OFFICIAL

Advanced Dungeons&Dragons®

COMPUTER PRODUCT

DUNGEON MASTERS ASSISTANT
VOLUME I: ENCOUNTERS

Generate
your own
Encounters
for AD&D®
game play

Over 1000
separate
encounters
provided

Over 1300
monsters &
characters
(including all
monsters from
the official
AD&D®
*Monster
Manual* and
*Monster
Manual II*)

For use as an aid with AD&D® game play only.
This is *not* a game.

SSI

STRATEGIC SIMULATIONS, INC.

Table of Contents

THE *AD&D*® DM ASSISTANT Program Parts Inventory:

Your Dungeon Masters Assistant should come with the following:

    One box
    One user manual
    Two disks

INTRODUCTION

This program is a utility for use by Dungeon Masters in running games and/or campaigns for TSR's *AD&D*® game. It is not a game in itself and you must have the TSR material to be able to take advantage of this program. The program is a utility designed to enhance the enjoyment of the TSR paper products and not to replace them.

The Dungeon Masters Assistant Program is designed to ease the burden of a Dungeon Master (DM) who faces the task of populating a wilderness and/or dungeon(s) for a campaign. It cannot replace the carefully designed major encounters of a campaign, but it removes much of the burden of developing random encounters and populating much of the wilderness and dungeons.

This program generates encounters for a DM. These encounters may either be called up randomly from a table based on the location of the encounter (temperate civilized swamp, tropical wilderness desert, etc.) or for a specific monster (orc, bandit, etc.). The program can be used alone or in conjunction with the random monster encounter tables provided in the *Dungeon Masters Guide*.

You may generate the encounters before the play session and either print them or store them on a disk to be called up as needed. You may also generate them during the course of play but this may delay the game for the time it takes to generate the encounter.

You can customize the encounters by: editing the encounters after the system creates them, creating your own encounters and monsters, and/or modifying the databases and tables provided.

This program furnishes encounters for all of the monsters provided in the *Monster Manual* and the *Monster Manual II*, plus additional monsters created by TSR.

The program is menu-driven. To choose a menu option, press the letter in parentheses ( ) at the start of the option.

1: GETTING STARTED

Commodore 64 and 128

Insert the Program disk into your disk drive and type LOAD"*",8 and press RETURN. When READY appears, type RUN and press RETURN. (C-128 users must run this program in the C-64 mode.)

Apple II Series

Insert the Program disk into your disk drive and turn the system on (if your keyboard has a CAPS LOCK key, make sure that it is down). NOTE: in order to save your work to disks, you must use our initialization program to format the disks. Disks formatted otherwise will not work with this program.

IBM PC and Compatible Systems

Boot your system with a DOS version 2.0 or higher (if using an IBM PC JR, first remove the BASIC cartridge). If you intend to save any of your work to disk, you should have a formatted disk ready before you boot this program.

To boot this Program, insert the program disk into your active drive (typically drive A), type START, and press the ENTER key.

AVOIDING DISASTER

Before using any part of this program, you should make copies of all the disks and put the originals aside in a safe place. NEVER USE THE ORIGINAL DISKS, USE THE COPIES ONLY (Apple users must use the disk copy utility we provide).

The Dungeon Masters Assistant includes a powerful database you may alter extensively to suit your needs. It is possible for you to alter this database to the extent that it is totally unusable. For this reason, it is impor-

tant to save your work frequently and to keep back-ups. BACK-UP ALL YOUR DISKS AT THE SAME TIME!

In the event you do destroy all or a portion of the database, your back-ups will save the work you had done up to that point so you don't have to start all over. Be advised that if you should destroy your database, there is nothing we can do to help you. MAKE SURE YOU HAVE BACK-UPS.

Having pointed out the dangers, be assured that you cannot harm the database by just using the program as we provide it. You can only harm the database if you are 1) modifying it in some fashion and 2) not following our instructions on the correct way to do the modification.

You cannot damage the database by editing the encounters after the computer has generated them.

Saving An Entry

Whenever editing or otherwise adding to or altering a table or other entry, NEVER TURN OFF THE MACHINE UNTIL YOU HAVE RETURNED TO THE MAIN MENU. If you turn off the machine too soon, the entire program may be contaminated.

DOCUMENTATION CHECK

Your disks are not copy protected so that you may install them on a hard disk or make copies for back-ups. There are documentation checks. When a documentation check appears on the screen, find the indicated section of this user manual, type (enter) the word requested, and press the RETURN/ENTER key.

