

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
GORNIS • 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,



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)

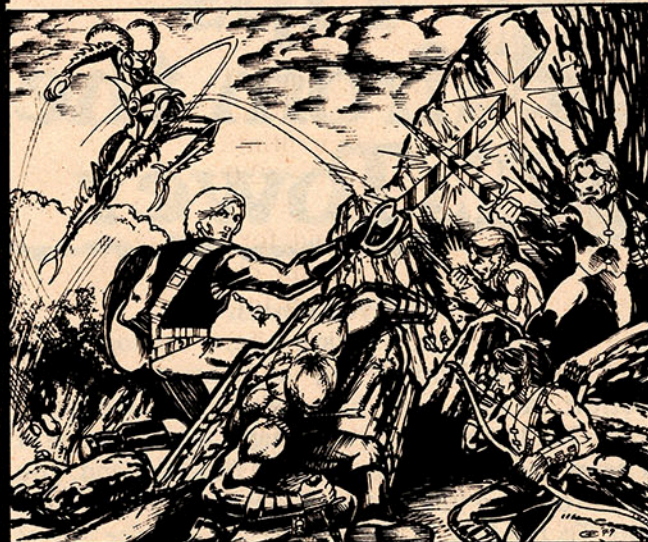
The Maltese Clue by Paul Karczag was the official contest dungeon for Wintercon VIII. Based on available maps and photographs of Hedingham Castle in Essex, England, the "dungeon" itself contains the key to a magic book. The key is the subject of a quest by the players. Pre-rolled characters are available 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 "Stalingrad 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

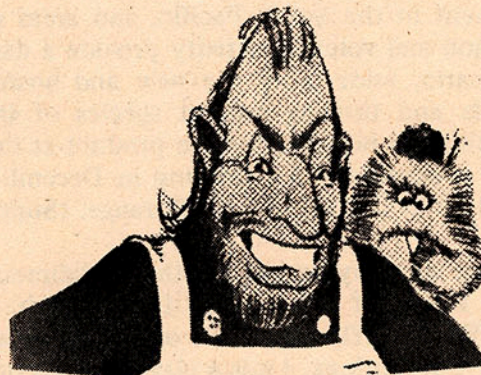
DEALERS come see us at
43rd Hobby Industry
Convention and Trade Show
Jan 27 - 30
Anaheim Convention Center
Anaheim, California

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.

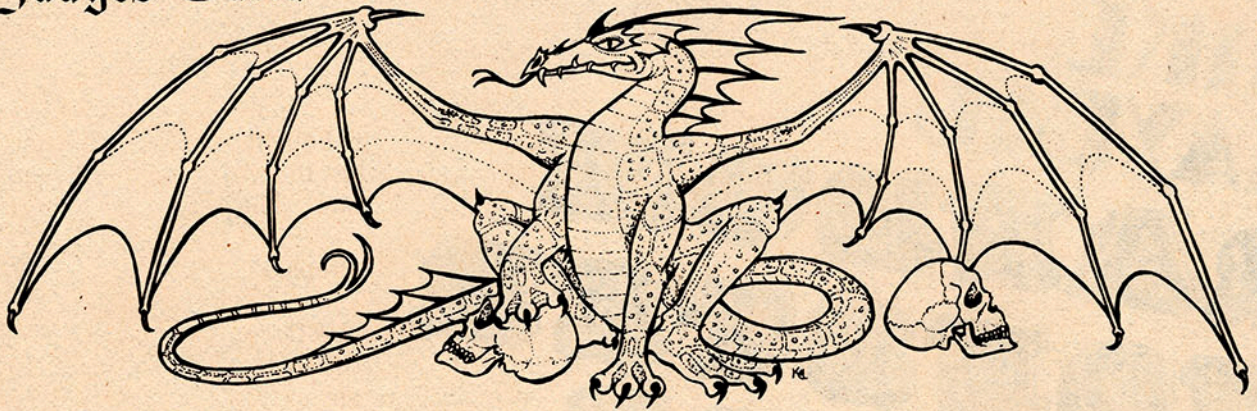
Limitations

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 as 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.



WIZEN

| | 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 |
|-------------------|---------|---------------|--------------|---------------|--------|----------------|--------------|------------------|----------------|-------------|------------|------------------|---------------------|------------------------|
| Monster | | | | | | | | | | | | | | |
| 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 | |
| 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 | |

roll under special table for @ Re-rolling 01-06&00

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 |
| Erinyes | 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 |
| Djinn | 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 |

| 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 | 185 - 194 |
| Fire Beetle | C | 9 | 190 - 203 | 200 - 209 | 195 - 204 |
| Brain Mole | V | 11 | 204 - 205 | 210 | 205 |
| Brownie | R | 11 | -- | 211 - 212 | 206 - 207 |
| Wild Cattle | C | 13 | -- | 213 - 222 | 208 - 217 |
| Giant Centipede | C | 14 | 206 - 219 | 223 - 232 | 218 - 227 |
| Cerebral Parasite | R | 29 | 220 - 222 | 233 - 234 | 228 - 229 |
| Wild Dogs | C | 39 | 223 - 236 | 235 - 244 | 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 |
| Brain Mole | V | 11 | 212 - 214 | 207 - 208 |
| Giant Centipede | C | 14 | 215 - 244 | 209 - 228 |
| Cerebral Parasite | R | 14 | 245 - 249 | 229 - 234 |
| Wild Dogs | C | 29 | 250 - 279 | 235 - 254 |
| Hobgoblin | U | 52 | 280 - 295 | 255 - 265 |
| Jackal | C | 56 | -- | -- |
| Orc | C | 76 | 296 - 325 | 266 - 285 |
| Rot Grub | R | 83 | 326 - 330 | 286 - 291 |
| Large Spider | C | 90 | -- | 292 - 311 |
| Elves | U | 39 | 331 - 346 | 312 - 322 |
| Giant Ants | R | 7 | 347 - 351 | 323 - 328 |
| Ghoul | U | 43 | 352 - 367 | 329 - 339 |
| Homonoculous | V | 53 | 368 - 370 | 340 - 341 |
| Imp | V | 54 | 371 - 373 | 342 - 343 |
| Giant Lynx | R | 64 | 374 - 378 | -- |
| Pseudo-Dragon | V | 79 | -- | 344 - 345 |
| Huge Spider | C | 90 | -- | 346 - 365 |
| Giant Toad | C | 95 | -- | 366 - 385 |
| Poisonous Toad | V | 95 | -- | 386 - 396 |
| Zombie | R | 103 | 379 - 383 | 397 - 402 |
| Wild Boar | C | 11 | 384 - 413 | 403 - 422 |
| Warthog | C | 11 | -- | -- |
| Camel | C | 13 | -- | -- |
| Mountain Lion | U | 61 | 414 - 429 | 423 - 233 |
| Quasit | V | 80 | 430 - 432 | 434 - 435 |
| Wolverine | U | 101 | 433 - 448 | -- |
| Doppelganger | V | 29 | 449 - 451 | 436 - 437 |

