	561 - 572
Catoblepas	V	13	560 - 569	565 - 571	573 - 579
Succubus	R	18	570 - 586	572 - 585	580 - 592
Erinyes	U	22	587 - 607	586 - 598	593 - 604
Displacer Beast	V	28	608 - 617	599 - 605	605 - 611
Black Dragon	U	31	618 - 637	606 - 618	612 - 623
Leucrotta	R	60	638 - 653	619 - 632	624 - 636
Weretiger	V	63	654 - 663	633 - 639	637 - 643
Manticore	U	65	--	640 - 652	644 - 655
Mummy (near lair/ruins)	R	72	664 - 679	653 - 666	656 - 668
Giant Snake Amphisbaena	V	88	--	667 - 673	669 - 675
Giant Snake Constrictor	U	88	--	674 - 686	676 - 687
Troll	U	97	680 - 699	687 - 699	688 - 699
Demon Type V	R	19	700 - 702	700 - 702	700 - 701
Djinni	V	28	703 - 704	703 - 704	702 - 703
Groaning Spirit (Banshee)	V	50	705 - 706	705 - 706	704 - 705
Pyrohydra	R	54	707 - 708	707 - 708	706 - 708
Lammasu	R	59	709 - 711	709 - 711	709 - 710
Rakshasa	V	81	712 - 713	712 - 713	711 - 712
Salamander	R	85	--	--	713 - 714
Demon Type I	C	18	714 - 843	714 - 843	715 - 844
Demon Type VI	R	19	844 - 846	844 - 846	845 - 846
Hippopotomus	U	52	847 - 886	847 - 886	847 - 886
Invisible Stalker	V	55	887 - 888	887 - 888	887 - 888
Minotaur Lizard	R	61	889 - 891	889 - 891	889 - 891
Night Hag	V	73	892 - 893	892 - 893	892 - 893
Shambling Mound	R	87	894 - 896	894 - 896	894 - 895
Gynosphinx	R	89	--	--	896 - 897
Vampire (near lair/ruins)	R	99	897 - 899	897 - 899	898 - 899
Bulette (land shark)	V	12	--	900 - 901	--
Chimera	R	14	900 - 909	902 - 911	900 - 904
Demon Type II	C	18	910 - 974	912 - 976	905 - 969

Swamps and Marshes

Monster		PG	Cool	Moderate	Warm
Flesh Golem	V	48	975 - 977	977 - 978	970 - 971
Lernaean Hydra	V	54	978 - 981	979 - 980	972 - 974
Shedu	R	87	982 - 991	981 - 990	975 - 979
Hieracosphinx	R	89	--	--	980 - 984
Will-o-Wisp	C	101	992 - 1056	991 - 1055	985 - 1049
Demon Type III	U	18	1057 - 1076	1056 - 1075	1050 - 1069
Efreeti	V	37	--	1076 - 1077	1070 - 1072
Ettin	V	40	1077 - 1079	1078 - 1079	1073 - 1074
Criosphinx	R	89	--	--	1075 - 1079
Giant Snapping Turtle	U	97	1080 - 1099	1080 - 1099	1080 - 1099
Aerial Servant	V	6	1100 - 1104	1100 - 1104	1100 - 1104
Demogorgon	VV	16	1105	1105	1105
Juiblex	VV	17	1106	1106	1106
Orcus	VV	17	1107	1107	1107
Demon Type IV	R	19	1108 - 1237	1108 - 1237	1108 - 1232
Yeenoghu	VV	19	1238	1238	11233
Asmodeus	VV	20	1239	1239	1234
Baalzedol	VV	21	1240	1240	1235
Dispater	VV	21	1241	1241	1236
Geryon	VV	22	1242	1242	1237
Chromatic Dragon	VV	32	1243	1243	1238
Platinum Dragon	VV	33	1244	1244	1239
Gold Dragon	V	32	1245 - 1249	1245 - 1249	1240 - 1244
Air Elemental	V	37	1250 - 1254	1250 - 1254	1245 - 1249
Water Elemental	V	38	1255 - 1259	1255 - 1259	1250 - 1254
Earth Elemental	V	38	1260 - 1264	1260 - 1264	1255 - 1259
Fire Elemental	V	38	1265 - 1269	1265 - 1269	1260 - 1264
Clay Golem	V	47	1270 - 1274	1270 - 1274	1265 - 1269
Stone Golem	V	48	1275 - 1279	1275 - 1279	1270 - 1274
Iron Golem	V	48	1280 - 1284	1280 - 1284	1275 - 1279
Ki-Rin	V	57	1285 - 1289	1285 - 1289	1280 - 1284
Guardian Naga	V	72	1290 - 1294	1290 - 1294	1285 - 1289
Androsphinx	V	89	--	--	1290 - 1294
Titan	V	94	1295 - 1299	1295 - 1299	1295 - 1299



Salt Water

Shallow

Monster		PG	Coastal	Cold	Warm	Deep
Men	C	66	100 - 210	100 - 186	100 - 181	100 - 162
Barracuda	U	8	211 - 218	--	182 - 190	163 - 173
Weed eels	V	36	219 - 221	--	191 - 193	--
Floating Eye	R	40	222 - 228	187 - 202	294 - 204	174 - 180
Koalinh (Hobgoblin)	U	52	229 - 236	203 - 216	205 - 213	181 - 191
Ixitxachitl	V	55	237 - 239	217 - 219	214 - 216	--
Lamprey eel	U	59	--	--	--	192 - 202
Mermaen	U	70	240 - 247	--	217 - 225	203 - 213
Giant Portuguese Man-o-war	U	79	248 - 255	--	226 - 234	--
Sting Ray	C	81	256 - 295	220 - 279	235 - 284	--
Aquatic Elves	U	39	296 - 303	280 - 293	285 - 293	214 - 224
Dolphin	U	29	304 - 311	294 - 307	294 - 302	225 - 235
Lacedon (Ghoul)	U	43	312 - 319	308 - 321	303 - 311	236 - 246
Locathah	R	62	--	--	--	247 - 253
Sahuagin	U	84	320 - 327	322 - 235	312 - 320	254 - 264
Sea Horse	C	86	328 - 367	336 - 395	321 - 370	265 - 344
Strangle Weed	C	93	368 - 407	--	371 - 420	--
Giant Crab	R	15	408 - 414	--	--	--
Crocodile	C	15	415 - 554	--	--	--
Harpy	R	51	455 - 461	--	--	--
Nymph	V	74	--	--	--	345 - 348
Sea Hag	U	86	462 - 469	--	421 - 429	--
Giant Sea Horse	C	86	470 - 509	396 - 455	430 - 479	349 - 428
Shark	C	87	510 - 549	456 - 515	480 - 529	429 - 508
Triton	R	96	550 - 556	--	530 - 540	509 - 515
Water Wierd	V	100	557 - 559	516 - 518	541 - 543	516 - 519
Hippocampus	R	51	--	--	--	520 - 526
Pungi Ray	R	81	560 - 566	519 - 534	544 - 554	527 - 533
Giant eel	U	36	567 - 574	535 - 548	555 - 563	534 - 544
Giant Lamprey	R	59	--	--	--	545 - 551
Sea Lion	U	86	575 - 582	--	--	--
Giant Water Spider	R	90	583 - 589	--	564 - 574	552 - 558
Morkoth	V	71	--	--	--	559 - 562
Bronze Dragon	R	32	590 - 596	549 - 564	575 - 585	--
Masher	U	65	597 - 604	565 - 578	586 - 594	--
Giant Octopus	R	75	--	--	--	563 - 569
Manta Ray	U	81	605 - 612	579 - 592	595 - 603	570 - 580
Giant Sea Snake	U	88	613 - 620	--	604 - 612	--
Eye of the Deep	V	41	621 - 623	593 - 595	613 - 615	581 - 584
Gold Dragon	V	32	624 - 626	596 - 598	616 - 618	--
Platinum Dragon	VV	33	627	599	619	585
Dragon Turtle	V	35	628 - 630	600 - 602	620 - 622	586 - 589
Air Elemental	V	37	631 - 633	603 - 605	623 - 625	--
Water Elemental	V	38	634 - 636	606 - 608	626 - 628	590 - 593
Storm Giant	R	45	637 - 643	--	--	594 - 600
Mottled Worm (purple worm)	R	80	644 - 650	609 - 624	629 - 639	--
Giant Squid	R	92	--	--	--	601 - 607
Whale	C	100	651 - 690	625 - 684	640 - 689	608 - 687
Giant Sea Turtle	U	97	691 - 698	685 - 698	690 - 698	688 - 698
Encounter Wandering God	VV		699	699	699	699

Special Encounters

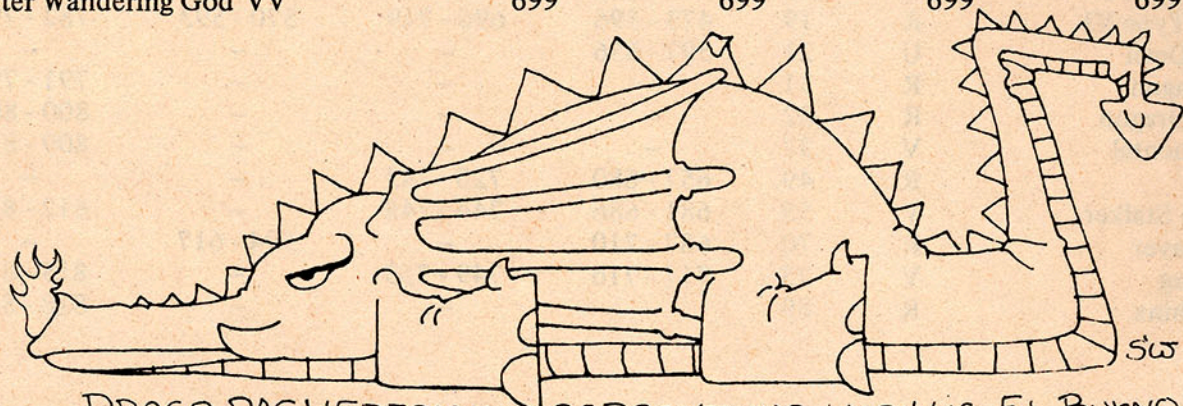
Monster		PG	Astral	Ethereal	Psionic	Flying
Men	V	66	100 - 105	100 - 104	100 - 109	100 - 102
Brain Mole	V	11	--	--	110 - 119	--
Cerebral Parasite	R	14	106 - 129	105 - 128	120 - 143	--
Yellow Mold	U	71	--	--	144 - 223	--
Pixie	V	79	--	--	--	103 - 105
Sprite	R	92	--	--	--	106 - 114
Homonculous	V	53	--	--	--	115 - 117
Imp	V	54	--	--	--	118 - 120
Pseudo-Dragon	V	79	--	--	--	121 - 123
Gray Ooze	R	49	--	--	224 - 247	--
Harpy	R	51	--	--	--	124 - 132
Hippogriff	R	52	--	--	--	133 - 141
Sylph	V	93	--	--	--	142 - 144
Thought Eater	R	94	--	129 - 152	248 - 271	--
Giant Eagle	R	36	--	--	--	145 - 153
Gargoyle	U	42	--	--	--	154 - 193
Giant Owl	R	77	--	--	--	194 - 202
Pegasus	V	78	--	--	--	203 - 205
Peryton	R	78	--	--	--	206 - 214
Giant Wasp	R	99	--	--	--	215 - 223
Cockatrice	U	15	130 - 189	153 - 312	--	224 - 263
Malebranche	U	22	190 - 249	--	272 - 351	264 - 303
White Dragon	U	34	--	--	--	304 - 343
Su-Monster	U	93	--	--	352 - 431	--
Basilisk	U	8	250 - 309	313 - 472	--	--
Catoblepas	V	13	310 - 315	473 - 477	--	--
Succubus	R	18	316 - 339	478 - 501	432 - 455	344 - 352
Erinyes	U	22	340 - 399	--	456 - 535	353 - 392
Black Dragon	U	31	--	--	--	393 - 432
Brass Dragon	U	31	--	--	--	433 - 472
Intellect Devourer	V	54	400 - 405	502 - 506	536 - 545	--
Manticore	U	65	--	--	--	473 - 512
Medusa	R	66	406 - 429	507 - 530	--	--
Nightmare	V	74	430 - 435	531 - 535	--	513 - 515
Wind Walker	R	101	--	536 - 559	--	516 - 524
Demon Type V	R	19	436 - 459	560 - 583	546 - 569	525 - 533
Djinni	V	28	460 - 465	584 - 588	--	534 - 536
Copper Dragon	U	32	--	--	--	537 - 576
Green Dragon	R	33	--	--	--	577 - 585
Griffon	U	50	--	--	--	586 - 625
Lammasu	R	59	--	--	--	626 - 634
Wyvern	U	102	--	--	--	635 - 674
Demon Type I	C	18	466 - 572	589 - 695	--	675 - 781
Demon Type VI	R	19	473 - 596	696 - 719	570 - 593	782 - 790
Barbed Devil	U	21	597 - 656	--	--	--
Blue Dragon	R	31	--	--	--	791 - 799
Bronze Dragon	R	32	--	--	--	800 - 808
Air Elemental	V	37	--	--	--	809 - 811
Gorgon	R	49	657 - 680	720 - 743	--	--
Invisible Stalker	V	55	681 - 686	744 - 748	--	812 - 814
Mind Flayer	R	70	687 - 710	--	594 - 617	--
Night Hag	V	73	711 - 716	749 - 753	--	815 - 817
Gynosphinx	R	89	--	--	--	818 - 826