The program will not operate unless you answer the documentation check questions correctly.

The Modules

There are a number of separate tasks performed by different parts of the package.

These are:

1. Monster Database: this contains the information needed for any single monster.

2. Encounter Database: this contains the information needed to produce an encounter with any monster in the Monster Database.

3. Encounter Tables: this contains the information needed to assign the correct probability of an encounter occurring with any monster included in a table. Tables are based on the location of the encounter.

4. Encounter Generator: this uses the information contained in the Monster and Encounter databases to generate the encounter called for by the Table; it also permits the DM to call up an encounter for any specified monster.

In addition, there are routines available to save monsters, encounters, and treasures to disk, to print out information on encounters; to create new monsters, encounters, and treasures; to modify existing monsters, encounters and treasures, to modify information based on special conditions; and otherwise to manipulate the data records to better fit the needs of your personal *AD&D* ® campaign.

2: USING THE PROGRAM

GENERATING AN ENCOUNTER

The basic purpose of this program is to generate an encounter you can use in the game. To generate an encounter, you must first boot the program as explained in the Getting Started section above. After doing this, the Main Menu will appear on your screen.

DM ASSISTANT MAIN MENU

    (G)ENERATE ENCOUNTER
    (R)OLL DICE
    (M)ONSTER EDITOR
    (E)NCOUNTER EDITOR
    (A)DD/ADJUST TABLES
    (T)REASURE EDITOR
    (S) PRINTER SLOT: 1 (*Apple systems only*)
    (X) EXTRA LINE FEED: N
    (D) NUMBER OF DRIVES: 1 2

To generate an encounter, press the "G" key. (If you have a two-drive system, you may first want to press the "D" key.) The Encounter Generation Menu now appears on the screen. This gives you three basic options: (T)able, (M)onster Specific, and (R)ecall.

(T)able calls up an encounter that is randomly selected by the computer. The encounters which may be selected are limited to those from the table. Tables are provided for a variety of adventuring locations or environments (forest, underwater, etc.). The encounters provided from a table are those considered suitable for that location or environment. To call up an encounter from a table, press the "T" key.

(M)onster Specific permits you to choose the monster encounter you want. After you press the "M" key you will be asked for the name of the monster you want the encounter with and the program will provide that encounter for you (assuming it exists in the database).

(R)ecall permits you to call up a specific encounter you had earlier saved to disk. This encounter may be one you constructed entirely on your own or one the computer provided but which you modified to suit you. You would press the "R" key to choose this option (until you have saved a specific encounter, Recall won't have anything for you).

Several other menu options are available to you. (Q)uit takes you back to the main menu. (L)evel permits you to pick if you want EASY, MEDIUM, or HARD encounters. Pressing the "L" key changes the difficulty highlighted on the screen (the one the program will use). (G)eneration allows you to choose the long or short form for your encounter. The long form provides much more detailed information. The short form is much smaller and easier to handle when you are running a game.

Getting an Encounter from a Table

From the Encounter Generation Menu, press the "T" key. The message, "WHAT IS THE NAME OF THE TABLE?", appears on the screen. Type in the name of the table you want and press the RETURN/ENTER key. The index of encounter tables is displayed on the screen with the table you just typed in highlighted (a list of all the tables is included in the appendices at the back of the manual). For purposes of this example, we will call for an encounter from the CIVILIZED FOREST (COLD) table (use the "<" and ">" keys to

highlight the table you want and then press the RETURN/ENTER key).

(Depending on your system and/or your number of disk drives, you may now get a message to insert the encounter disk. Follow any instructions which appear on the screen. Note that when the <CR> appears on the screen, it means that you should type in or select whatever is requested and then press the RETURN/ENTER key).

You are now presented with a brief description of the encounter the program has randomly selected from the table. An example of such a description is:

2-8 WOLF, WINTER
NOT IN LAIR

This indicates the program has selected a non-lair encounter with 2 to 8 winter wolves. At the bottom of the screen is the message, "IS THIS THE ENCOUNTER (Y,N)?". If the encounter the computer has generated is acceptable to you, press the "Y" key. If it is not acceptable, press the "N" key.

For purposes of this example, we'll reject the winter wolf encounter by pressing the "N" key. (At this point, you could get a message to insert different disks into your drive. As always, when the program asks you to swap disks, do so).

The next encounter selected (for example purposes) is:

4-24 LYCANTHROPE, WERERAT
IN LAIR

This tells us that we have from 4 to 24 wererats in this encounter and that this is a lair encounter. This is the type of encounter we wanted, so we press the "Y" key to accept it.