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 |

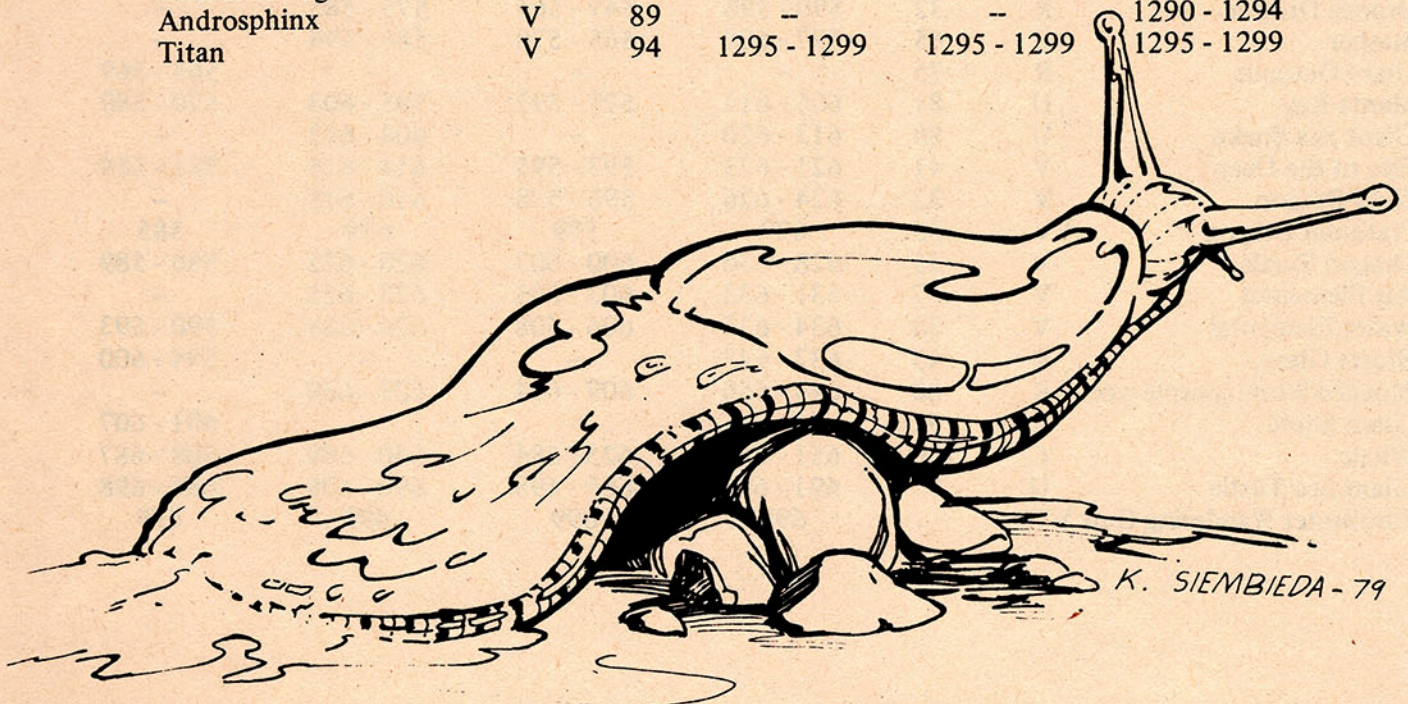
Swamps and Marshes

| 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 |
| Koalinth (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

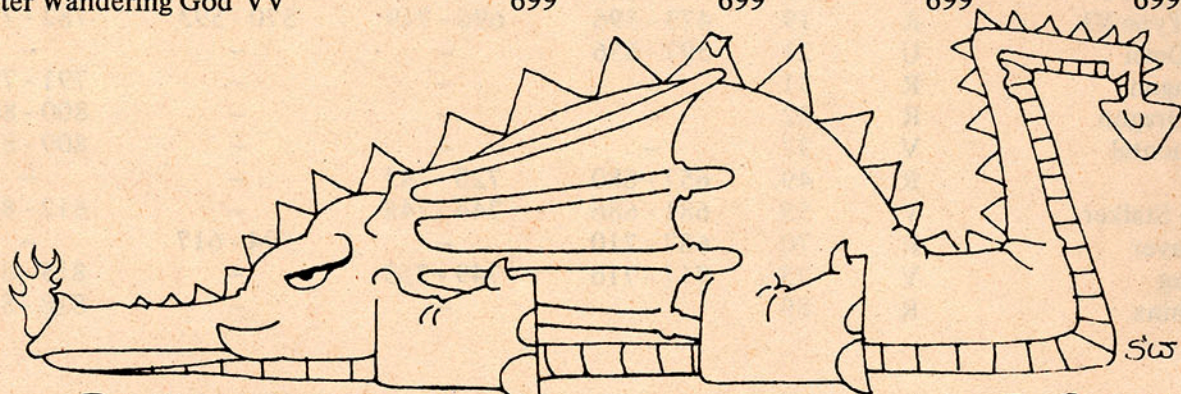
| Monster | | PG | Astral | Ethereal | Psionic | Flying |
|--------------------|---|-----|-----------|-----------|-----------|-----------|
| Men | V | 66 | 100 - 105 | 100 - 104 | 100 - 109 | 100 - 102 |
| Brain Mole | V | 11 | -- | -- | 110 - 119 | -- |
| Cerebral Parasite | R | 14 | 106 - 129 | 105 - 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 |
| Male Branche | 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