Fresh Water

Shallow = Surface to 40 feet

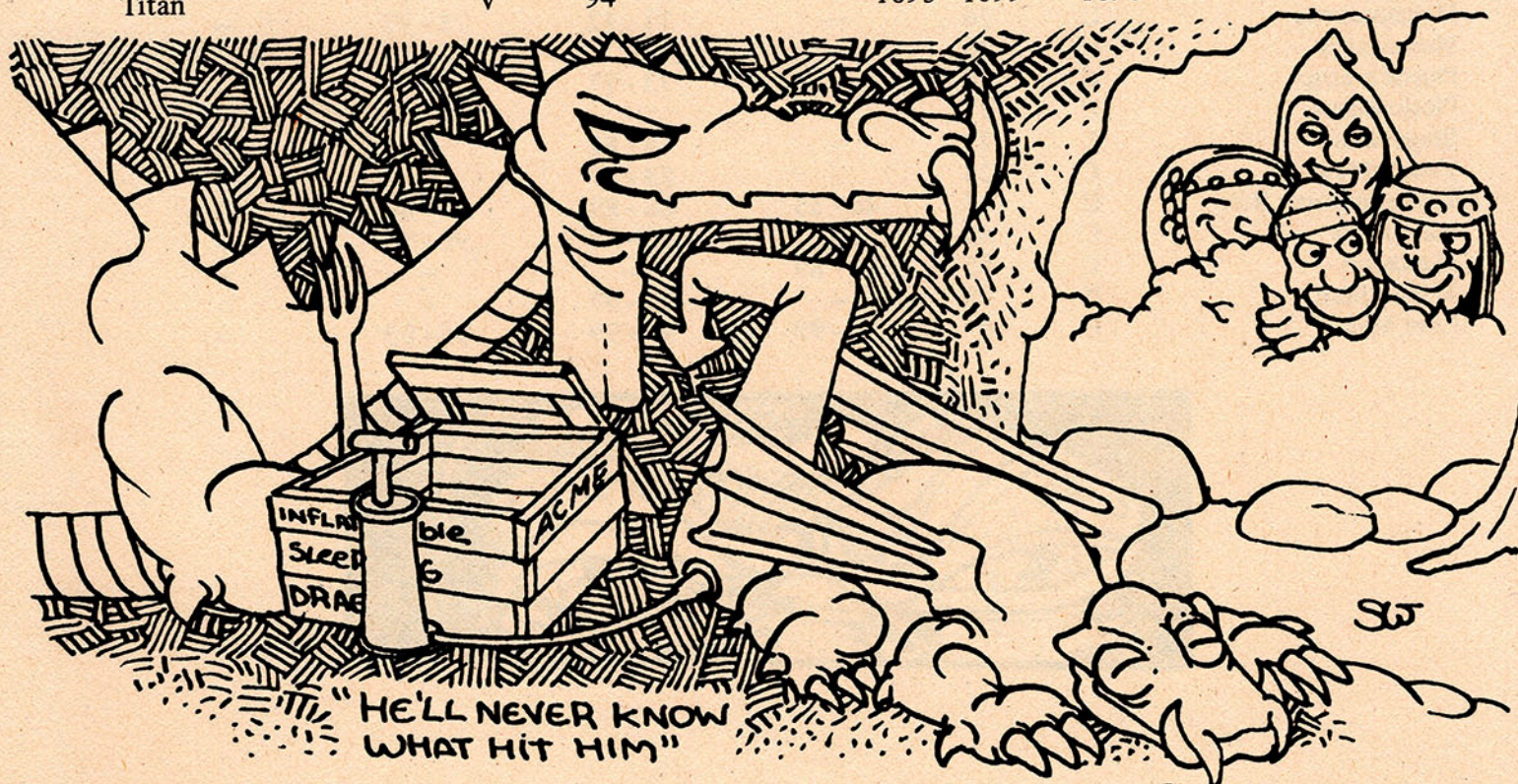
Deep = 40 feet and deeper

Monster	PG	Deep	Rivers		Lakes	
			Shallow	Deep	Shallow	Deep
Men	C	-	100 - 199	-	100 - 179	-
Weed eel	V	36	200 - 203	-	180 - 182	-
Giant Frog	U	41	204 - 223	-	183 - 202	-
Killer Frog	V	41	224 - 227	-	203 - 205	-
Poisonous Frog	R	41	228 - 238	-	206 - 214	-
Lamprey eel	U	59	100 - 119	-	100 - 119	-
Nixie	R	74	-	120 - 130	215 - 223	-
Sting Ray	C	81	239 - 318	-	224 - 283	-
Aquatic Elves	U	39	120 - 139	131 - 150	284 - 303	-
Electric eel	R	36	140 - 161	151 - 161	304 - 312	-
Lacedon	U	43	162 - 181	162 - 181	313 - 332	-
Sea Horse	C	86	182 - 311	182 - 266	333 - 392	-
Giant Crab	R	15	312 - 333	267 - 277	393 - 401	-
Nymph	V	74	334 - 341	278 - 285	402 - 404	-
Giant Water Spider	C	90	-	286 - 370	405 - 464	-
Water Wierd	V	100	342 - 349	371 - 378	465 - 467	-
Giant Beavers	V	9	-	-	468 - 470	-
Water Beetle	C	9	450 - 489	379 - 468	-	-
Giant Cray Fish	U	15	480 - 499	469 - 488	471 - 490	-
Giant Pike	R	78	-	489 - 499	-	-
Pungi Ray	R	81	-	-	491 - 499	-
Giant eel (500)	R	36	500 - 514	500 - 514	500 - 511	-
Giant Lamprey	R	59	515 - 529	515 - 529	-	-
Giant Otter	R	77	530 - 544	530 - 544	512 - 523	-
Morkoth (700)	V	71	545 - 548	545 - 548	-	-
Water Naga	U	72	549 - 666	549 - 666	524 - 561	-
Bronze Dragon	R	32	-	-	562 - 573	-
Giant Gar	R	42	667 - 681	667 - 681	-	-
Hippopotomus	U	52	-	568 - 607	574 - 613	-
Giant Octopus (899)	R	75	-	608 - 622	614 - 625	-
Giant Snapping Turtle	U	97	-	623 - 662	626 - 665	-
Gold Dragon	V	32	682 - 685	682 - 685	666 - 669	-
Platinum Dragon	VV	33	686	667	686	670
Dragon Turtle	V	35	687 - 690	687 - 690	671 - 674	-
Water Elemental	V	38	691 - 694	691 - 694	675 - 678	-
Air Elemental	V	37	-	676 - 679	679 - 682	-
Storm Giant	V	45	695 - 698	695 - 698	683 - 686	-
Mottled Worm	R	80	-	684 - 698	687 - 698	-
Encounter Wandering God	VV	-	699	699	699	699



DRACO PACHEDERMUS GARGANTUUS HORIBLIS EL BURNO!

Monster		PG	Astral	Ethereal	Psionic	Flying
Couatl	V	15	--	--	618 - 627	827 - 829
Demon Type II	C	18	717 - 823	753 - 860	628 - 839	830 - 936
Bone Devil	U	21	824 - 888	--	--	--
Red Dragon	R	33	--	--	--	937 - 945
Silver Dragon	V	34	--	--	--	946 - 948
Dragonne	V	34	--	--	--	949 - 951
Hieracosphinx	R	89	--	--	--	952 - 960
Demon Type III	U	18	884 - 943	861 - 1020	840 - 919	961 - 1000
Gold Dragon	V	32	--	--	--	1001 - 1003
Efreeti	V	37	944 - 949	1021 - 1025	--	1004 - 1006
Ghost	V	43	--	1026 - 1030	--	--
Criosphinx	R	89	--	--	--	1007 - 1015
Aerial Servant	V	6	950 - 955	1031 - 1035	--	1016 - 1018
Demogorgon	VV	16	956 - 958	1036 - 1040	920 - 923	--
Juiblex	VV	17	959 - 961	1041 - 1045	924 - 927	--
Orcus	VV	17	962 - 964	1046 - 1050	928 - 931	1019 - 1023
Demon Type IV	R	19	965 - 988	1051 - 1074	932 - 955	1024 - 1032
Yeenoghu	VV	19	989 - 991	1075 - 1079	956 - 959	--
Asmodeus	VV	20	992 - 994	--	960 - 963	1033 - 1037
Baalzebol	VV	21	995 - 997	--	964 - 967	1038 - 1042
Dispater	VV	21	998 - 1000	--	968 - 971	--
Geryon	VV	22	1001 - 1003	--	972 - 975	1043 - 1047
Ice Devil	U	22	1004 - 1063	--	976 - 1055	--
Pit Fiend	R	23	1064 - 1087	--	1056 - 1079	1048 - 1056
Chromatic Dragon	VV	32	1088 - 1090	1080 - 1084	--	1057 - 1061
Platinum Dragon	VV	33	1091 - 1093	1085 - 1089	--	1062 - 1066
Cloud Giant	R	44	--	--	--	1067 - 1075
Storm Giant	R	45	--	--	--	1076 - 1084
Ki-Rin	V	57	1094 - 1099	190 - 1094	1080 - 1089	1085 - 1087
Roc	R	82	--	--	--	1088 - 1096
Androsphinx	V	89	--	--	--	1097 - 1099
Titan	V	94	--	1095 - 1099	1090 - 1099	--



Pre-Historic Eras

Monster		PG	Tundra (cold)	Plains	Swamps	Water
Axe Beak	U	7	--	00 - 01	--	--
Crocodile	C	15	--	--	00 - 05	00 - 09
Pteranodon	C	27	00 - 16	02 - 06	06 - 11	10 - 19
Dire Wolf	R	101	17 - 28	07 - 09	--	--
Irish Deer	R	55	--	10 - 12	--	--
Hyaenodon	V	54	--	13 - 17	--	--
Iguanodon	C	25	--	18 - 22	--	--
Spotted Lion	R	61	--	23 - 25	--	--
Giant Boar	U	11	--	26 - 27	12 - 14	--
Giant Crocodile	R	15	--	--	15 - 20	20 - 24
Archleon Ischryas	U	24	--	--	--	25 - 28
Sabre-tooth Tiger	R	94	--	28 - 30	21 - 26	--
Ceratosaurus	U	24	--	31 - 32	27 - 29	--
Monoclonius	C	26	--	33 - 37	--	--
Plateosaurus	C	27	--	38 - 42	--	--
Ankylosaurus	U	23	--	43 - 44	--	--
Paleocincus	U	26	--	45 - 46	--	--
Dinichtys	C	25	--	--	--	29 - 38
Styracojaurus	C	27	--	47 - 51	30 - 35	--
Teratosaurus	C	27	--	52 - 56	--	--
Woolly Rhinoceros	C	82	29 - 45	--	--	--
Megalodon	R	87	--	--	--	39 - 43
Trachodon	C	23	--	57 - 61	36 - 41	--
Allosaurus	U	24	--	62 - 63	--	--
Brontosaurus	C	24	--	--	42 - 47	44 - 53
Brachiosaurus	U	24	--	--	48 - 50	54 - 57
Camarasaurus	C	24	--	--	51 - 56	58 - 67
Cetiosaurus	U	25	--	--	57 - 59	68 - 71
Diplodocus	C	25	--	--	60 - 65	72 - 81
Elasmosaurus	U	25	--	--	--	82 - 85
Gorgosaurus	U	25	--	64 - 65	66 - 68	--
Lambeosaurus	C	26	--	66 - 70	69 - 74	--
Megalosaurus	U	26	--	71 - 72	75 - 77	--
Mosasaurus	U	26	--	--	78 - 80	86 - 89
Pentaceratops	C	26	--	73 - 77	--	--
Plesiosaurus	C	27	--	--	81 - 86	90 - 99
Stegosaurus	C	27	--	78 - 82	--	--
Triceratops	C	28	--	83 - 87	--	--
Tyrannosaurus Rex	U	28	46 - 55	88 - 89	87 - 89	--
Mammoth	C	65	56 - 72	90 - 94	90 - 95	--
Mastadon	C	65	73 - 89	--	--	--
Titanotheres	R	95	--	95 - 97	--	--
Cave Men	U	67	90 - 99	98 - 99	96 - 99	--



Gods

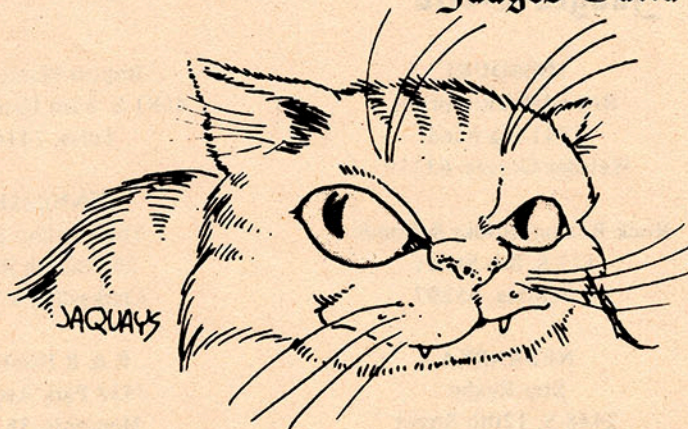
God(dess)	PG	Align	Sex	
Ra	1	LN	M	01
Shu	1	LG	M	02
Gev	1	TN	M	03
Thoth	2	NG	M	04
Set	2	NE	M	05
Orisis	2	CN	M	06
Anhur	3	CN	M	07
Path	3	CG	M	08
Secer	3	NG	M	09
Horus	3	LE	M	10
Bes	4	CG	M	11
Isis	4	TN	F	12
Tefnut	4	LN	F	13
Nephtlys	4	CE	F	14
Anubis	4	LE	M	15
Apesh	5	CE	N	16
Sphinx	5	NE	N	17
Apshi	5	CN	N	18
Indra	7	TN	M	19
Agni	7	CG	M	20
Shiva	8	NE	M	21
Surya	8	LE	M	22
Vishnu	8	LG	M	23
Brahama	9	LN	M	24
Rudra	9	NG	M	25
Kali	9	CE	F	26
Devi	10	LN	F	27
Lakshmi	10	TN	F	28
Sarasuati	10	LG	F	29
Rati	10	CN	F	30
Vasha	10	LG	F	31
Zeus	13	LN	M	32
Poseidon	13	CN	M	33
Hades	13	NE	M	34
Apollo	13	LG	M	35
Athene	14	TN	F	36
Ares	14	CE	M	37
Hermes	14	NG	M	38
Hera	14	LE	F	39
Hecate	16	LN	F	40
Hephaestus	16	TN	M	41
Pan	17	CG	M	42
Nike	16	CN	F	43
Daghdha	18	CN	M	44
Manannan Mac Lir	18	TN	M	45
Donn	19	NE	M	46
Oghma	19	LN	M	47
Goibhnin	19	NG	M	48
Silvanus	19	TN	M	49
Dunatis	20	CG	M	50
Nuada	20	CE	M	51

Gods

God(dess)	PG	Align	Sex	
Dioncecht	20	LG	M	52
Git	20	CN	F	53
Medhbh	20	LE	F	54
Odin	22	CN	M	55
Thor	23	LN	M	56
Bragi	24	LG	M	57
Balber	24	NG	M	58
Heimdall	24	LN	M	59
Vali	25	LN	M	60
Uller	26	TN	M	61
Forseti	26	LG	M	62
Loki	26	CE	M	63
Frey	27	CG	M	64
Ngord	27	NG	M	65
Frigga	27	CG	F	66
Freya	28	LG	F	67
Idun	28	NG	F	68
Aeger	28	NE	M	69
Ran	28	CE	F	70
Hel	28	LE	F	71
Vainamoinen	* 34	LN	M	72
Lemmikainen	* 35	CN	M	73
Kullervo	* 36	LE	M	74
Joukahainen	* 37	NG	M	75
Ilmarinen	* 38	LG	M	76
Ilmatar	* 38	TN	F	77
Thumb Height Man (waterhero)*	39	CG	M	78
Tounelea	* 39	CE	F	79
Old Crone of Pohjola	* 40	NE	F	80
Maiden of Pohja	* 40	TN	F	81
Ukko	40	LG	M	82
Ahto	41	CG	M	83
Antero Vipunen	42	NG	M	84
Crom	45	CN	M	85
Mitra	45	LN	M	86
Asura	45	TN	M	87
Yezud	46	LE	N	88
Blood Stained God	46	NE	N	89
Yama	46	CE	M	90
Arioch	53	CE	M	91
Lord Xiomberg	53	CN	M	92
Quetzacoatl	60	LN	M	93
Tonatuh	60	NG	M	94
Huitzilopoohtli	60	CN	M	95
Goddess of the Jade Petticoat	61	LG	F	96
Tezcat	61	NE	M	97
Mictantecohtli	61	CE	M	98
Earth Queen	42	TN	F	99
God		Any but evil	M	00