The message "20 MONSTER(S) APPEARING IS THIS ACCEPTABLE (Y/N)?" is now displayed.   We'll assume this is too many rats and press the "N" key.

The message "HOW MANY DO YOU WANT?" now appears at the bottom of the screen. We want 12 so we type in 12 and press the RETURN/ENTER key.

The message "12 MONSTER(S) APPEARING

IS THIS ACCEPTABLE (Y/N)?" is displayed. This is what we want, so we press the "Y" key. (Some disk swapping may be required here).

The computer presents the Encounter Menu:

(E)DIT/DISPLAY ENCOUNTER
(S)AVE ENCOUNTER
(R)ECALL ENCOUNTER FROM DISK
(P)RINT ENCOUNTER
(Q)UIT

To look at the encounter, press (E) to use the Edit/Display option. The following encounter (or something like it) appears on the screen:

LYCANTHROPE, WERERAT (X12); AC6; MV 12"; HD 3D8+1; HP 19(X2), 17(X3), 12(X4), 13(X2), 22; #AT 1; DMG BY WEAPON; SA SWORD (1-8), SURPRISE ON A 1-4; SD SILVER OR +1 OR BETTER WEAPON TO HIT; INT VERY; AL LE; SIZE M; THAC0 16 XP 2540

IN LAIR TREAS 2 JEWELRY; 1POTION; 1WAND/STAFF/ROD

The above is in the standard *AD&D®* game format. It shows the name of the creature, how many creatures are present (12), the armor class (AC) of the creature, how far it can move (MV) in one turn, its hit dice (HD), and the hit points (HP) for every creature in the encounter. In this instance, there are 2 wererats with 19 hit points, 3 wererats with 17 hit points, 4 wererats with 12 hit points, 2 wererats with 13 hit points, and 1 with 22 hit points. #AT is the number of attacks - wererats have one attack in a round. DMG is Damage, BY WEAPON means that the creature is a weapon user and the damage depends on the weapon used. SA means special attack (here a sword which does 1-8 points of DMG). This SA also shows that wererats gain surprise on a 1-4 roll on 1d6. They have a Special Defense (SD) - they cannot be harmed by any weapon except a silver one or a magic weapon that is +1 or better. INT is the Intelligence of the creature (Very). AL is the alignment, LE - for Lawful Evil. The size of the creature is man-sized (M). THAC0 is 16 which means they hit Armor Class 0 on a roll of 16 or higher on 1d20. Finally, total experience points (XP) for the encounter is 2540.

The monsters are in their Lair. The lair treasure is: 2 items of Jewelry, 1 magic potion, and 1 item from the Rod/Staff/Wand table.

You must determine the value of the jewelry and which specific potion and rod, staff, or wand are in the treasure yourself, using the tables in the *Dungeon Masters Guide*.

The menu for modifying the encounter is at the bottom of the screen:

(<,>, <, ->) CURSOR UP, DOWN, LEFT, RIGHT, (CNTL-D) DELETE, (CNTL-P) NEW PARAGRAPH, (CNTL-Q) QUIT, ANYTHING ELSE TO INSERT?

The "<" key moves the cursor up the screen and the ">" key moves the cursor down the screen (when using these keys to edit, you must hold the "SHIFT" key down). The left and right arrow keys move the cursor to the left and right. To change an encounter, move the cursor where you want to make a change and delete and/or add material as needed.

To change the hit points of the wererats, move the cursor to the "1" in the 12(x4) entry. Then hold down the control key while pressing the D key twice. This deletes the 12. To insert "20" in its place, type 20. This is what the "ANYTHING ELSE TO INSERT?" means - you can just type in additions . If, while inserting things, you want to start a new paragraph, use the Control-P option. When you are done with the encounter, use Control - Q to quit the encounter and return to the Encounter Menu.

From this menu, you can (P)rint the encounter or (S)ave it to disk. Use (S)AVE ENCOUNTER to save the encounter to another disk.

(NOTE: For certain systems, the computer will ask, "FORMAT THE ENCOUNTER SAVE DISK (Y/N)?" If you have not done this before, press (Y)ES and the computer will ask you to insert the disk. Insert the disk (anything on this disk will be erased by the formatting), press the <CR> , and the disk is formatted. NOTE: if using an Apple system you must use this option to format your disk. Disks formatted with other programs will not work.)