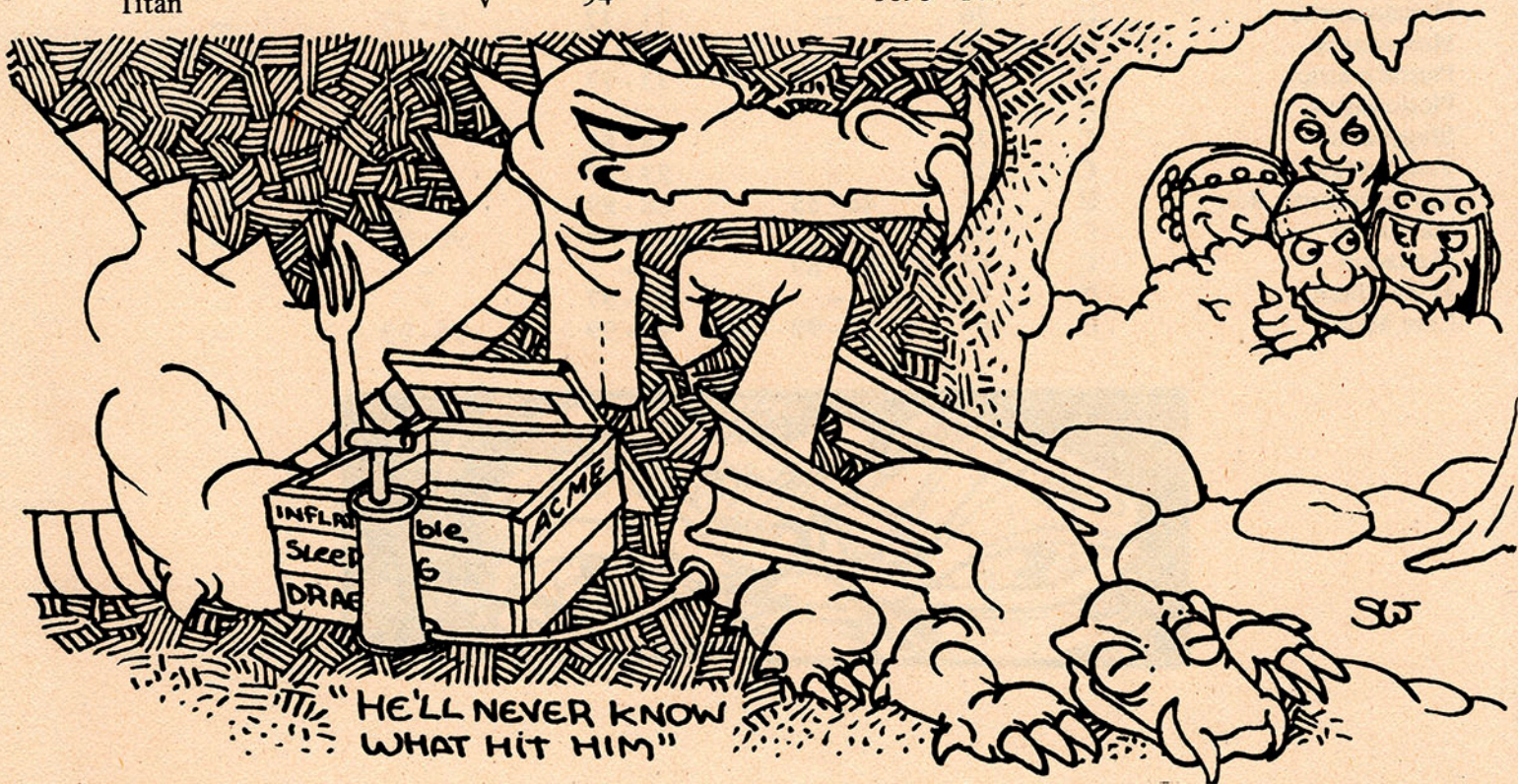
Deep = 40 feet and deeper

| Monster | PG | Rivers | | Lakes | | |
|-------------------------|----|--------|-----------|-----------|-----------|-----------|
| | | Deep | Shallow | Deep | Shallow | |
| 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 | 319 - 338 | 131 - 150 | 284 - 303 |
| Electric eel | R | 36 | 140 - 161 | 339 - 349 | 151 - 161 | 304 - 312 |
| Lacedon | U | 43 | 162 - 181 | 350 - 369 | 162 - 181 | 313 - 332 |
| Sea Horse | C | 86 | 182 - 311 | 370 - 449 | 182 - 266 | 333 - 392 |
| Giant Crab | R | 15 | 312 - 333 | 450 - 460 | 267 - 277 | 393 - 401 |
| Nymph | V | 74 | 334 - 341 | 461 - 464 | 278 - 285 | 402 - 404 |
| Giant Water Spider | C | 90 | -- | -- | 286 - 370 | 405 - 464 |
| Water Wierd | V | 100 | 342 - 349 | 465 - 468 | 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 | 469 - 488 | 471 - 490 |
| Giant Pike | R | 78 | -- | -- | 489 - 499 | -- |
| Pungi Ray | R | 81 | -- | 489 - 499 | -- | 491 - 499 |
| Giant eel (500) | R | 36 | 500 - 514 | 500 - 514 | 500 - 514 | 500 - 511 |
| Giant Lamprey | R | 59 | 515 - 529 | -- | 515 - 529 | -- |
| Giant Otter | R | 77 | 530 - 544 | 515 - 529 | 530 - 544 | 512 - 523 |
| Morkoth (700) | V | 71 | 545 - 548 | -- | 545 - 548 | -- |
| Water Naga | U | 72 | 549 - 666 | 530 - 567 | 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 | 663 - 666 | 682 - 685 | 666 - 669 |
| Platinum Dragon | VV | 33 | 686 | 667 | 686 | 670 |
| Dragon Turtle | V | 35 | 687 - 690 | 668 - 671 | 687 - 690 | 671 - 674 |
| Water Elemental | V | 38 | 691 - 694 | 672 - 675 | 691 - 694 | 675 - 678 |
| Air Elemental | V | 37 | -- | 676 - 679 | -- | 679 - 682 |
| Storm Giant | V | 45 | 695 - 698 | 680 - 683 | 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 | -- | -- | -- |
| Titanothera | R | 95 | -- | 95 - 97 | -- | -- |
| Cave Men | U | 67 | 90 - 99 | 98 - 99 | 96 - 99 | -- |