* Indicates a Hero, not a God

IN THE MIDDLE REALM



These fine companies carry Judges Guild products and are growing with us (** indicates wholesalers)

ILLINOIS

Calman Central
4306 N. United Pkwy.
Schiller Pk., 60176

Eat A Book
1315 N. Lake St.
Aurora, 60506

Gandalf's Games
PO Box 162
Dixon, 61021

Hobbyland, Inc.
716 N. Main
Bloomington, 61701

Hobby Models
418 Fulton St.
Peoria, 61602

Lyle's Hobby Shop
38 N. Cass Ave.
Westmont, 60559

Past Time Hobbies
405 N. Broadway
Urbana, 61801

Reynolds Club
5706 S. University
Chicago, 60637

Staver Booksellers
301 E. 57th St.
Chicago, 60637

Sutler's Wagon
3107 N. Central
Chicago, 60634

Valley Magic
Box 231
Morrison, 61270

Windmill Hobbies
119 S. Batavia Ave.
Batavia, 60510

INDIANA

Boardroom
540 E. Fall Creek Parkway Dr.
Indianapolis, 46226

Griffon Bookstore
121-A S. Michigan St.
South Bend, 46601

House Of Variety
1095 Morten
Martinsville, 46151

Shea Associates
204 N. Walnut
Bloomington, 47407

IOWA

Hobby & Gift Shop
218 E. Washington
Iowa City, 52240

KANSAS

Book Nook Too
1131 Moro St.
Manhattan, 66502

The King's Crown
Metcalf 103 Shopping Center
6860 W. 105th St.
Overland Park, 66212

Rector's Book Store
206 E. Douglas
Wichita, 67202

KENTUCKY

Games Galore
Bakery Square
1324 E. Washington
Louisville, 40206

MICHIGAN

Fantasy & Hobby Sales**
2376 Letart Ave.
Muskegon, 49441

Hobby Factory
269 Hamilton Row
Birmingham, 48011

Hobby House
1035 W. Territorial Rd.
Battle Creek, 49015

Midwest Game**
RR 2 11425 96th Ave.
Zeeland, 49464

Ryder's Hobby Shop
115 W. Liberty
Ann Arbor, 48104

Twin City Hobbies
544 E. Morrell
Ostego, 49078

MISSISSIPPI

Lou Zocchi
01956 Pass Rd.
Gulfport, 39501

Judges Guild

MISSOURI

Rivendell Enterprises
1841 Big Bend
Webster Groves, 63119

Rock Bottom Books & Comics
127 S. 8th Street
Columbia, 65207

NEBRASKA

Star Realm
2448 S. 120th Street
Omaha, 68144

NORTH DAKOTA

Meryl's Hobby Shop
124 1st Street S. E.
Minot, 58701

OKLAHOMA

Great Plains Hobby Shop
1218 N. Sheridan
Lawton, 73505

Import Markets**

4681 S. 83rd East Avenue
Tulsa, 74145

TENNESSEE

The Fantasy Shop
205 Shiloh Road
Clarksville, 37040

R & R Hobbies
3434 Park Avenue
Memphis, 38111

Yankee Peddler
10820 Kingston Pike
Knoxville, 37922

TEXAS

Jefferson Hobby Shop
209 Broadway
San Antonio, 78205

Keystone Hobbies

13933 N. Central Expressway
Dallas, 75243

Nan's Toys and Games**

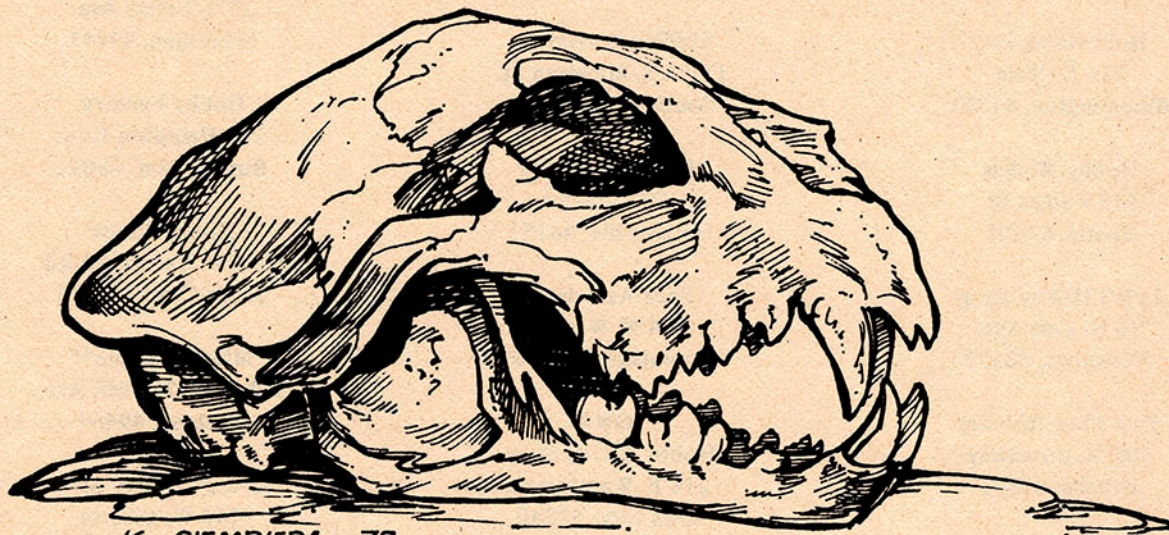
1385 Galleria Mall
5015 Westheimer
Houston, 77056

WISCONSIN

Bobby Hobbies
402 S. 8th
Manitowoc, 54220

Dungeon Distributor

723 W. William
Lake Geneva, 53147



K. SIEMBIEDA - 79



Abbreviations for types of Conventions listed here are: G=Gaming, SF=Science Fiction & Fantasy, C=Comics, ST=Star Trek.

STAR TREK - THE CONVENTION

Dec. 7 - 9

(Movie Premiere Convention)
Virginia Assoc. of Star Trek
Box 4042
Falls Church, VA 22044

SQUAD LEADER TOURNAMENT

Dec 15-16

College of Dupage
Glen Ellyn, Illinois
Jeff Clark
1210 S. Chase
Wheaton, IL 60187

PHILADELPHIA CREATION

Dec 22-23

Creation Conventions
421 7th Avenue
New York, NY 10001

CHATTACON 5 (SF)

Jan 4-6

Chattacon
P. O. Box 21173
Chattanooga, TN 37421

WINTER WAR VII

Jan 18-20

Alan B. Conrad
2215 S. First, No. 103
Champaign, IL 61820

CONFUSION (SF)

Jan 18-20

Ann Arbor Science Fiction Association
Karen Persello
1115 Granger
Ann Arbor, MI 48104

ORCON

Jan 18-20

University Activities Center
The Armchair Strategists Club
California State University
Fullerton, CA 92634

WARCON '80 (G)

Feb 8-10

GROMETS
Student Programs Office
P.O. Box 5718
College Station, TX 77844

GENCON SOUTH

Feb 15-17

Cowford Dragoons
Northeast Florida Wargaming Association
5333 Santa Monica Blvd. N.
Jacksonville, FL 32207

BOSKLONE (SF)

Feb 15-17

N.E.S.F.A.
Box G, M.I.T. Branch P.O.
Cambridge, MA 02139

STONE HILL LAUNCH 1

Feb 16

Ann Morris
1522 Lovers Lane
Riverview, FL 33569

EMPEROR'S BIRTHDAY PARTY IX

Jan 16

Holiday Inn
R. Haggerty
525 Middlebury
Elkhart, IN 46514
219-293-4398

DUNDRACON V (SF & F) Feb 16-18
DunDraCon V
386 Alcatraz
Oakland, CA 94618

PENULTICON 3 (SF) Feb 22-24
Penulticon 3
Box 11545
Denver, CO 80211

HOOSIER CON I (SF) Feb 29-Mar 1
Lenny Kush
c/o Michiana Science Fiction Society
P.O. Box 354
Mishawaka, IN 46544

**2ND ANNUAL TEXAS OPEN
WARGAMING TOURNAMENT**
UNIVERSITY OF TEXAS Feb 29-Mar 2
Veterans of Simulated Wars
Dept. of Military Science
University of Texas
Austin, TX 78712

WISCON 4 (SF) Mar 7-9
SF3
Box 1624
Madison, WI 53701

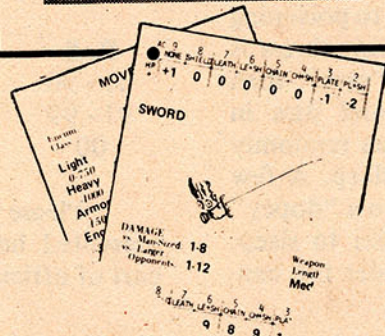
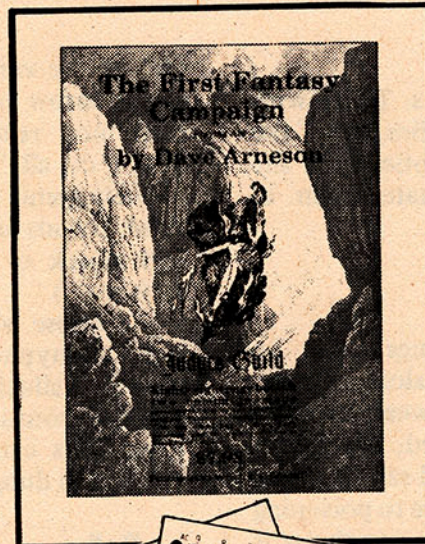
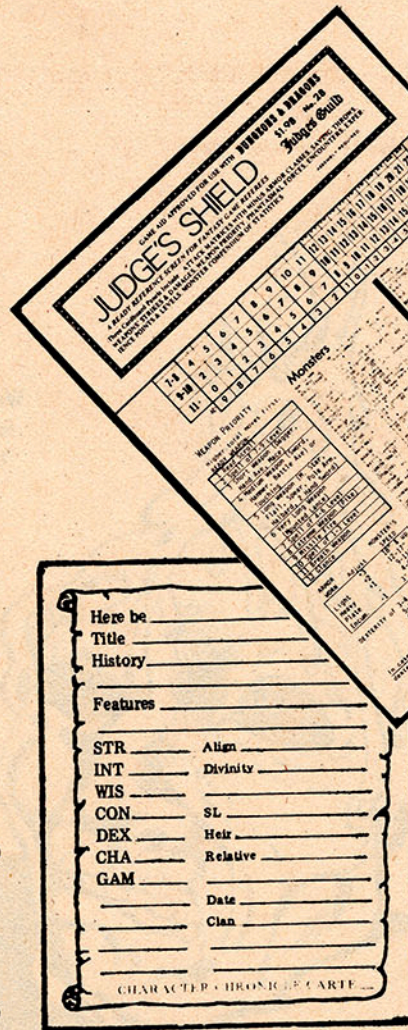
HALCON 3 (SF) Mar 7-9
The Halcon SF Society
P.O. Box 3174 South
Halifax, Nova Scotia
Canada B3J 3H5

LUNACON '80 Mar 14-16
Lunacon '80
c/o Walter R. Cole
1171 East 8th Street
Brooklyn, NY 11230

MIDWESTERCON ONE (SF) Mar 14-16
Frank Russell
50 Capri Dr.
Florissant, MO 63033

UPPERSOUTHCLAVE 10(SF) Mar 14-16
Red Carpet Inn
Bowling Green, KY
P.O. Box 8423
Louisville, KY 40208

SIMCON II (G) Mar 22-23
SimCon II
Box 5142 River Station
Rochester, NY 14627



MARCON XV (SF) May 2-4
MarCon
P.O. Box 2583
Columbus, OH 43216

KUBLA KHANATE (SF) May 2-4
K. Moore
647 Devon Dr.
Nashville, TN 37220

CANGAMES '80 (G) May 16-19
CanGames '80
201 - 360 Dundas St.
Vanier, Ont. K1L 7W7, Canada
613-745-2073

GENGHIS CON II (G) May 23-25
Denver Gamers Association
2527 Gaylord St.
Denver, CO 80205

WHATCON II (SF) May 23-25
WhatCon
P.O. Box 2802
Station A
Champaign, IL 61820

MICHICON IX June 6-8
includes DipCon '80
Oakland University
Roshester, MI
MDG
Box 787
Troy, MI 48099

X-CON 4 (SF) June 6-8
6107 W. Lisbon Ave.
Milwaukee, WI 53210
414-351-0991

MACC COMPUTERFEST '80 June 20-22
Jim Crowley
4008 Rickenbacker Ave
Columbus OH 43213
614-239-9931

CWA June 27-29
3605 Bobolink Lane
Rolling Meadows, IL 60008

ARCHON 4 (SF) July 11-13
Archon 4
Box 15852
Overland, MO 63114

ORIGINS

July 16-20

Strategy & Fantasy World
Valley Forge Shopping Center
King of Prussia, PA 19406

FLYING BUFFALO'S 8th ANNUAL

GAMES CONVENTION July 25-28

P.O. Box 1467
Scottsdale, AZ 85252

Judges Guild will be happy to print notice of any SF&F convention anywhere in the world. Organizers are asked to provide con name, definite date, nature of the con, and name and address of where to write for more information, all within eight months of the scheduled date.

NOREASTCON

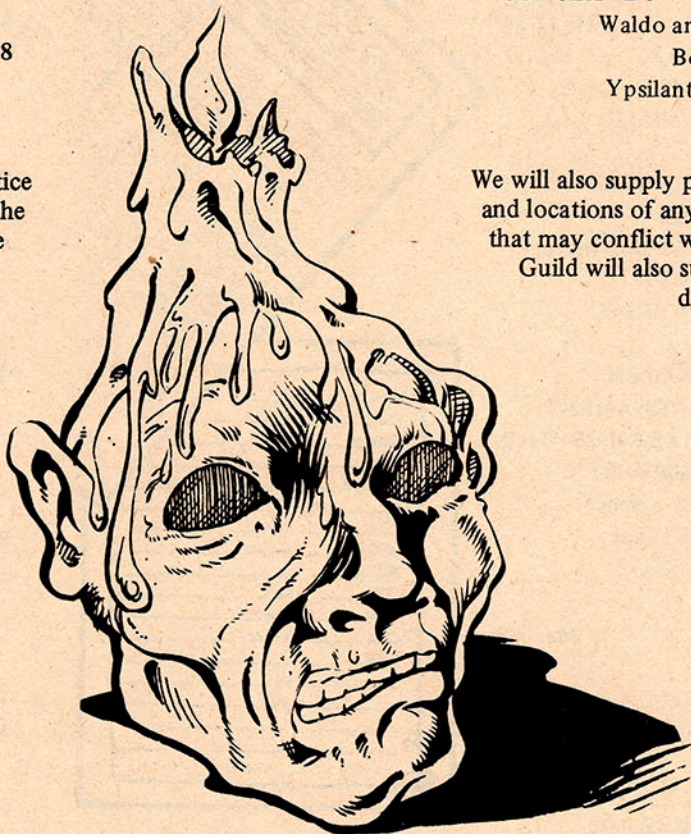
Aug 29-Sept 1

Box 46 M.I.T. Branch Post Office
Cambridge, MA 02139

CONCLAVE 5

Oct 31-Nov 2

Waldo and Magic, Inc.
Box 444
Ypsilanti, MI 48197



We will also supply planners with the dates and locations of any cons already planned that may conflict with their own. Judges Guild will also supply free catalogs for distribution on request.