When the computer instructs you to insert the disk you wish to save the Encounter on, leave the formatted disk in the drive and hit <CR> again. The computer asks you to name

the file and then saves the encounter with this name for future use.

You can use (R)ECALL ENCOUNTER FROM DISK to get the encounter back again. To see a directory of the encounters you have saved, use the (C)ATALOG command at the bottom of the screen.

Use (Q)UIT to get back to the (T)ABLE ENCOUNTER menu.

Use (Q)UIT on this menu to get back to the (G)ENERATE ENCOUNTER menu.

GETTING A MONSTER ENCOUNTER

Now let's generate a (M)ONSTER SPECIFIC ENCOUNTER. Press the "M" key on the (G)ENERATE ENCOUNTER MENU.

The Computer asks "WHAT IS THE NAME OF THE MAIN MONSTER OF THE ENCOUNTER?" The Main Monster is the primary monster of the encounter, the monster that the rest of the encounter revolves around. Monsters that are the main monster in one encounter, such as bugbears, can be secondary monsters in other encounters, as in goblin encounters. For this example, type in "GOBLIN" and press the <CR> key. Whenever you type in a Main Monster name, be sure it is a monster that is in the Monster Database.

The computer displays the part of the Monster listing with GOBLIN highlighted. (You don't have to type in a complete name to get a listing. If you had typed in "GO", you would see the list with "GOAT" highlighted. Just typing in "G" would highlight GALEB DAHR. The name alphabetically closest to what was typed is highlighted).

With GOBLIN highlighted, press the RETURN/ENTER key. The computer displays:

    40-400 GOBLINS
    NOT IN LAIR

Pressing "Y", the computer displays:

    204 MONSTERS APPEARING

Pressing "Y", the computer displays the Goblin encounter. This is a more complex encounter than the wererat encounter, but most of the format is the same. (Had you selected a wererat encounter, it would have been very similar to the wererat encounter derived from the (T)ABLE ENCOUNTER.)

One difference between the goblins and the wererats is the specific assignment of weapons to groups of goblins. For one group, the encounter might list,

    (x14) SMALL SWORD (1-6), MILITARY PICK (2-7)

This means that, of the 204 Goblins, 14 are armed with the above weapon combination.

Note also that these Goblins have an entry that is their total individual treasure (this is not a lair encounter so there is no lair treasure), and separate XP ratings for Goblins, Goblin Leader/Assistants, and Goblin Subchiefs/Guards.

In addition to GOBLINS, there are additional monsters in this encounter. These (GOBLIN LEADERS/ASSISTANTS and GOBLIN SUB-CHIEF/GUARDS) are "Dependent" Monsters. They are called dependent because some other monster (GOBLINS in this instance) must be present for these monsters to be in the encounter.

Goblin Leaders/Assistants have one better AC than regular goblins and hit dice of 1d8 instead of 1d6+1. Goblin SubChief/Guards (which don't show up if there are less than 200 goblins) have the same better AC and hit dice plus a better THAC0. (There is also a chance that the display will show Worgs, another dependent monster. This is explained in the Encounter Database Guide.)

Pressing CNTL-Q returns you to the Encounter Menu.

ENCOUNTER SETTINGS

At this point , note that all of the encounters have used the default setting of MEDIUM difficulty and were displayed in the LONG form.

When EASY difficulty is selected, all monsters have 1 subtracted from their hit points for each hit die they have (down to a minimum of 1 HP per HD). When HARD is selected, all monsters have 1 added to their hit points for each hit die they have (up to the maximum HP per HD permitted).

The SHORT form is different from the LONG form in that it does not display an SA, SD, or DESCRIPTION for the monsters. An example of the two forms is given in the Appendices.

Return to the Main Menu. If you are working through these examples, you want to press the "Q" key until the Main Menu appears on your screen.

FURTHER OPTIONS FROM THE DM ASSISTANT MAIN MENU

In addition to the (G)enerate Encounter option (above), the following options are available from the Main Menu.

(R)OLL DICE

This is a simple program that allows you to roll dice on the computer instead of with polyhedral dice.

The computer asks, "ROLL WHAT DICE (#D#+# OR #D#)?" Fill in all the information (including typing the letter "D" where needed). For instance, typing in 6D8+6 (#D#+#) and pressing <CR> has the computer do the equivalent of rolling six eight-sided dice and adding 6 to the result. The computer gives you the number it "rolled". <CR> returns you to the main menu.

(M)ONSTER EDITOR

This takes you to the Monster Editor Menu described later in this manual.