Gods

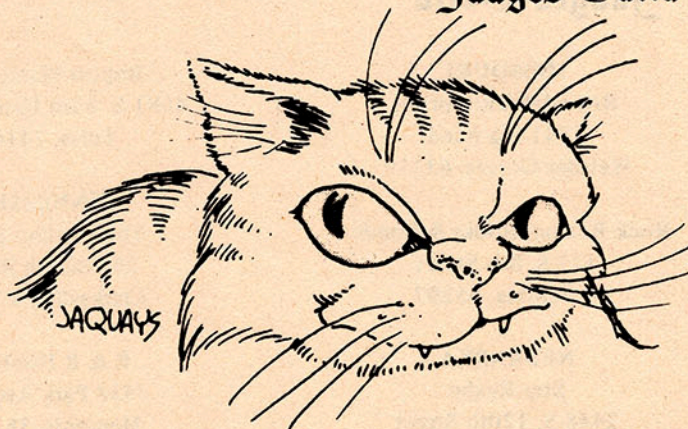
| God(dess) | PG | Align | Sex | |
|------------------|----|-------|-----|----|
| Ra | 1 | LN | M | 01 |
| Shu | 1 | LG | M | 02 |
| Gev | 1 | TN | M | 03 |
| Thoth | 2 | NG | M | 04 |
| Set | 2 | NE | M | 05 |
| Orisis | 2 | CN | M | 06 |
| Anhur | 3 | CN | M | 07 |
| Path | 3 | CG | M | 08 |
| Secer | 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**

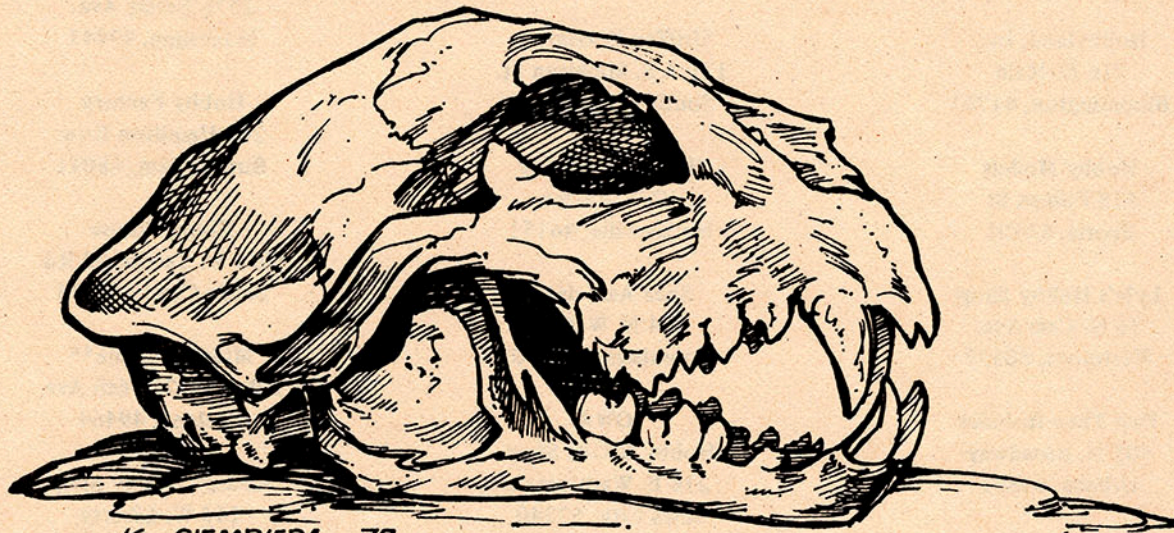
1385 Galleria Mall
5015 Westheimer
Houston, 77056

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

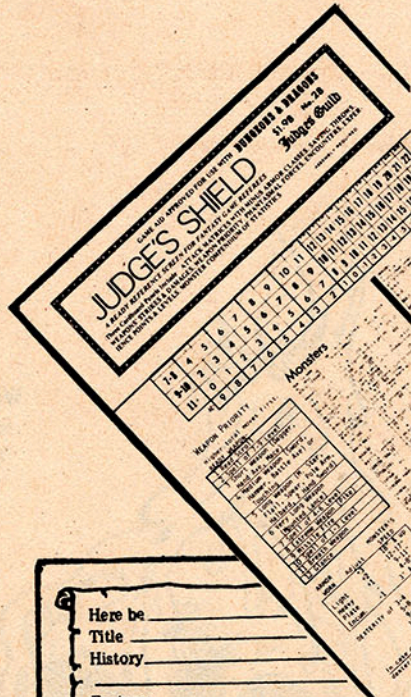
HALCON 3 (SF) Mar 7-9
 The Halcon SF Society
 P.O. Box 3174 South
 Halifax, Nova Scotia
 Canada B3J 3H5

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

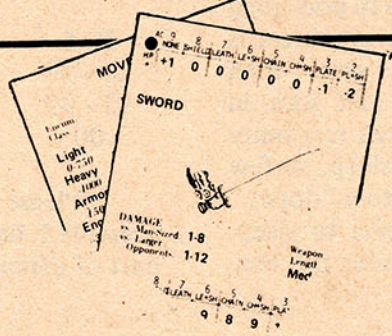
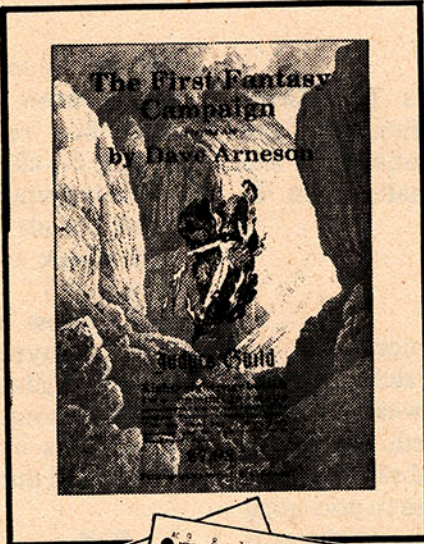