SIEMBIEDA - 79

Venefics (continued from p. 8)

always assassinated by other venefics. Those with chaotic alignment may become venefics, but if the characters are truly played as chaotic, then the rules indicated here should eliminate them in short order.

Drugs

For game purposes all "drugs" can be considered as if they were Weak Alkaloid Poisons. (Actually, many drugs really are weak alkaloid poisons.) If successfully administered, the victim is drugged for 1 - 6 hours. A standard saving throw vs. poison applies. Those being immune to poisoning are also immune to drugging. If the saving throw is 1, and if that is not high enough to "save", then the victim has taken an overdose and dies in 1 - 10 minutes. Most drugs (90% when randomly found) merely produce a stuporous sleep. A few (9%) reduce pain and put the victim into a "dopey" condition without actually putting him to sleep. When "doped up" a victim is not under the con-

trol of the venefic, but does lose all chance of a saving throw vs. Charm, etc. A "doped up" victim does not react to fear, but fights, if at all, at -11 on all "to Hit" rolls. A very few drugs are hallucinogenic (1%). Victims of hallucinogens may think friends are turning into monsters (5% chance) and attack or flee. (Roll for which, 50% chance each way.)

Those who carry drugs must specify whether they are hypnotics (sleep producing), pain killing (dope), hallucinogens, or unknown. If unknown, roll and consult the following table to determine type. This can also be used for drugs found at random in dungeons, etc.

Roll	Type
01 - 90	Hypnotic (sleep producing)
91 - 99	Anesthetic (pain killing)
00	Hallucinogenic

Please remember that the entire section presented here is a suggestion, not in any way a part of official rules.

THE THIRD ULTIMATE DUNGEON DESIGN CONTEST

Only the Judges Guild could dare the entire gaming industry like this: announcing tJGJBo-tSo-tWF-aGDCC-C-C! (That's right: the Judges Guild Journal Bride of - the Son of - the World's First and Greatest Dungeon Creation Contest - Contest - Contest!!!) [Will Hollywood care to make us an offer for this title?] Only Judges Guild and Frankenstein could bring to life such an enormous undertaking (heh, heh - puns intended)! We were the first! We did it last! And now, we've gone totally bonkers, doing it again. Same prizes as before: over \$570 in prizes. Even the losers, who get published, won't lose! You can't lose, so what do ya gotta lose? Enter Now!!!

Our contests are run with easy rules in big type:

1) Dungeons can be submitted using any FRP-type rules set currently available and well known. This includes all versions of "Dungeons and Dragons", "Chivalry and Sorcery", "Tunnels and Trolls", "The Fantasy Trip", "Runequest", and even "Bunnies and Burrows". Dungeons MUST be complete, all levels included, along with all pertinent materials.

2) Dungeons will be categorized and judged by us within each division, as described in tJGJ No. 16. The judges may be different, however, they will still be Guildmembers and accomplished Dungeonmasters.

3) Entries should conform to our normal contribution guidelines (manuscript format, etc.), but entries which do not conform may still be accepted.

4) All entries, whether winners or not, become the property of the Judges Guild, and may be used by them as or in any retail product or magazine they produce, and may be used in whole or in part, with credit being given to the author(s). The Judges Guild retains the right to edit all contest entries prior to publishing. Contestants whose entries are published in any form, who were not winners, will be reimbursed in the manner according to the current reimbursement schedules at the time of publication.

5) Should it prove that a prizewinner would have received more recompense had s/he been reimbursed in accordance to such schedules than was received as a prize, s/he will be reimbursed for the difference at the time of publication.

6) Prizes shall be awarded as follows:

	Large Dungeons	Medium Dungeons	Mini-Dungeons
1st Prize	\$100	\$70	\$40
2nd Prize	\$80	\$55	\$30
3rd Prize	\$60	\$40	\$20
Hon. Mention	\$40	\$25	\$10

Prizes must be taken in the form of cash or credit voucher for Judges Guild products.

7) Special Christmas gift: for our readers, the deadline for contest entries has been extended by one month. Entries must now be postmarked no later than February 29, 1980.

8) Every entry must be accompanied by a statement as to whether the entrant wishes any possible prize in the form of cash or credit voucher, and by the following signed statement:

"I, (name), hereby give Judges Guild permission to use my contest entries enclosed herein, in any way they deem suitable." (signature)

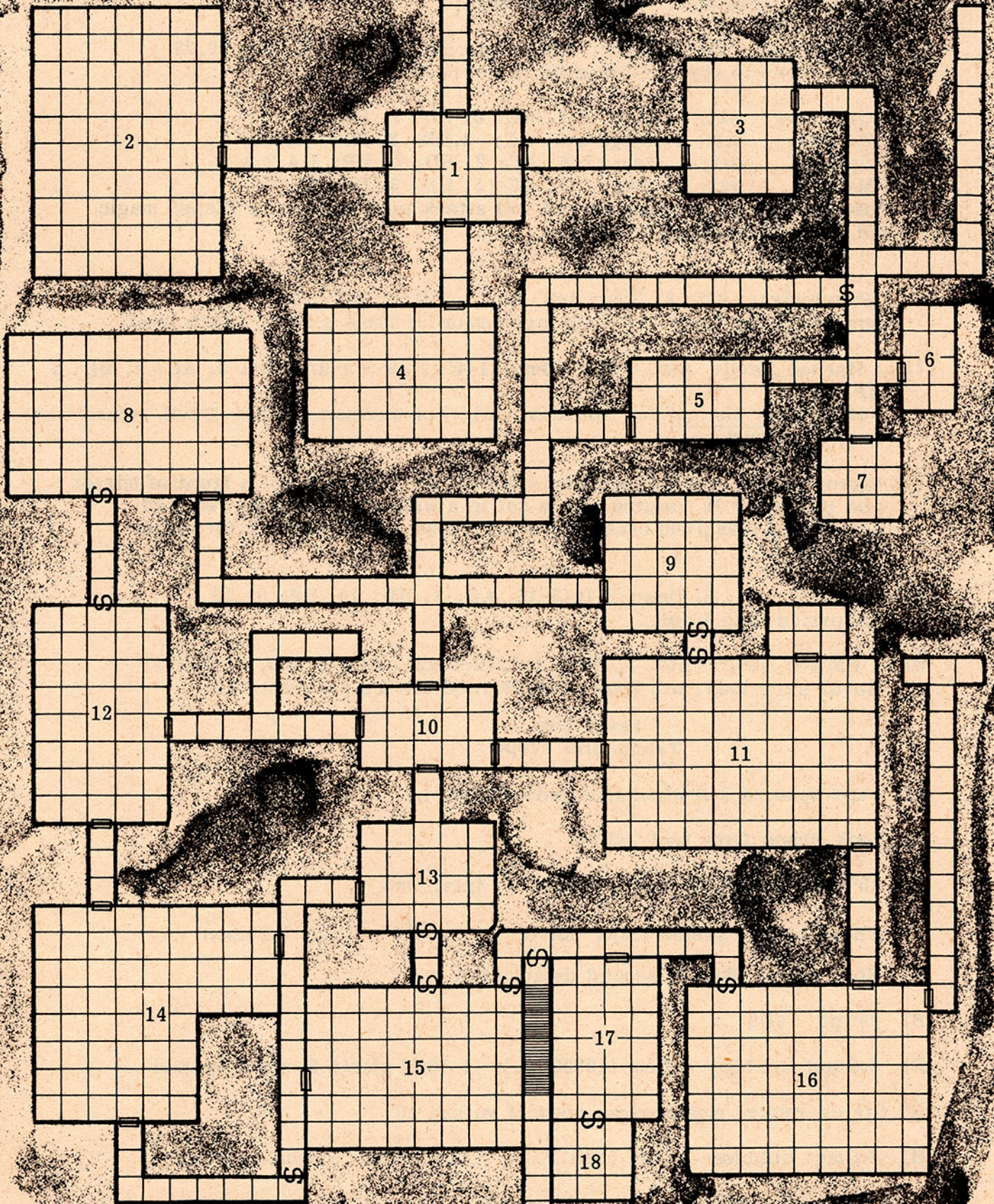
Dreaded Devil Den

By Jeff Martin

LEVEL ONE

- 1) 6 Screamin' Memie's: Att: 1, Dmg: 1-8, Ac; 6, HD; 3, HP: 16,11,14,(x2)
It looks like a large green beach ball, mouth in the middle, stubby legs,
1 large arm on top. When it attacks it screams save vs. magic or deafened
for 3 turns (-2 hit -2 damage), it can yell 2 times a day, brings wandering
monsters running!!
- 2) 120 Goblins: Att; 1, Dmg; 1-6, AC; 6, HD; 1-1, HP; 6 each
1200 S.P. will assist Screamin' Memmies in room 1.
- 3) 30 Goblins: Att; 1, Dmg; 1-6, AC; 6, HD; 1-1, HP; 5 each
300 S.P. will not assist Memmies in room 1.
- 4) 40 Ores: Att; 1, Dmg; 1-6, AC; 6, HD; 1, HP; 6 each
320 S.P. will not assist Memmies in room 1.
- 5) 4 Ogres: Att; 1, Dmg; 1-10, AC; 5, HD; 4+1, HP; 21,19,13,17
- 6) 1 Will-O-Wisp: Att; 1, Dmg; 2-16, AC; -8, HD; 9, HP; 41
Floor of room is paper thin, disguising 80° floor, slides down 2000 ft.
Very bumpy slide. Will-O-Wisp will not leave room.
- 7) 2 Minotaurs: Att; 2, Dmg; 2-8/3-12, AC; 6, HD; 6+3, HP; 35/25
4 Gems (500 each)
Wandering Monsters between rooms 1-7.
- W1) 5 Fighters: Att; 1, Dmg; 1-10, AC; 5, HD; 3, HP; 19,26,16,28,18
500 S.P. 5 sets of chains, 2 handed swords, 1 week rations each.
- W2) 20 Goblins: Att; 1, Dmg; 1-6, AC; 6, HD; 1-1, HP; 7 each
200 S.P.
- 8) 80 Gnolls: Att; 1, Dmg; 2-8, AC; 5, HD; 2, HP; 10 each
8000 S.P. 800 E.L.P. 480 G.P. 4 Gems (1000 each)
- 9) 3 Trolls: Att; 3, Dmg; 2-8/2-5(x2) AC; 4, HD; 6+6, HP; 32,33,30
2 Jewelry (3000 G.P. each)
- 10) Disco Fog covers room, must dice Constitution or less on 1d20 or dance wildly
for 10 minutes, screaming "Saturday Night Fever" at the top of their lungs.
(Check wandering monsters!)
- 11) 8 Werewolves: Att; 1, Dmg; 2-8, AC; 5, HD; 4+3, HP; 21,23,25,17(x2)
Surprise on 1-3, need silver or magic weapons to hit.
- 12) 1 Chimera: Att; 6, Dmg; 1-3(x2)/1-4(x2)/2-8/3-12, AC; 6/5/2, HD; 9, HP; 45
Can breath for 3-24.
Wandering Monsters between room 8-12.
- W3) 2 Umler Hulks: Att; 3, Dmg; 2-10/3-12(x2), AC; 2, HD; 8, HP; 36,30
If view eyes Strength vs. Magic or br confused for 3-12 rounds.

DREADED DEVIL DEN (LEVEL ONE)



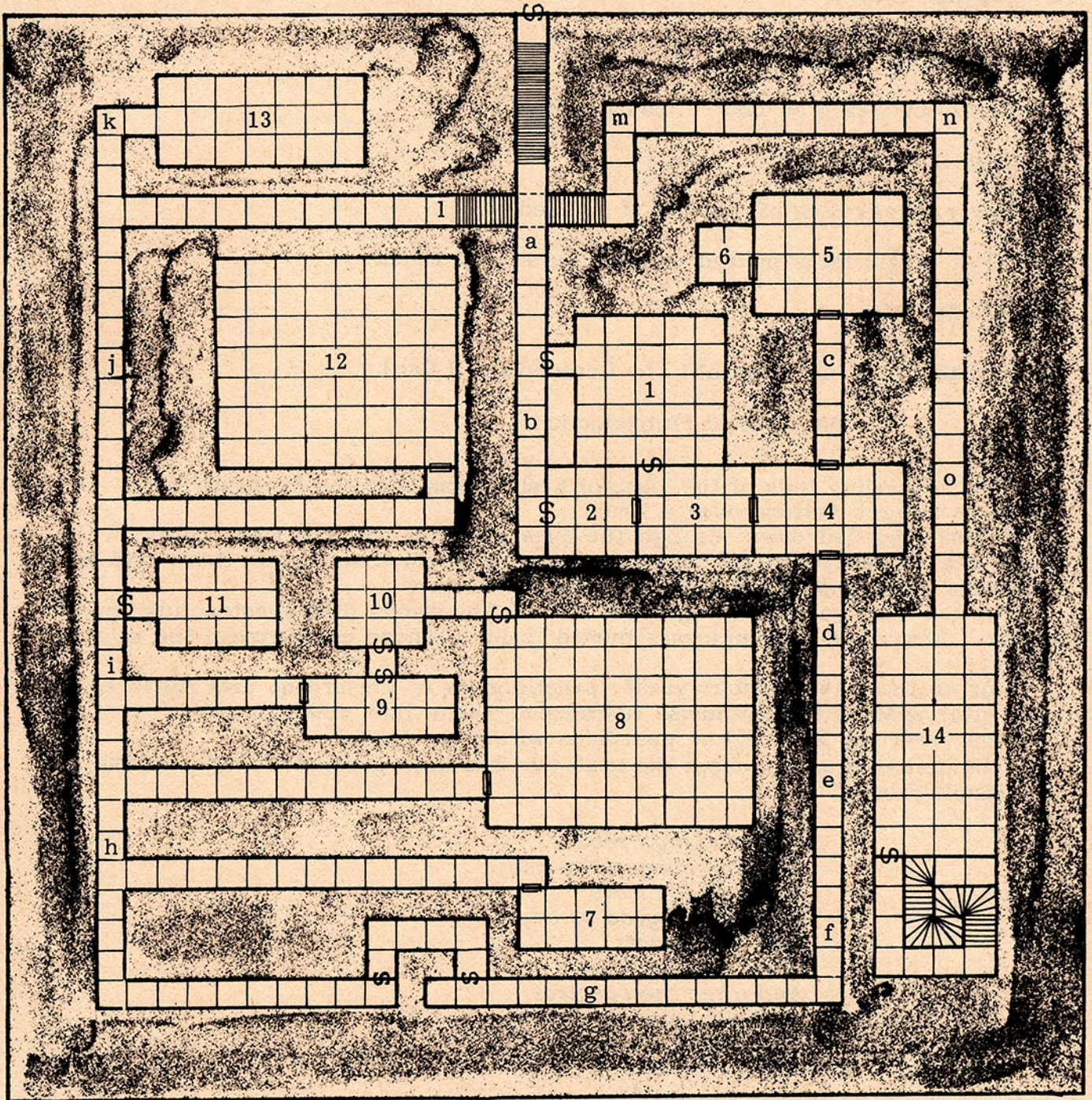
48 Judges Guild

- 13) 7 Wights: Att; 1, Dmg; 1-4, AC; 5, HD; 4+3, HP; 20,10,21,20,20
A hit will drain 1 energy level. Can be hit by silver and magic weapons only.
3000 C.P. 5000 S.P. 2 Gems (100 each)
- 14) 2 Cockatrice: Att; 1, Dmg; 1-3(stone), AC; 6, HD; 5, HP; 20,22
Touch turns to stone if Strength is not made.
- 15) 1 Crossbow: Att; 1, Dmg; 1-4, AC; 0, HD; 1, HP; 7
2 Swords: Att; 1, Dmg; 1-8, AC; -3, HD; 2, HP; 16,13
4 Spears: Att; 1, Dmg; 1-6, AC; 2, HD; $\frac{1}{2}$, HP; 3,4,2,3
1 Mace: Att; 1, Dmg; 2-7, AC; 3, HD; 3, HP; 23
These weapons are animated and will attack until broken, a Dispell magic will cause all weapons to drop.
- 16) 1 Pyrohydra: Att; 8, Dmg; 1-8, AC; 5, HD; 8, HP; 64
Can breath for 8 pts. (4 if strength made) 2 times a day. (Each head)
- 17) 1 Horned Devil: Att; 4 or 1, Dmg; 1-4(x2)/2-5/1-3/2-12/1-3, AC; 5, HD; 5 HP; 28
See Monster Manual for abilities. Will not summon another Devil unless very sorely pressed.
- 18) Mirror of Ego- must dice above charisma on 1d20 or stop in front of mirror and preen for 10 minutes. It is set in a wall and cannot be removed.
130 E.P. 4 Gems(500 each) 12 Jewelry (200 each) Wand of Fireballs- 15 charges.
- W5) 2 Ettins: Att; 2, Dmg; 2-16/3-18, AC; 3, HD; 10, HP; 61,53
Surprised on a 1 only.
- W6) 1 Barbed Devil: Att; 3, Dmg; 3-12/2-8(x2), AC; 0, HD; 8, HP; 39
Never surprised, will come when Horned Devil's room entered.

Level Two Tricks and Traps

All traps open on 1-6 when each person goes by.

- A) Rock drops from roof 4D6
- B) 10' deep pit 1D6 + A.C. (ie AC 4, 4pts. Dmg)
- C) Three poison spikes shoot out of wall. 1D6 + Type 2 Poison.
- D) Rock drops after 30 second delay 4D6
- E) 20' pit 2D6
- F) 2 Giant bubbles- 1 Gem (1000G.P.) 1-10 if within 5' when popped
- G) Statue recites meaningless poem if within 10'
- H) 3 Giant bubbles- 1 Gem (50G.P.) 1-10 if within 5' when popped
- I) Poison gas (Type 2), 10' x 20' cloud.



TOMB OF LESCH (LEVEL TWO)

- J) Rock drops 3D6
- K) Onyx dog laying on floor- 1 charge left
- L) Fear symbol
- M) Lever throws dust of sneezins if stepped on.
- N) Oil of Slipperiness poured on first person (if rolled)
- O) 40' pit 4D6

THE TOMB OF LESCH (Beneath The Dreaded Devil Den)

Background (Introduction)

The foreboding bulk of the Tomb of Lesch looms over the Plains of Blane like some hungry vulture over a lamb.

Legends handed down through the ages speak of the mad ruler Lesch. Lesch was a powerful king. When he knew he would soon depart this world he ordered a massive pyramid built to house his remains.

For ten long years the engineers built. Thousands died constructing the edifice. Lesch had the engineers buried inside so none could reveal the secrets within.

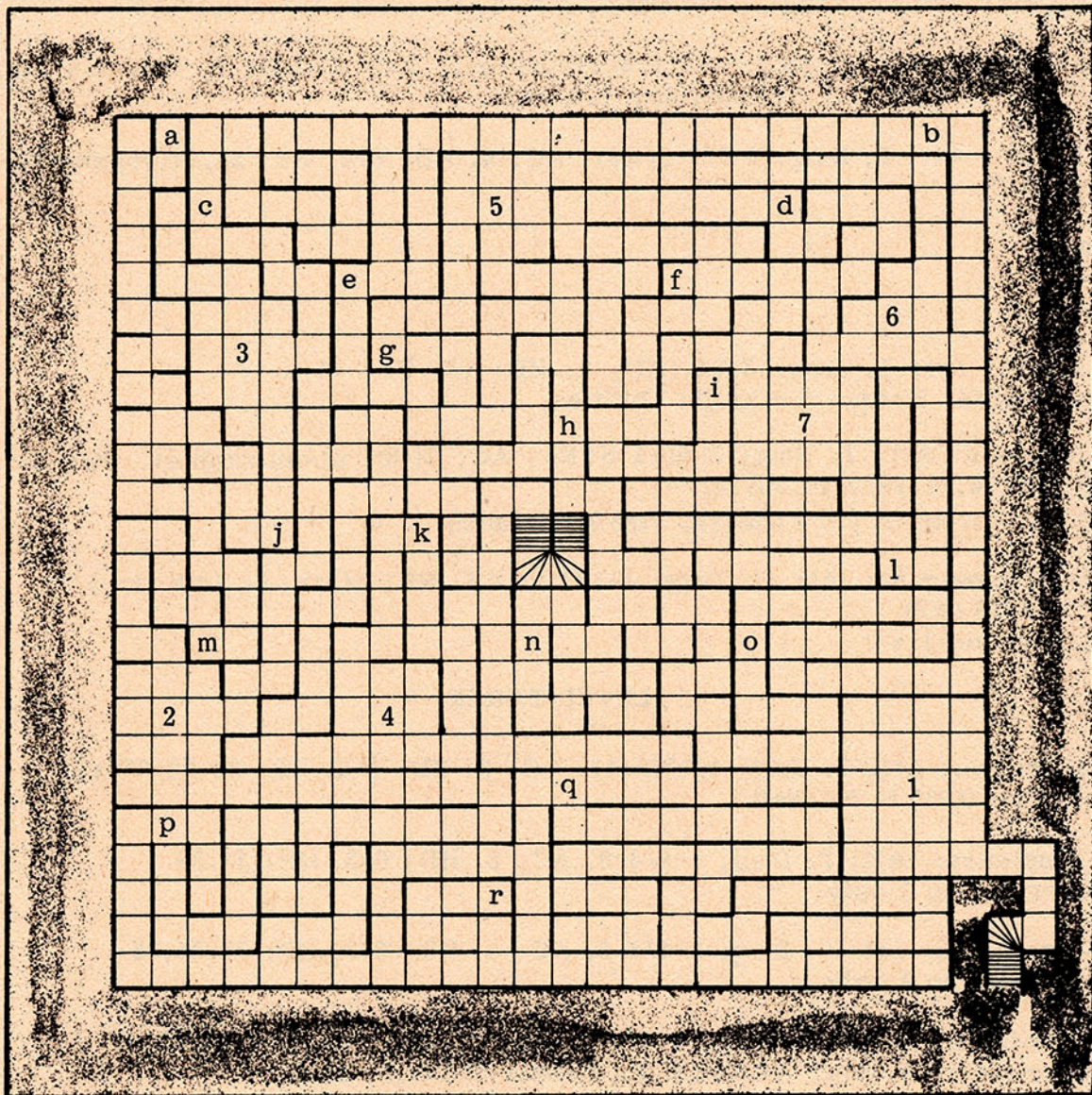
During those ten hellious years, practitioners of the arcane arts muttered spell after spell at the grandiose mausoleum, spells that would preserve (and pervert) the lives of the guardians within the tomb.

The only information about the tomb that has been gleaned throughout time is a simple poem:

*Take the high road
Tho' the dangers be many
Through the maze
One way as good as any
Past the insects
Giant that they are
And after the spectres
It is not very far
Slay the mummy king
Kill his followers
The holy sword
Is your reward.*

LEVEL TWO

- 1) 25 Skeletons: Att; 1, Dmg; 1-6, AC; 7, HD; 1, HP; 5,3,4,7,2,(x5)
- 2) 15 Skeletons: Att; 1, Dmg; 1-6, AC; 7, HD; 1, HP, 2,8,1,4,3,(x3)
- 3) 15 Skeletons: Att; 1, Dmg; 1-6, AC; 7, HD; 1, HP; 4,6,5,3,1,(x3)
- 4) 20 Skeletons: Att; 1, Dmg; 1-6, AC; 7, HD; 1, HP; 1,4,7,3,8,(x4)
- 5) 2 Mummies: Att; 1, Dmg; 1-12(rot), AC; 3, HD; 6+3, HP; 30,26
2 Gold coffins 5000 G.P. each



LEVEL THREE

- 6) Empty
- 7) 3 Wights: Att; 1, Dmg; 1-4(drain), AC; 5, HD; 4+3, HP; 17,17,16
- 8) 10 Ghouls: Att; 3, Dmg; 1-6/1-3(x2)(para.), AC; 6, HD; 2, HP; 9,6,9,8,9(x2), 5,7,10,4. 2000 G.P., 5 Jewelry 150 each.
- 9) 2 Trolls: Att; 3, Dmg; 2-8/2-5(x2), AC; 4, HD; 6+6, HP; 33,31(regenerate) 4000 G.P.
- 10) Empty
- 11) Empty
- 12) 1 Efreet: Att; 1, Dmg; 3-24, AC; 2, HD; 10, HP; 41, See Monster Manual for magic abilities.
- 13) 8 Shadows: Att; 1, Dmg; 2-5(-1 STR), AC; 7(90% undetectable), HD; 3+3, HP; 18,14,11,16,9,14,20,13.
Potion- Strength (fire Giant), Fire Resistance
- 14) 4 Doppelgangers: Att; 1, Dmg; 1-12, AC; 5, HD; 4(str. as 10th ftr.), HP; 17,20 (x2)
Surprise on 1-4

LEVEL THREE

- 1) 5 Mummies: Att; 1, Dmg; 1-12(rot), AC; 3, HD; 6+3, HP; 33,29,31(x2)
5 Coffins 1000 G.P. each
- 2) 2 Minotaurs: Att; 2, Dmg; 1-4/4-9, AC; 6, HD; 6+3, HP; 33,36
Surprised on 1 only.
- 3) 3 Minotaurs: Att; 2, Dmg; 1-4/4-9, AC; 6, HD; 6+3, HP; 27,35,25
Surprised on 1 only.
- 4) 3 Minotaurs: ATT; 2, Dmg; 1-4/4-9, AC; 6, HD; 6+3, HP; 33,30,32
Surprised on 1 only. 10,000 C.P. 2 Gems 500 G.P. each
- 5) 3 Minotaurs: ATT; 2, Dmg; 1-4/4-9, AC; 6, HD; 6+3, HP; 37,32,30
Surprised on 1 only.
- 6) 4 Minotaurs: ATT; 2, Dmg; 1-4/4-9, AC; 6, HD; 6+3, HP; 32,36,24,30
Surprised on 1 only. 11,000 C.P. 4 Jewelry 250 G.P. each
- 7) 2 Minotaurs: ATT; 2, Dmg; 1-4/4-9, AC; 6, HD, 6+3, HP; 27,35

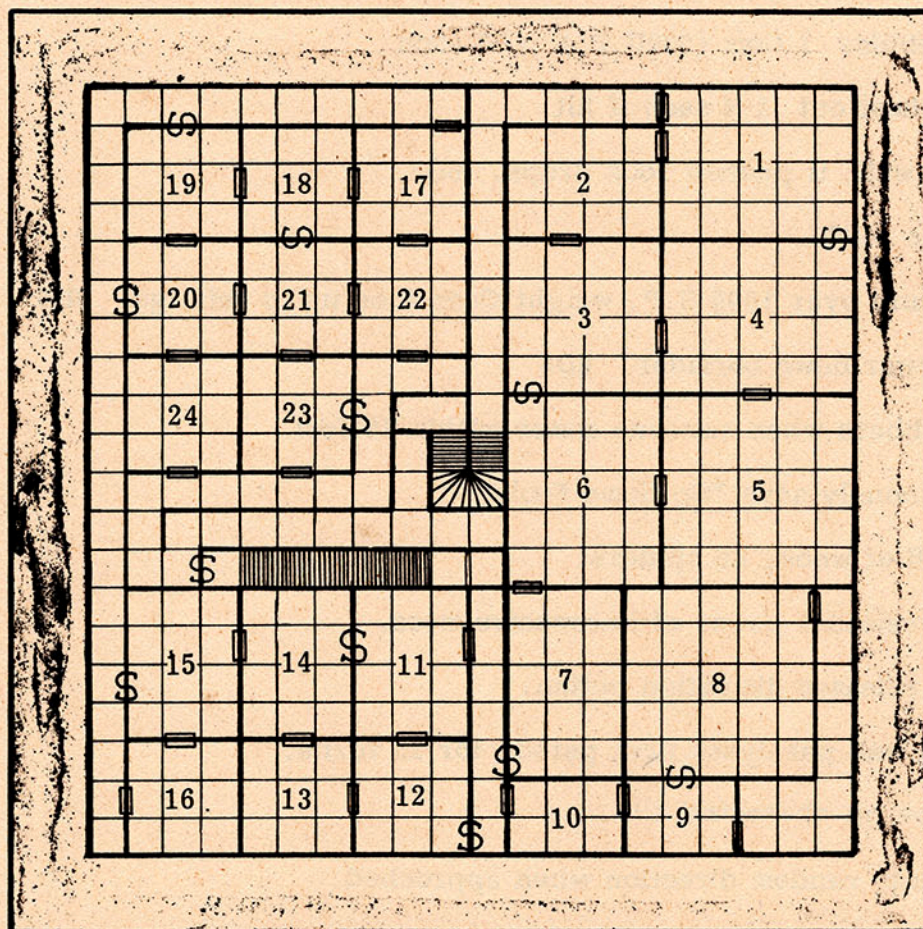
Level Three Tricks and Traps

- A) Spears (6) shoot out from the wall. 1D6 each if hit.
- B) Cold ball thrower 1 cold ball down corridor. 6D6
- C) 30' pit 3D6