Here be _____
 Title _____
 History _____
 Features _____

STR _____ Align _____
 INT _____ Divinity _____
 WIS _____
 CON _____ SL _____
 DEX _____ Hkr _____
 CHA _____ Relative _____
 GAM _____

_____ Date _____
 _____ Clan _____

CHARACTER - HEROIC CARD



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

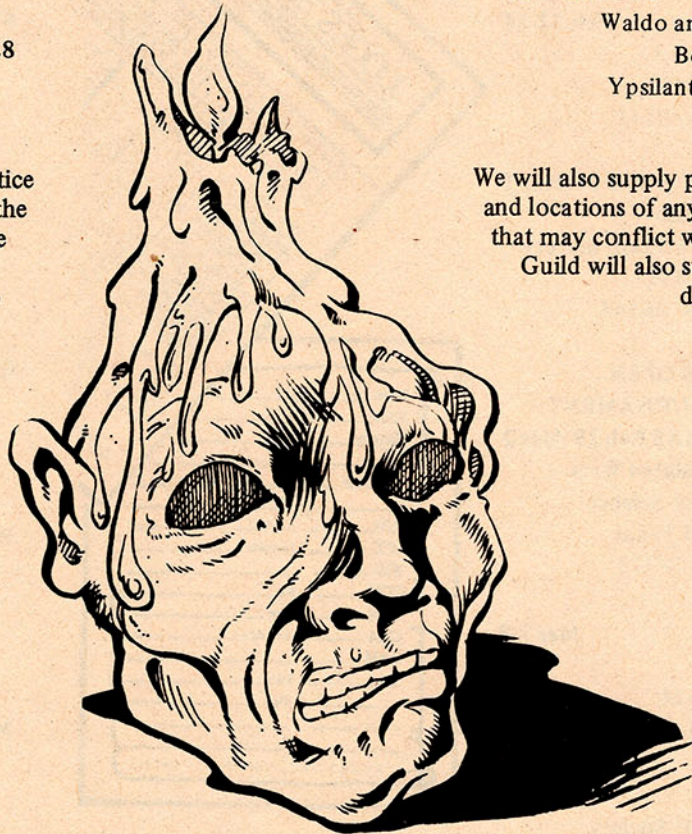
ORIGINS July 16-20
 Strategy & Fantasy World
 Valley Forge Shopping Center
 King of Prussia, PA 19406

**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



SIEMBIEDA - 79

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.

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 tJGBo-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)

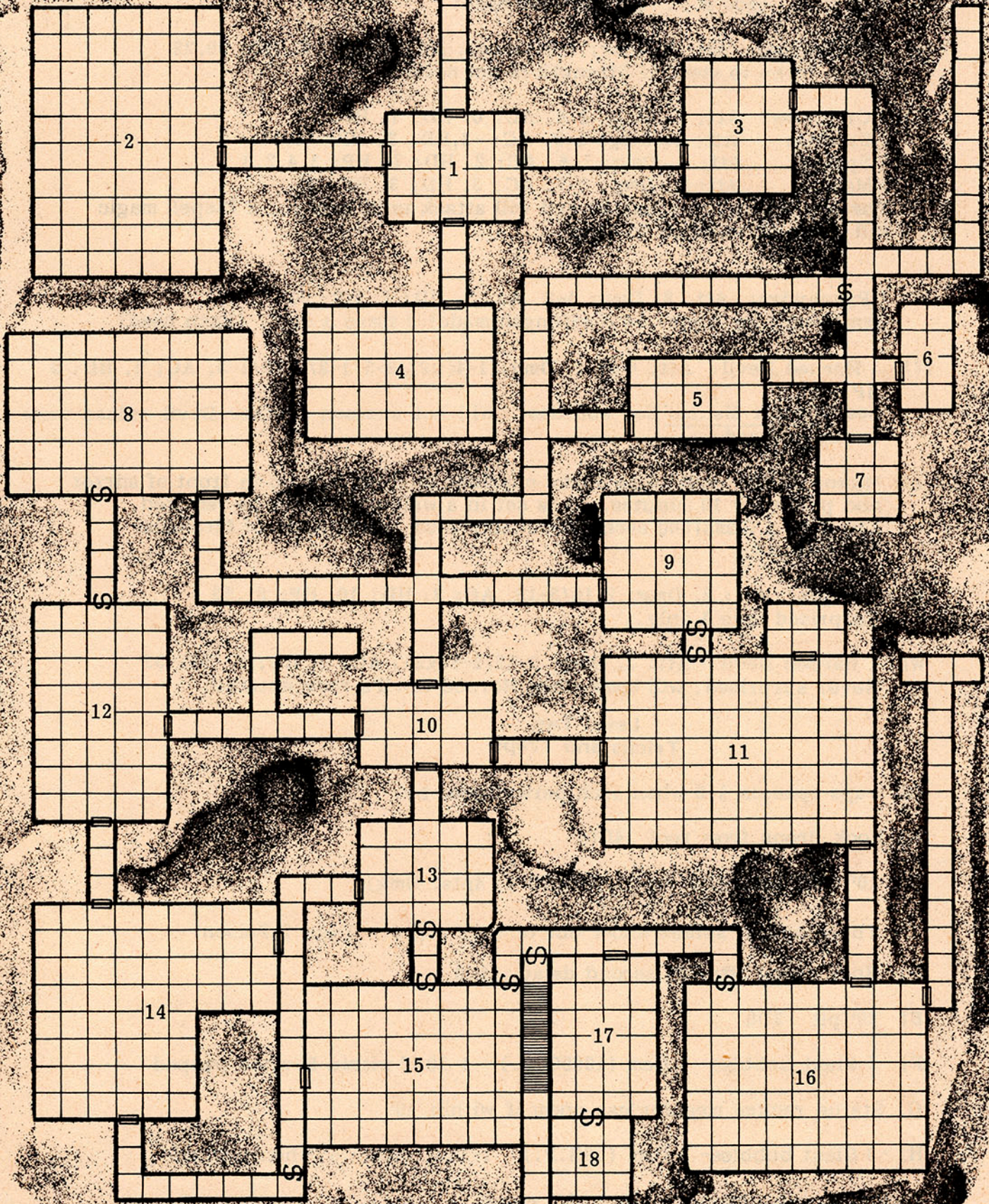
Dreaded Devil Den

By Jeff Martin

LEVEL ONE

- 1) 6 Screamin' Memmie'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 UMBER 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)