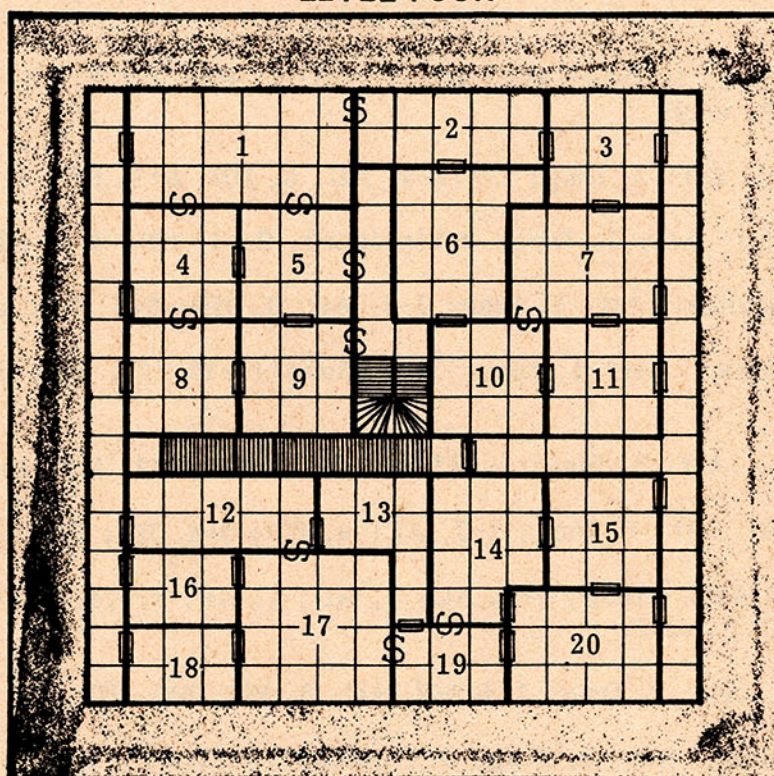
- D) 3 Giant bubbles 1 Gem (500G.P.) 4D6 each
- E) 10 Darts shoot out 1-4 each if hit.
- F) Button on wall, if pushed rock drops. 6D6
- G) Rock drops 4D6
- H) Any pressure over 1000 G.P. weight floor flies up to ceilings. 6D6
- I) Flame thrower down corridor. 6D6
- J) Statue, gibbers when someone comes within 10 feet.
- K) Statue ominously says "Go Home Fools"
- L) Corner full of webs, no spiders.
- M) Trip wire releases power of unconsciousness.
- N) Trip wire releases dimuation potion.
- O) Picture on wall paralyses first person for 25 turns.
- P) Rock drops on character 4D6.
- Q) Statue points random direction when approached.
- R) 2 Gems 5000G.P. each

LEVEL FOUR

- 1) 5 Giant Rats: Att; 1, Dmg; 1-3, AC; 7, HD; $\frac{1}{2}$, HP; 3,2,3,1,4
2 Gems 100 G.P. each
- 2) 2 Giant Snakes: Att; 2, Dmg; 1-4/2-8, AC; 5, HD; 6+1, HP; 31,33
- 3) 2 Giant Spiders: Att; 1, Dmg; 2-8(poison), C; 4, HD; 4+4, HP; 18,24
- 4) 4 Giant Cockroaches: Att; 1, Dmg; 1-4, AC; 1, HD; 3+4, HP; 18,15,17,19
- 5) 2 Giant Scorpions: Att; 3, Dmg; 1-4(poison)/1-10(x2), AC; 3, HD; 5+5, HP; 31,30
- 6) 2 Giant Snakes: Att; 2, Dmg; 1-4/2-8, AC; 5, HD; 6+1, HP; 30,28
- 7) 4 Giant Spiders: Att; 1, Dmg; 1-3, AC; 4, HD; 4+4, HP; 22,24,20,24
- 8) 12 Giant Rats: Att; 1 Dmg; 1-3, AC; 7, HD; $\frac{1}{2}$, HP; 2,3,4,3,(x3)
3 Jewelry 200 G.P. each
- 9) 1 Giant Snake: Att; 2, Dmg; 1-4/2-8, AC; 5, HD; 6+1, HP; 28
- 10) 2 Giant Scorpions: Att; 3, Dmg; 1-4(poison)/1-10(x2), AC; 3, HD; 5+5, HP; 31,30



LEVEL FOUR



LEVEL FIVE

- 11) 12 Giant Ants: Att; 1, Dmg; 1-6, AC; 3, HD; 2, HP; 12, 10, 9, 10, (x3)
- 12) 3 Giant Beetles: Att; 1, Dmg; 5-20, AC; 3, HD; 5, HP; 24, 26, 22
- 13) 1 Giant Beetle: Att; 1, Dmg; 5-20, AC; 3, HD; 5, HP; 25
- 14) 20 Giant Rats: Att; 1, Dmg; 1-3, AC; 7, HD; $\frac{1}{2}$, HP; 1, 2, 1, 4, 4, (x4)
6 Gems 500 G.P. each
- 15) 2 Giant Cockroaches: Att; 1, Dmg; 1-4, AC; 1, HD; 3+4, HP; 17, 18
- 16) 3 Giant Scorpions: Att; 3, Dmg; 1-4(poison)/1-10(x2), AC; 3, HD; 5+5,
HP; 28, 27, 28
- 17) 15 Giant Ants: Att; 1, Dmg; 1-6, AC; 3, HD; 2, Hp; 9, 12, 8, 7, 6, (x3)
- 18) Empty
- 19) 25 Giant Rats: Att; 1, Dmg; 1-3, AC; 7, HD; $\frac{1}{2}$, HP; 4, 3, 3, 2, 3, (x5)
2 Gems 50 G.P. each
- 20) 2 Giant Scorpions: Att; 3, Dmg; 1-4(poison)/1-10(x2), AC; 3, HD; 5+5,
HP; 29, 27
- 21) 4 Giant Cockroaches: Att; 1, Dmg; 1-4, AC; 1, HD; 3+4, HP; 19, 14, 18, 16
3 Jewelry 300 G.P. each
- 22) 2 Giant Spiders: Att; 1, Dmg; 2-8(poison), AC; 4, HD; 4+4, HP: 24, 25.
- 23) Empty

LEVEL FIVE

- 1) 3 Gorgon: Att; 1, Dmg; 2-12, AC; 2, HD; *, HP; 43, 41, 36
Breath turns to stone (4 times a day)
- 2) 2 Displacer Beasts: Att; 2, Dmg; 2-8, AC; 4, HD; 6, HP: 24, 27, 34
-2 on attack dice due to displacement. Save as 12th level Ftr. +2
- 3) 5 Owlbears: Att; 3, Dmg; 1-6/1-6/2-12, AC; 5, HD; 5+2, HP; 25, 28, 27, 27, 25
Hug for 2-16 on roll of 18 or better. 10,000 G.P.
- 4) 4 Jewelry 5000 G.P. each
- 5) 1 Umber Hulk: Att; 3, Dmg; 3-12/3-12/2-10, AC; 2, HD' 8, HP; 33
Confusion if eyes looked at for 3-12 melee rounds.
- 6) 1 Chimera: Att; 6, Dmg; 3-12/2-8/1-3(x2)/1-3(x2), AC; 2, HD; 8, HP; 39
Breath for 3-24 3 times a day 800 P.P.
- 7) 10 + 1 arrows in vase in NW corner
- 8) 7 Wraiths: Att; 1, Dmg; 1-6(energy drain), AC; 4, HD; 5+3, HP; 24, 24, 22, 24(x2)
Can be hit by silver $\frac{1}{2}$ Dmg or mg. wpns. only.
- 9) 8 Hydra: Att; 8, Dmg; 1-8, AC; 5, HD; 8, HP; 64

Fight as a 8th level fighter.

- 10) 1 Umler Hulk: Att; 3, Dmg; 3-12/3-12/2-10, AC; 2, HD; 8, HP; 39
Confusion it eyes looked at for 3-12 melee rounds.
- 11) Empty- breathing can be heard
- 12) 2 Manticores: Att; 3(6), Dmg; 1-3(x2)/1-8(1-6), AC; 4, HD; 6+3, HP; 33,26
S.P. 5000 G.P. 8000 (6) spikes/turn max 24.
- 13) Empty
- 14) 6 Hell Hounds: Att; 1, Dmg; 1-6 breath 1pp/HD, AC; 4, HD; 6,
HP; 29,27,31(x2)
5 Gems 500 each
- 15) 1 Basilisk: Att; 1, Dmg; 1-10 gaze to stone, AC; 4, HD; 6+1, HP; 25
- 16) 2 Owlbeats: Att; 3, Dmg; 1-6(x2)/1-12, AC; 5, Hd; 5+2, HP; 22,25
Hug on hit of 18 or better 2-16 Dmg.
- 17) 3 Wyverns: Att; 2, Dmg; 2-16/1-6poisen, AC; 3, HD; 7+7, HP; 39,39,43
Poisen type 7 in tail
- 18) Empty
- 19) 2000 E.L.P. 9000 G.P. 100 P.P. 14 Gems 100 each. Shield +1
Sword +2 Int. 5 Mace of Disruption
- 20) 2 Cockatrices: Att; 1, Dmg; 1-3 stone, AC; 6, HD; 5, HP; 20,23

LEVEL SIX

- 1) 5 Zombies: Att; 1, Dmg; 1-8, AC; 2, HD; 6, HP; 22,26,24(x2)
These are really CE 6th level priests disguised as zombies, they will not
hesitate to use their spells, each one has the following:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
<i>Curse (unbless)</i>	<i>Hold Person</i>	<i>Blindness</i>
<i>Command</i>	<i>Hold Person</i>	<i>Curse</i>
<i>Fear</i>	<i>Silence 15' R.</i>	
<i>Command</i>		

Each cleric has 2 jewelry 1000 each.

- 2) 1 Evil High Priest: Att; 1, Dmg; 1-8, AC; 2, HD; 9, HP; 56
He is praying at the altar dedicated to Set. His spells are:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>	<u>4th Level</u>	<u>5th Level</u>
<i>Curse(unbless)</i>	<i>Hold Person</i>	<i>Blind</i>	<i>Poison</i>	<i>Die</i>
<i>Command</i>	<i>Silence</i>	<i>Disease</i>	<i>Un-Tongues</i>	
<i>Darkness</i>	<i>Hold Person</i>	<i>Curse</i>		
<i>Fear</i>	<i>Resist Fire</i>			
<i>Prot. From Good</i>				

Each cleric has 2 jewelry 1000 each.

- 3) 2 Spectres: Att; 1, Dmg; 1-8 drain 2 levels, AC; 2, HD; 7+3, HP; 37,37
Need magical weapons to hit.
- 4) 2 Hieracosphinx: Att; 3, Dmg; 1-10/2-8(x2), AC; 1, HD; 9, HP; 41,43

LEVEL SEVEN

- 1) 6 Fighters: Att; 1, Dmg; 4-13, AC; 1, HD; 7, HP; 50,55,53(x2)
These men guard the room eternally due to the magics put upon the tomb.
They are the personal guard of the king. Each has +3 to hit and +3 damage.
Each set of armor is worth 5000 G.P.
- 2) Empty
- 3) 3 Fighters: Att; 1, Dmg; 5-14, AC; 0, HD; 10, HP; 71,63,65
Each fighter has a +1 sword, and with their strength give them +4 hit
+4 damage. Armor worth 10,000 G.P.
- 4) 2 Xorn: Att; 5, Dmg; 6-24/1-3(x4), AC; -2, HD; 7+7, HP; 43,45
Surprise on a 1-5, They will fight until dead. Fire, cold,- No Effect.
Electric- $\frac{1}{2}$ or no effect 10,000 G.P.

Secret room off Room 4 has a trap door in ceiling to next level.

LEVEL EIGHT

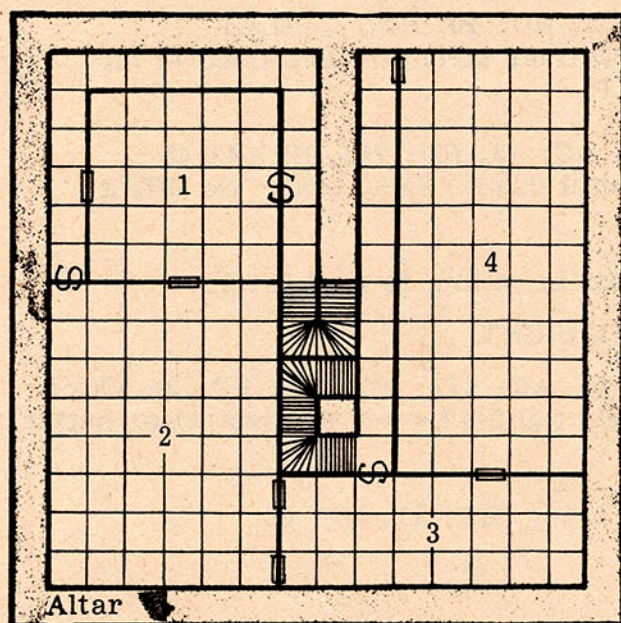
- 1) 4 Salamanders: Att; 2, Dmg; 1-6/2-12, AC; 5/3, HD; 7+7, HP; 36,40(x2)
Has spear hit for 1-6 and 1-6 for heat, tail 2-12 + 1-6 for heat +1 or better
weapons to hit.
- 2) 1 Beholder: Att; 1, Dmg; 2-8, AC; 0/2/7, HD; 11, HP; 60
40 Body, 20 Eye, Eyestalks 10 HP.
See Monster Manual for abilities.
- 3) 1 Flesh Golem: Att; 2, Dmg; 2-16(x2), AC; 9, HD; 11, HP; 40
Magic weapons to hit. Spells have no effect. Fire and Cold Spells slow
Golem down. Ele. restores damage 1 pt. / die.
- 4) Richly furnished bedroom. Contents valued at 50,000 G.P. including
rugs, paintings, gold chairs, etc.
Secret Room has trap door to next level.

LEVEL NINE

- 1) 1 Clay Golem: Att; 1, Dmg; 3-30, AC; 7, HD; 11, HP; 50
Can haste itself for 3 rounds. Can be hit by blunt magical weapons only.
See Monster Manual for spells that effect it. Damage by a clay golem is
repairable by a healing spell from a 17+ level cleric.
Room is richly decorated, 20,000 G.P. worth.
- 2) 3 Minions of Set: Att; 1, Dmg; 1-10, AC; -2, HD; 10th level ftr. HP; 25
1 Mummy: Att; 1, Dmg; 2-24, AC; 0, HD; 12+6, HP; 65
Mummy is King Lesch - fire resistant, double strength disease. Cannot
be turned by clerics. 50,000 G.P. coffin.