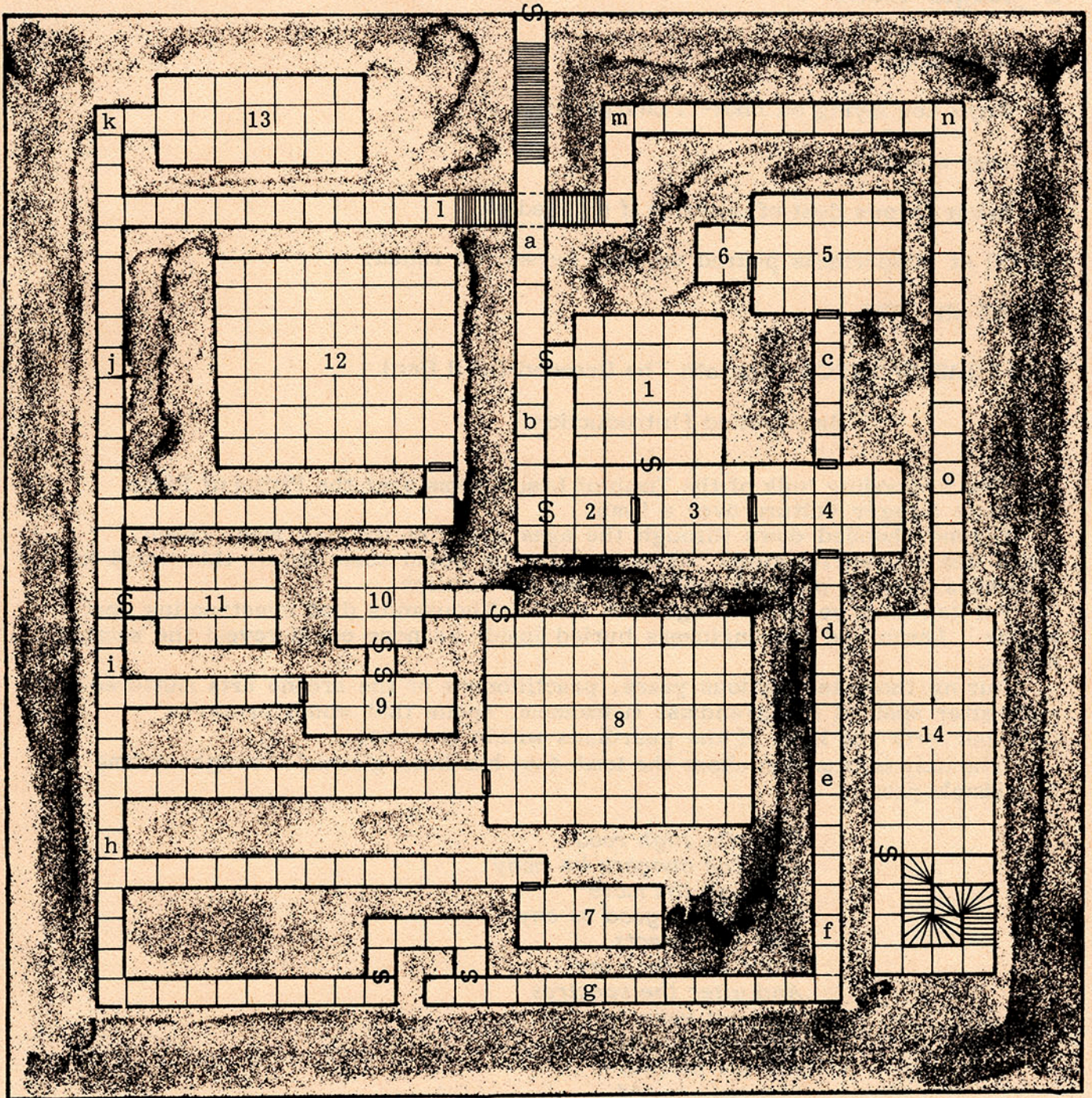
48 Judges Guild

- 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.

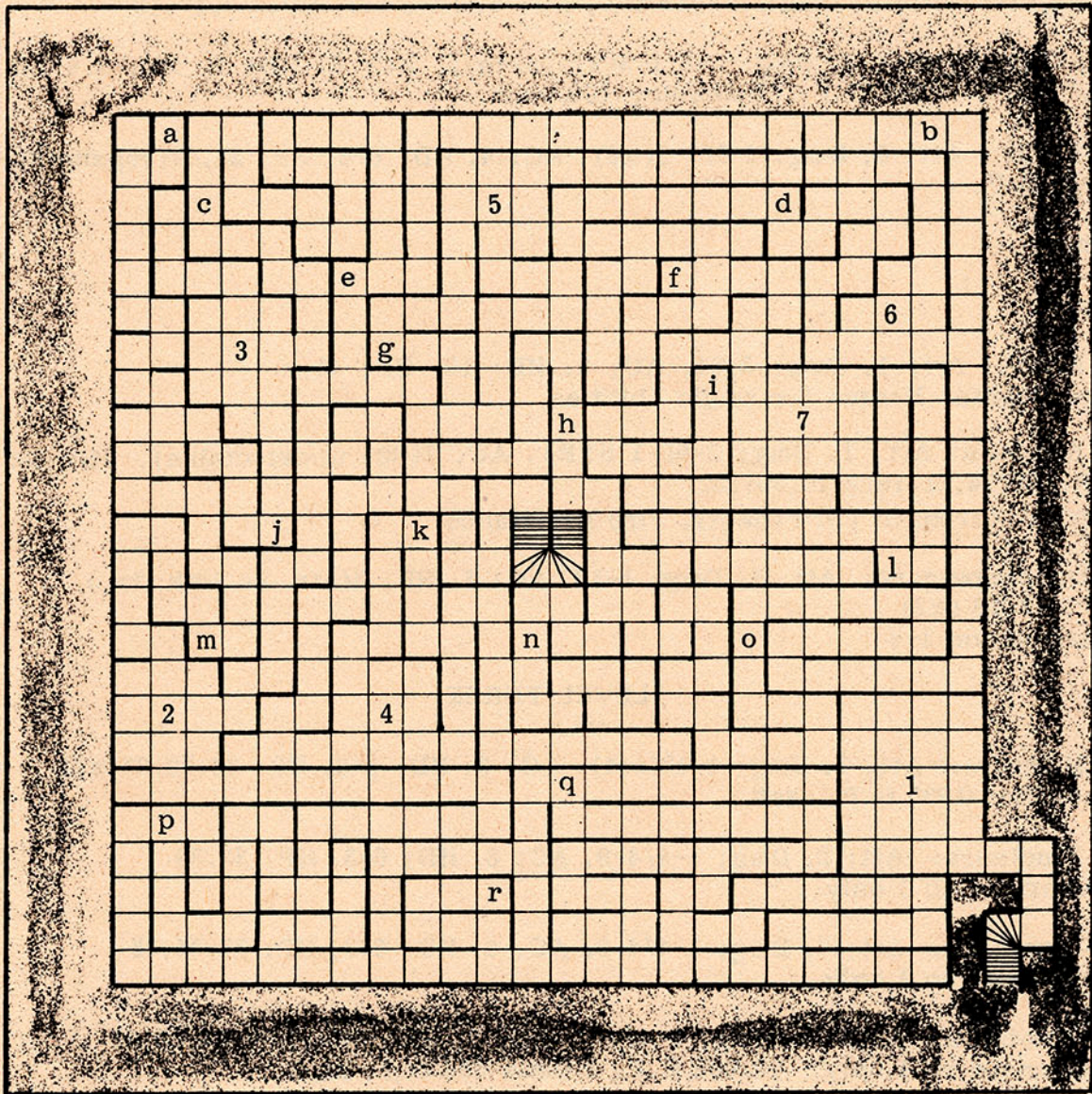
During those ten hellious years, practitioners of the arcane arts muttered spell after spell at the grandiose mausoleum, spells that would preserve (and pervert) the lives of the guardians within the tomb.