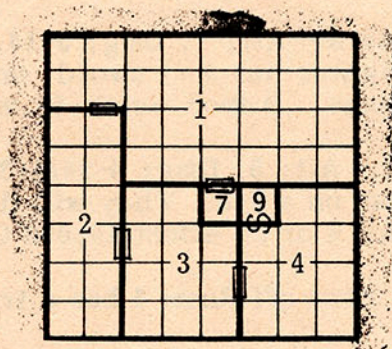
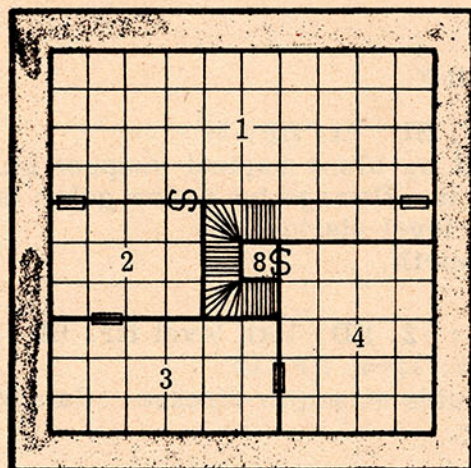
LEVEL TEN

- 1) 50 Gems 20,000 G.P. total
 20 Jewelry 80,000 G.P. total
 Magic - Potion - Undead Control, Dust of Paralyzation, Healing,
 Extra Healing, Gaseous Form
 Scroll - Prot./Magic, Curse
 Spear - +3
 Armor - +2
 Sword - +3 Int 3
 Ring - Undead Control
 Lodestone
 +5 Holy Sword Int. 12 Ego 13
 Abilities - Detect Gems, Magic, Invisible object, Reads Magic,
 Speaks Chaotic, Lammasu, Treant, Flying

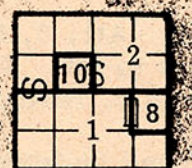


LEVEL SIX

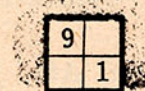
LEVEL SEVEN



LEVEL EIGHT



LEVEL NINE



LEVEL TEN

Booty List

WHAT IS A BOOTY LIST?

It is a listing of fantasy and science fiction games and accessories that you can order from Judges Guild. More than 80% of our mail-orders are shipped the same day it is received! Orders go out via 1st Class U.S. Mail or via United Parcel, whichever is the most economical for the size and weight. Holders of P.O. Boxes—please give us your street address in case your order must be shipped via UPS. If you have any questions about orders or our order processing please write. We attempt to answer all questions as quickly as possible.

MINIMUM ORDERS

Effective June 1, 1979 we will have *no minimum order*.

POSTAGE, SHIPPING, AND HANDLING

Effective June 1, 1979 there will be a flat \$1.00 charge for postage and handling on all orders, regardless of size, for orders in the U.S., Canada, FPO and APO. The exception is on posters where the charge is \$1.00 for each order of 1 - 6 posters. Foreign orders should include \$3 postage for each \$5 ordered for Air Mail OR \$3 postage for surface mail. Excess postage will be refunded.

ILLINOIS SALES TAX

Illinois residents must include 5% Illinois sales tax on the total retail amount (not including the shipping).

HOW TO SEND PAYMENT

Please do not send cash through the mails. Make out all checks or money order to Judges Guild. *No Foreign currency or checks accepted!* Foreign orders should have an international money order made out in U.S. currency. Master-Charge and Visa/Bank Americard are both accepted. If using your charge card be sure to send in your name, card number, expiration date, and bank code number, if applicable. Sign the charge authorization. *Do Not Send your charge card!*

PRICE CHANGES

Prices of other manufacturers' products are subject to change without notice.

BACK ORDERS AND DISCONTINUED ITEMS

On items which are in production but which we are temporarily out of stock on: we will back-order all rules books, magazines, games, etc. On miniatures, however, we will not back-order unless the total amount of back-ordered items in your order is \$10 or more. In cases where we do not back-order, credit will be issued. A cash refund will be given instead of credit if requested. Discontinued items, items which are listed and which manufacturers decide to produce no longer, we will give credit on.

JUDGES GUILD FANTASY GAME AIDS

We produce game aids for added depth of play for Dungeons & Dragons Reg. App. For. and useable for other fantasy game systems. Most of our retail game aids found in stores are made up of previous Guildmember subscription issues. Since many have asked for a description of what has been published, we have provided such—with the numbers of the issues that made them up.

- * = Approved for use with D&D
- ! = Approved for use with AD&D
- † = Approved for use with Traveller
- % = Approved for use with Runequest

- 1* 34" x 44" City State Map
4 Sections \$4.50
- 2* Dungeon Tac Cards - Weapon and action cards (140)
showing "to hit" and stats. \$3.95
- 3* Booklet 'I' - First book of three to the original
City State \$2.00
- 4* 17" x 22" City State Player Map \$.50
- 5*aa Six Charts - Men Attack, Monster Attack . . . \$.50
- 6*aa Six Charts - Chainmail, Monster Attack . . . \$.50
- 7*aa Six Monster Attack Charts \$.50
- 8*aa Dungeon Level Maps 'I' 1 - 5 \$.50
- 9* 17" x 22" City State Judge's Map. \$.50
- 14* Ready Ref Book - 56 pages of guidelines and RR
charts from the first six Guildmember issues. . \$2.99
- 15* 'J' Maps (Thunderhold) \$1.00
- 16* 'J' Booklet and Ready Ref Chart - Thunderhold:
A castle of a dwarven King and extensive Cavern
with guidelines on poison, metal/coin values, beggars,
buffoons, special encounters. The second booklet to
the original City State. \$2.00
- 17* Dungeon Levels Maps 'J' 1 - 4 \$.50
- 18* 17" x 22" Judges City State Campaign Map . \$1.50
- 19* 17" x 22" Players City State Campaign Map . \$1.50
- 20*aa Booklet 'K' and Ready Ref Sheets - A guide to the
area around the City State with villages, castles, etc.;
guidelines on Baronies, technological level, trade
guide, wishes, moral, NPCs & negotiations. . . \$2.25
- 21*aa I, J, K Journals - Newsletters, all for \$.25
- 22*aa L Journal - Newsletter \$.30
- 23* 17" x 22" Tegel Manor and Area Judges Map . \$2.00
- 24* 11" x 17" Tegel Manor and Area Players Map . \$1.00
- 25* Booklet L (Tegel Manor) and Character Sheets . \$2.50
- 27* Tegel Manor Installment - A huge haunted house
with large map of manor and area plus room and
monster descriptions and guidelines on magic sta-
tues and resurrection results \$4.50

60 Judges Guild

- 28* Judges Shield - A reference screen for D&D monster stats, hit matrixes, experience points, and much more; 3 cardboard pieces fit together serving as a screen to hide Judge's secret material \$1.98
- 30*aa 11" x 17" Judges Tegel Manor Map \$.75
- 31* City of Modron Maps - 11" x 17" Judges map and 8½" x 11" Players map. . . . \$1.00
- 32* Booklet M - 16 pages of Underwater Adventure and RR chart listing all monster statistics. . . . \$2.50
- 33* Journal M - Newsletter \$.60
- 34* Modron Installment - A town map and an underwater map with descriptions of town inhabitants and guidelines on swimming, sharks and monster compendium of D&D monster statistics. . . . \$3.50
- 36* Character Chronicle Cards - A compact character reference for players or NPC listings. Room for stats, armor, and background. 100 cards . . . \$1.98
- 37 First Fantasy Campaign - by Dave Arneson. 92-page book and large wilderness campaign map (one each for Judge and players) tracing history and development of the original fantasy role-playing campaign. Many new rule guidelines on lair generation, character interests, army make-ups, etc. . . \$7.98
- 38 17" x 22" Judges First Fantasy Campaign Map. . \$1.50
- 39 17" x 22" Players First Fantasy Campaign Map. . \$1.50
- 40aa Judges Guild T-Shirt-Adult Sizes: S, M, L, XL . \$3.75
- 41aa Judges Guild T-Shirt - Children Sizes: S, M, L, XL \$3.25
- 42aa Guildmember Button \$.25
- 43* Barbarian Altanis/Glow Worm Steepes Issue N - A wilderlands map of both area above (with one each for Judge & Players), with villages, castles, etc.; guidelines on ruins, caves, searching, rivers . . \$5.50
- 44* 17" x 22" Wilderlands Campaign Map, specify which you want-Judges or Players. Printed on both sides. . . . \$1.80
- 45* Journal N - 16 large pages on wilderness encounters, dungeon encounters, and regular feature . . . \$.80
- 46aa Wilderlands Hex Sheet - One (blank) 17" x 22" numbered hex grid sheet printed on both sides on same paper as other maps \$.80
- 46x4 Wilderlands Hex Sheets - Four (blank) 17" x 22" numbered hex grid sheets (printed both sides for a total of 8 hex grids) for use in mapping new wilderlands. . . . \$3.00
- 47 Campaign Hexagon System - A booklet of 55 light grey hex fields (hexes numbered and .3" in size, making them .2 mile for the standard D&D 5 mile Wilderness hex), 8½" x 11". . . . \$2.50
- 48* Wilderlands of High Fantasy - Combines five different 17" x 22" maps (with one each for Judge & Players) plus two 16 page guidelines booklets on villages and campaign guidelines. . . . \$8.50
- 49* Valon/Tarantis Issue O - A wilderlands map of both areas of Barbarian Altanis/Glow Worm Steepes (with one each for Judge & Players), with villages, castles, etc.; with guidelines reprinted from the 2nd issue on Baronies, technological level, etc. . \$5.50
- 50* 17" x 22" Wilderlands Campaign Map - from issue O (Valon/Tarantis.) Specify Judges or Players. Printed on both sides \$1.50
- 51* Judges Guild Journal O. . . . \$.80
- 52* Thieves of Badabaskor - A 32-page booklet based on a fortress adventure complete with 5 advanced dungeon levels \$3.00
- 53* Judges Guild Journal P. . . . \$.80
- 54* Thieves of Badabaskor Issue - Combines Thieves of Badabaskor and Journal P. . . . \$3.50
- 55* GenCon IX Dungeons - A 32-page booklet detailing both the preliminary and final tournament dungeons used at the Lake Geneva Con in 1976 . \$3.50
- 56* Judges Guild Journal Q (8) \$.80
- 57* GenCon IX Dungeons Issue - Combines GenCon IX Dungeons and Journal Q. . . . \$4.00
- 58* Judges Guild Journal R (9) \$.80
- 59* Village Book I - 64-page booklet with over 40 villages. Features new rules for naming and random village generation, etc. . . . \$2.75
- 60* Castle Book I - Includes over 40 castles on numbered hex grids. Contains rules for random leader generation, garrisons and siege equipment, and more. . . . \$2.75
- 61* Island Book I - Contains over 40 islands on numbered hex grids. Rules for random inhabitants, flora and fauna, terrain features, and other rules included \$2.75
- 62* Revised City State of the Invincible Overlord - Large 84-page guidelines combining Booklets I, J, K, L: Ten dungeon levels and maps for both Judges and Players included. . . . \$8.00
- 63* Citadel of Fire - A 32-page booklet that takes you through an ancient wizards tower. Includes 6 tower levels and 5 dungeon levels \$3.00
- 64* Judges Guild Journal S (10). . . . \$.80
- 65* Issue S-Combines Citadel of Fire and Journal S. . \$3.50
- 66 Sea Steeds & Wave Riders - Two sheets (28½" x 22½") of 20 different ships, small craft, and equipment ranging from dugout canoes to Viking Longships. Detailed right down to the individual planks and nail heads. In 25mm scale for use with miniature figures in Medieval and fantasy wargaming. A 32-page book with extensive technical descriptions, historical information, and gaming aids. . \$6.50
- 67* Fantastic Wilderlands Beyond - The wilderlands maps of Lenap, Elaphand Lands, Desert Lands, and Sea of Five Winds. 17" x 22" Judges & Players map, with villages, castles, etc.; plus a 32-page booklet on villages and campaign guidelines. . . . \$8.00

- 68 War Cry and Battle Lust - A 32-page set of miniature rules including reference charts, play aids, and army organization, suitable for battles from ancient era through medieval. A basic set of simple rules emphasizing action and quick resolution . . . \$4.00
- 69 Flotilla One - The same sheet (28½" x 22½") used in Sea Steeds & Wave Riders (20 different items) packaged four per product for a grand total of 80 items. Finely detailed aid for use with 25mm miniatures . . . \$5.00
- 70 Judges Guild Journal T (11) . . . \$.80
- 71* Frontier Forts of Kelnore - A 32-page booklet that takes you through a fantastic frontier fort . . . \$3.00
- 72 Issue T- Combines Frontier Forts of Kelnore and Journal T. . . \$3.50
- 73 The Dungeoneer Compendium of 1-6 - An 80-page booklet containing the first Six Issues of The Dungeoneer . . . \$2.50
- 75† Traveller Judges Shield - Four 8½" x 11" sheets of cardstock. All charts and tables necessary to play Traveller reproduced in one place. Those items pertinent to the referee on one side and those to the players on the other. Combat charts have all appropriate pluses and minuses figured in. All weapons from Mercenary are included also . . . \$2.50
- 76* The Dragon Crown - The tournament dungeon for Pacific Encounters. 16 pages, 1 dungeon level and pre-rolled characters. . . \$1.75
- 77 The Judges Guild Journal 12 (U) - Special Christmas issue, contains 64 pages in new magazine format. . . \$2.00
- 78† Traveller Log Book - Succinct summary of Character Generation with convenient re-arrangement of appropriate Traveller Tables. New Tables on physical characteristics and personal background, new accurate combat damage tables for all standard types and auxiliaries, complete interstellar trade tables, summary of starship operations, character Record Sheets (10) and complete sets of Ship's Papers (6) . . . \$3.00
- 80* Of Skulls and Scrapfaggot Green - The GenCon X Dungeon. 32-page Town and Dungeon adventure . . . \$4.50
- 81 The Dungeoneer 9 . . . \$1.75
- 82 The Judges Guild Journal 13 (V) . . . \$1.50
- 83* The Judges Guild Journal 13 Issue - Includes the Wilderlands of the Magic Realm Part I (contains Campaign Maps 12 and 13) and Journal 13 (V) . \$5.75
- 84 The Dungeoneer 10 . . . \$1.75
- 85 The Dungeoneer 7 - 5½" x 8½" format . . . \$.85
- 86 The Dungeoneer 8 - 5½" x 8½" format . . . \$1.25
- 87! Character Codex - 96-page booklet of tear-out sheets to keep character types and statistics . . . \$4.50
- 88! Dark Tower - A 72-page adventure scenario for AD&D including 4 dungeon levels, a town, and other items. Written and illustrated by Paul Jaquays. . \$5.50
- 89† Starships & Spacecraft - Three 22" x 34" sheets, 25mm scale, three color Deck Plans of all standard Traveller starships and auxiliaries, complete technical data, Ship's Papers and layout grid for your own starship design . . . \$5.50
- 90 The Judges Guild Journal 14 (W) . . . \$1.50
- 91 The Judges Guild Journal 14 Issue - Includes Wilderlands of the Magic Realm Part II (contains Campaign Maps 11 and 14) and Journal 14 (W) . . . \$5.75
- 92* Wilderlands of the Magic Realm - A 48-page book with Campaign Maps 11, 12, 13, and 14 for both Judge and Player included. . . \$8.50
- 93* Under the Storm Giant's Castle - A 32-page dungeon adventure of a giant's castle, 6 dungeon levels. . \$3.00
- 94 The Dungeoneer 11 . . . \$2.80
- 95* Survival of the Fittest - A deadly solitaire dungeon for 1, 2, 3, or 4 players. Designed for 1st and 2nd level characters of any class . . . \$3.50
- 96 Treasury of Archaic Names - Sourcebook for Olden Names & Titles for Role-Playing Games' Characters. . . \$4.95
- 97 The Judges Guild Journal 15 (X) . . . \$1.50
- 98 The Judges Guild Journal 15 Issue - Includes Survival of the Fittest and Journal 15. . . \$
- 100 Trek-80 - Our first computer game written especially for the Radio Shack TRS-80 Computer. This is not just another Star Trek game. Toughest Trek game to beat yet. . . \$14.95
- 101 The Dungeoneer 12 . . . \$2.80
- 102* Caverns of Thracia - 80-page booklet designed for 1st and higher level characters. Includes random encounters, a lost city, and 4 levels. . . \$6.50
- 104* Village Book II - A 64-page campaign hexagon sub-system. Contains guidelines and villages on numbered hex grids. . . \$3.00
- 105† Dra'k'ne Station - A 64-page booklet, a science fiction role-playing adventure approved for Traveller. 12 levels . . . \$4.95
- 106 The Dungeoneer 13 . . . \$2.80
- 107% Broken Tree Inn - 48-page booklet containing three Runequest scenarios and background information suitable for a wide range of characters. . . \$4.00
- 108* Verbosh - More than the usual dungeon adventure, with it's two towns, it's full two dungeons, it's two wilderness maps, and the underwater adventure, it is a micro-campaign. All contained in a 80 page booklet. . . \$6.50
- 109! Operation Ogre - The 1979 Pacificon Tournament Dungeon. Save the Princess from a terrible fate. Approved for use with AD&D . . . \$3.25
- 110 The Judges Guild Journal 17 (Z) . . . \$2.80
- 111* Mines of Custalon - Wilderlands adventure including towns, character statistics, and a journey into the mines . . . \$3.95