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

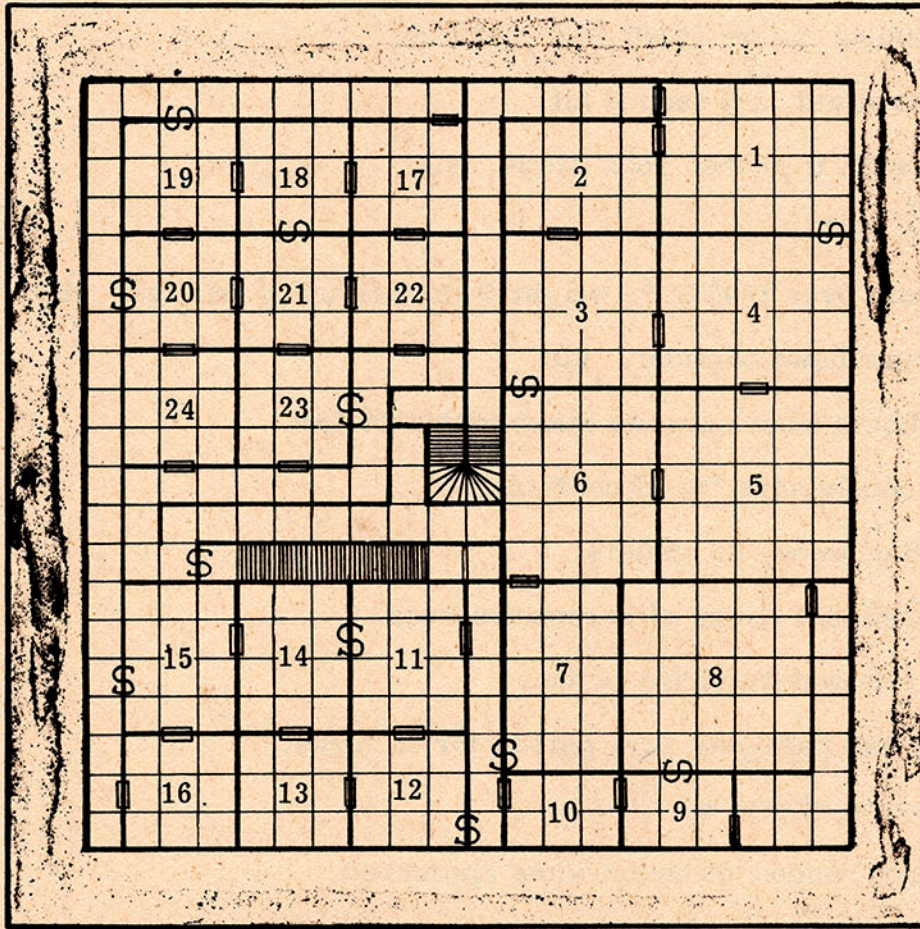
Level Three Tricks and Traps

- 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

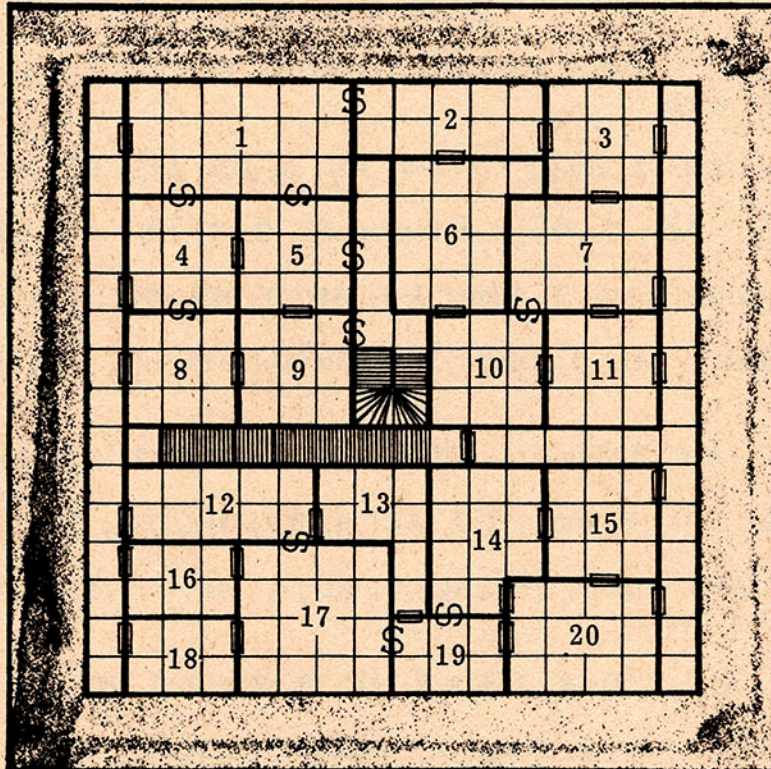
- D) 3 Giant bubbles 1 Gem (500G.P.) 4D6 each
- E) 10 Darts shoot out 1-4 each if hit.
- F) Button on wall, if pushed rock drops. 6D6
- G) Rock drops 4D6
- H) Any pressure over 1000 G.P. weight floor flies up to ceilings. 6D6
- I) Flame thrower down corridor. 6D6
- J) Statue, gibbers when someone comes 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 paralyzes 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 UMBER 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 OWLBears: 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

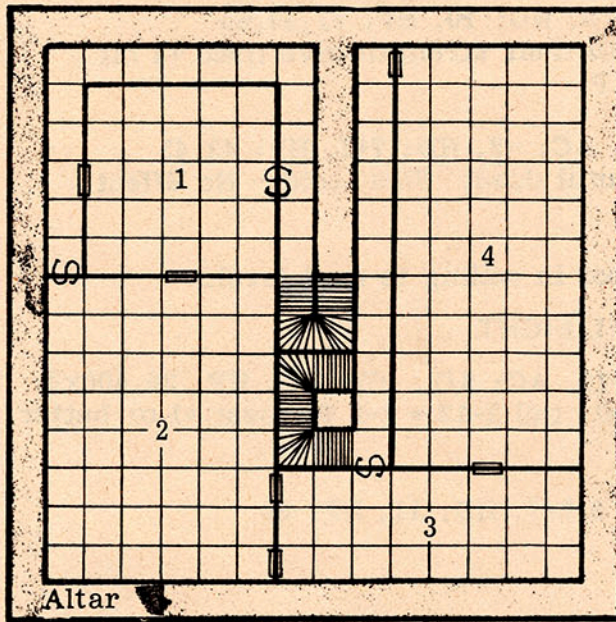
- 1) 4 Salamanders: Att; 2, Dmg; 1-6/2-12, AC; 5/3, HD; 7+7, HP; 36,40(x2)
Has spear hit for 1-6 and 1-6 for heat, tail 2-12 + 1-6 for heat +1 or better
weapons to hit.
- 2) 1 Beholder: Att; 1, Dmg; 2-8, AC; 0/2/7, HD; 11, HP; 60
40 Body, 20 Eye, Eyestalks 10 HP.
See Monster Manual for abilities.
- 3) 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.

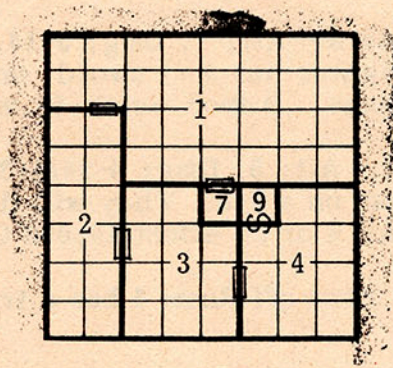
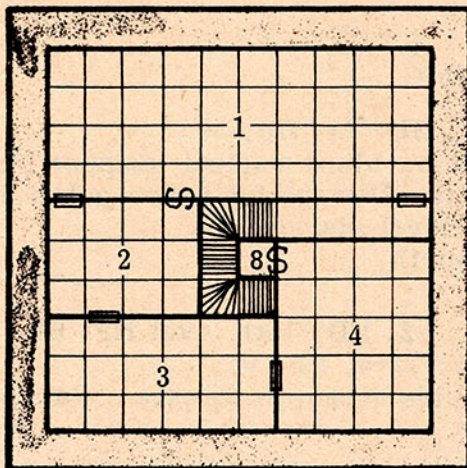
LEVEL TEN

- 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 mediæval. 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 1/2 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 indestructable. 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 | | |
| | | | | State | Zip | |
| 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

SAMPLE

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

Judges Guild

AND BECOME A

GAJJD ME MEER

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 DELIVERED RIGHT TO MY CASTLE WITHOUT HAVING TO RISK A SINGLE WANDERING MONSTER! CHECK IT OUT NOW! I WISH THAT I HAD!



| NEW SUBSCRIPTIONS | | Postal Surcharges PER SUB PER YEAR | |
|------------------------|-------|--|---------|
| 1 year (6 issues) | \$15 | U. S. Bulk Rate | None |
| 2 years | \$29 | U. S. 1st Class | \$4.50 |
| 3 years | \$43 | Canada 1st Class | \$5.50 |
| RESUBSCRIPTIONS | | Canada 3rd Class | \$4.80 |
| 1 year | \$14 | Foreign Air Mail | \$14.50 |
| 2 years | \$26 | Foreign Surface Mail | \$5.20 |
| 3 years | \$35 | Life Subs send 7 years appropriate postage | |
| Lifetime Subscriptions | \$150 | | |

Subscribe Now!

PAUL SANCHEZ/1979