62 Judges Guild

- 112 The Judges Guild Journal 17 Issue - Includes Mines of Custalon and Journal 17\$6.00
- 113* Book of Treasure Maps - Five scenarios, most of which are located on Judges Guild's campaign maps, in a 48-page booklet. Written and illustrated by Paul Jaquays\$3.95
- 114! The Maltese Clue - An adventure looking for the key to a magical book. The key of which you have only a vague description-is located in a castle from which two parties have failed to return.....\$4.00
- 115 The Dungeoneer 14\$2.80
- 116* Hellpits of NightFang - by Paul Jaquays, is the second Judges Guild Runequest adventure. Your players will be called upon to cope with NightFang, a monstrous trollish vampire with a taste for rats and player-characters.....\$3.00
- 117! Temple of Ra Accursed by Set - Designed by Thomas and Edward McCloud. The players task is to rescue the fair princess who is sleeping an enchanted sleep in the depths of this accursed edifice.....\$2.00
- 119* Tower of Ullision - The first in a two part series by David Emigh. This adventure is guaranteed to cause total amazement and frustration in your players. If you believe in being kind to your players, don't get this product.\$3.00



Operation Ogre Tournament Results & Comments

By Michael
Mayeau

Operation Ogre was run as the "Official Contest Dungeon" at the 1979 Pacificon Convention. It ran fairly smoothly and most of the participants enjoyed it. Besides myself, there were three other persons who acted as Judge's for the ten (10) teams that went through it. These persons are Dave Wan, Jim Harm, and Jim Souza and I'd like to thank them publically for their help. We spent many hours practicing the dungeon ahead of time, so that more teams could be run through than last year. The time was well spent as all the positions were filled, and the teams went thru with a minimum of delays (at least on the Judge's part).

Each team had 8 persons on it, and four hours to complete the mission required of them. The 1st place team got slightly over 14,000 points, the 2nd place team got about 9,000. From there it ranged down to the last place team who wound up with about 2,500 points. This was a very deadly dungeon, with NO teams losing less than 2 players, and one team lost all eight! (They made it as far as the Throne Room.) One team even wound up fighting the White Dragon "Snowstorm". Unfortunately, while we urged the earlier teams not to discuss the contest as there would be many teams following them, we definitely saw that the later teams had some knowledge of the contest dungeon. This was very easy to spot as the people who had the knowledge did not bother to try and conceal it. This seemed to hurt them as much as it helped them, for in heading straight to the princess, they failed to check the rooms along the way, and did not receive points that those rooms contained. Of the many teams that did make it to the final room where the princess was, most of them had completely had their fill of Ice Ogres by that time. So when they saw three more Ice Ogres in that room, they immediately thru in everything but the kitchen sink (fireballs, lightning, etc.), this led to the demise of the princess in at least three cases. . . .

All in all I feel that the tournament went very well, and I look forward to next year. As a final note, I might add that the teams that did

show "prior knowledge" of the dungeon neither placed 1st or 2nd, although they did not place last either. Team awards were only given for the 1st and 2nd place teams, so their 'scouting' really gained them nothing, and may have cost them an award, it certainly cost them in the enjoyment of being able to explore an "unknown" dungeon!

In editing this dungeon for publication, TSR felt that certain changes were necessary to make it a more marketable item. Editing a dungeon designed for a tournament to one designed to market to the public took considerable time, and I wish to thank the person at TSR for the time they spent that they spent doing it. The last I heard, Mr. Lawrence Shick was in charge of this department. For those of you who want to run your local groups through exactly as the contest was run at the Pacificon Convention, I will list the changes necessary to convert your dungeon back to a tournament dungeon. The dungeon should only be run this way with the pre-rolled characters, however, if your group wants to use their own characters, then use the dungeon as it is.

To run the dungeon, with the pre-rolled characters, as a tournament, the following changes should be made if you want to compare your group to the teams that ran at Pacificon:

Cavern G) Add a small crown (value 6,000 GP) to the treasure.

Room U) The Platinum Pieces in the chest on the EAST wall should be changed from 1000 to 3000. In the chest on the WEST wall, change the nine gems to nineteen gems (value 46,200 GP), change the value of the crown from a value of 6,000 GP to 32,000 GP, change the 2 jeweled necklaces to 7 jeweled necklaces (value 56,000 GP), change the value of the Diamond Broach to 14,000 GP, change the two other broaches to five other broaches (value 19,000 GP), increase the value of the eight Jeweled Hair Pins to 9,000 GP, increase the value of the 15 assorted bracelets to 25,000 GP, and last, change the seven Rings to

64 Judges Guild

27 Rings (value 84,000 GP). In the chest on the SOUTH wall, change the Magic User Scroll spells to: 1) Disintegrate; 2) Time Stop; 3) Clone (ahh, a way to get the dead princess back!); increase the charges on the Wand of Power to 25 charges (the ticket out), and last, the +3 Dagger has two Wishes on it (another way to bring a dead princess back, and get out without trouble, if the players can figure out that the dagger has the wishes on it, that's why the Nysgal's Magic Aura is on it, not to conceal it's +3, but to conceal the wishes!).

Most of these treasure have to be changed to make the 'point' totals come out correctly, although some (those noted) actually come into play in the tournament itself.

In the "Alchemist Laboratory", I'm not sure what happened, but I think there were some typo errors. The potions are "definitely" NOT magic, this was done to challenge the contestant's thinking, and I think someone jokingly put on an editorial comment and when Judges Guild sent out the dungeon to be typeset (the first time they had sent one out), the person who was doing the typesetting was unfamiliar with D&D and added the 'comment' into the dungeon. Also the Cut-crystal should be worth 300 'Platinum' Pieces, not 'Gold'. I don't know if this was another change or not, but it should be changed if you are running this dungeon as a tournament, for the reason listed above.

Certain changes are necessary in the pre-rolled characters also if this dungeon is to be run to compare your group with the teams, these are:

EMAR: Wand of Fire, increase charges to "10".

EROY: Plate Mail, increase to +4, the Armor Class is correct, I don't know why that wasn't reduced when the armor was changed to +2. I guess it was overlooked, as it was changed on the Judges Ready Reference Sheet, so it will have to be changed back to -4 there.

EFOM: Chain Mail, change to +5, same thing with the Armor Class as with EROY. Also the Wand of Paralization was strengthened. The original only did 6D6 in Paralization damage (save for ½ damage) so even a full blast without the save being made might not paralyze an Ice Ogre, however the original has 12 charges to compensate for this. Last, delete the 1 - 6 plus from the Javelins of Lightning. I did not have the new AD&D Dungeon Master's Guide when this was written, so I used the original D&D rules.

As a final note, neither the Electric Crawlers, nor the Ice Ogres are as I pictured them. For the Electric Crawler, if you have ever seen an 'Integrated Circuit', expand it to four feet long and add two ten feet long metal antenna and you have one. I'll submit a 'rough' (very rough) sketch with this article, and if Judges Guild has the time, maybe they can have a professional artist do it up right, and print it with the article. Since I failed to submit any description with the manuscript, this is my fault, and I think Gerald Busby did a very good job with what there was to work with. As for the Ice Ogre, I think Kevin Siembieda did an excellent job, so well in fact, that I like it better than my own, so I'll leave it at that!

ANNOUNCING:

The most indispensable player's aid since dice!

THE INFINITE MODULAR BOARDGAMES



We have developed a playing medium adaptable to all types of combat in 25mm scale. These beautiful handmade boards can be assembled in any grid shape desired. Made from quality acrylics, they will provide many years of enjoyment, as they are virtually indestructible. Draw on the surface, then wipe clean after use. The Deluxe set will set up an entire dungeon in it's entirety. Our local gamers won't play any other way. Get yours now!

Standard set--\$42.95 Deluxe set--\$62.95

Mail check or money order to:


Richard Hall . . . Infinite Modular Boardgames . . . PO Box 1012 . . . Marathon, Fla. 33050

Florida residents please add 4% sales tax.

SEND A CHRISTMAS GIFT THAT LASTS ALL YEAR

Your Fantasy Gaming Friends will find a year enjoyment when you get them a Christmas Gift Subscription to **The Judges Guild Journal** or **The Dungeoneer**. Months of Fantasy Gaming Articles and Information. When their magazine arrives, they will remember your thoughtfulness. Fill out the order form promptly with their names, along with your check or money order. We'll take care of the rest. Your friends will receive a gift card and the Christmas Issue. **Better act now!** Christmas is close.

Save 10°/° on 1st., PLUS 20°/° on 2nd., PLUS 30°/° on 3rd.

	1yr.	2yr.	3yr.		DONOR'S	
					Gift card to read from.	
1st.	13.50	27.10	38.10		Name	
					Address	
2nd.	12.00	24.20	34.40		City	Zip
				State		
3rd.+	10.50	21.30	30.10			

Check boxes for magazine and year

tJ <input type="checkbox"/> Name _____	tJ <input type="checkbox"/> Name _____	tJ <input type="checkbox"/> Name _____
tD <input type="checkbox"/> Address _____	tD <input type="checkbox"/> Address _____	tD <input type="checkbox"/> Address _____
1yr. <input type="checkbox"/> City _____	1yr. <input type="checkbox"/> City _____	1yr. <input type="checkbox"/> City _____
2yr. <input type="checkbox"/> State _____	2yr. <input type="checkbox"/> State _____	2yr. <input type="checkbox"/> State _____
3yr. <input type="checkbox"/> Zip _____	3yr. <input type="checkbox"/> Zip _____	3yr. <input type="checkbox"/> Zip _____

Want to send a gift to a friend but don't know what to get? Buy a Judges Guild Gift Certificate and save 10%! A \$5 Gift Certificate costs just \$4.50 (\$4.40 for Guildmembers), a \$10 certificate is only \$9.00 (\$8.80 to Guildmembers) and if you really like them a lot, send them a \$20 Gift Certificate for only \$18.00 (\$17.60 for Guildmembers). You can't beat that !!! Gift Certificates are available only from: Judges Guild, 1165 N. University, Decatur, IL. 62526.

This certificate entitles the undersigned to \$10.00 in Judges Guild merchandise (only), obtainable from our mail order catalog or our retail store or at any convention we attend or are represented at (not good at local hobby stores).

\$5.00

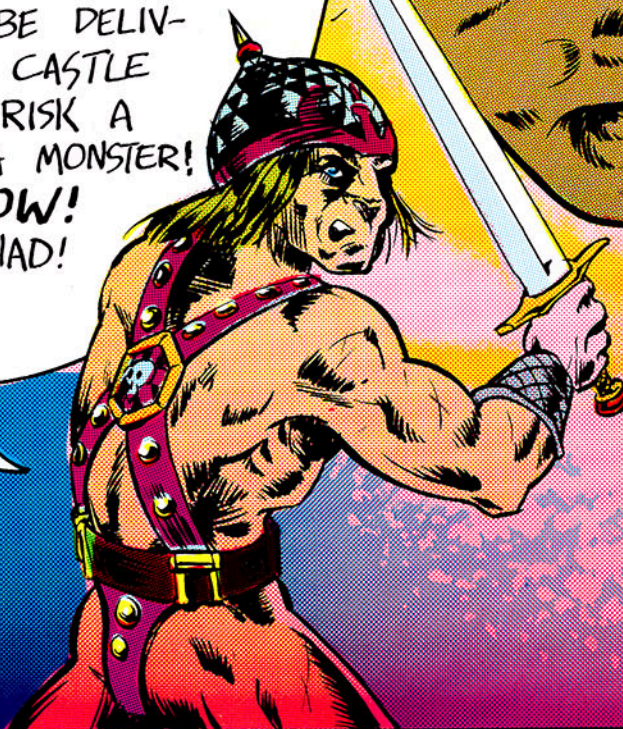
OKAY, ALREADY, ... SO I
COULD HAVE **SAVED** MYSELF
THIS TROUBLE IF I HAD
ONLY JOINED

Judges Guild

AND BECOME A

GUIN THE MEMBER

I **KNOW** THAT I CAN RECEIVE
NOT ONLY **THE JOURNAL**, BUT ALSO
A REGULAR **GAMEMASTERS'**
INSTALLMENT, **APPROVED** FOR USE
WITH **DUNGEONS AND DRAGONS®**.
AND ALL OF IT WILL BE DELIV-
ERED RIGHT TO MY CASTLE
WITHOUT HAVING TO RISK A
SINGLE WANDERING MONSTER!
CHECK IT OUT NOW!
I WISH THAT I HAD!



NEW SUBSCRIPTIONS

1 year (6 issues)	\$15
2 years	\$29
3 years	\$43

RESUBSCRIPTIONS

1 year	\$14
2 years	\$26
3 years	\$35

Lifetime Subscriptions . \$150

Postal Surcharges PER SUB PER YEAR

U. S. Bulk Rate	None
U. S. 1st Class	\$4.50
Canada 1st Class	\$5.50
Canada 3rd Class	\$4.80
Foreign Air Mail	\$14.50
Foreign Surface Mail	\$5.20
Life Subs send 7 years appropriate postage	

Subscribe Now!