(E)NCOUNTER EDITOR

This takes you to the Encounter Editor Menu described later in this manual.

(A)DD/ADJUST TABLES

This takes you to the (A)DD/ADJUST TABLES Menu described later in this manual.

(T)REASURE EDITOR

This takes you to the (T)REASURE EDITOR Menu described later in this manual.

(S) PRINTER SLOT: 1 (Apple systems only)

This allows you to tell the program which of the Apple computer's 8 slots your printer is connected to. Most printers are connected to slot "1," but you should change this designation if yours is in a different slot.

(X) EXTRA LINE FEED: N

If your printer needs a line feed command (a line feed moves the paper up so lines don't print over each other), this option makes sure it puts in a feed at the end of every line. For most printers, keep this at "N," for No.

(D) NUMBER OF DRIVES: 1 2

Press the "D" key to highlight the number of floppy disk drives your system has. The computer will prompt you if you need to swap disks in and out of the drives.

ADDING AN ENCOUNTER TO A TABLE

At some point you may wish to add an encounter to a table. This is a fairly easy process. From the Main Menu, select the (A)DD/ADJUST TABLES option by pressing the "A" key. This will bring up the Tables Menu. To add an encounter to an existing table, press the "O" key ((O)LD TABLE).

The program asks "WHAT IS THE NAME OF THE TABLE?" For the purposes of this example, enter Civilized Forest (Cold) which brings up the next menu. Now press the "A" key ((A)DD TO THE TABLE).

The program asks "WHAT IS THE NAME OF THE MAIN MONSTER OF THE ENCOUNTER YOU WISH TO EDIT?". For purposes of this example, assume you want to add hill giants. Type GIANT, HILL and press the RETURN/ENTER key. On the screen is:

    1-10 GIANT, HILL
    0% IN LAIR

The program asks "IS THIS THE ENCOUNTER (Y/N)?". It is, so press "Y". The program now asks "(C)OMMON, (U)NCOMMON, (R)ARE, OR (V)ERY RARE?". You are asked to determine how often this encounter will appear as a random encounter on this table (encounter probability is as explained in the monster manuals). You don't want this encounter to occur very often so press the "R" key for Rare.

The program now asks "WHAT % OF ITS FREQUENCY DOES THIS ENCOUNTER OCCUR (1-99) OR <CR> FOR ALWAYS." This question is asked because there is often more than one type of encounter for a monster. It is very common, for example, for monsters to have both in-lair and out-of-lair encounters. This encounter is a non-lair encounter. If we were to enter 75 here, then 75% of the hill giant encounters this table calls up would be non-lair encounters. If you entered 90 here, then 90% of the hill giant encounters generated by this table would be non-lair encounters. You want all of the hill giant encounters from this table to be non-lair so press the RETURN/ENTER key for always (100%).

The screen now shows:

1-10, GIANT, HILL
0% IN LAIR   WEIGHT: RARE/100%

The program now asks "CONFIRM THIS ENTRY(Y/N)?". If you want to add this encounter to the table, press "Y", otherwise, press "N".

NOTE: not all monsters have encounter records. If you attempt to enter an encounter for a monster which does not have an encounter record, you will get an error message.

After you add to or edit an encounter on the table, you must use the (S)AVE THE TABLE option (New tables should be saved on their own disks. You may save a large number of tables on a single disk). The program will prompt you to number the disks. Each disk should have its own number (start numbering with 4). When you want to generate an encounter from a table you have added to or otherwise modified, make sure you insert the disk with that saved table into the computer at the appropriate time.

CREATING A SIMPLE ENCOUNTER RECORD

As noted above, before a monster can be added to an encounter table, it must have an encounter record. This also holds true for calling up encounters for a specific monster. Unless a monster has an encounter record,

the program will not generate an encounter for it.

A large number of monsters provided with this program do not have encounter records. All encounters provided with this program are as per the monster manuals. There is an encounter, therefore, for goblins that includes goblin leaders, but not for goblin leaders without goblins.

If you want to create an encounter record for a monster who already exists (we'll cover how to create new monsters in the next section), you can. Once this is done, you may either call it up specifically or add it to a table (see above) and have it appear randomly.

You'll create a goblin leader encounter by way of example. Before you start, be warned. Creating encounter records is the most complex procedure you will face. We strongly recommend that you start with the simplest encounters and slowly work up to more complex ones. Remember to save your work and back-up your disks as you go.

The first step in creating an encounter record is to get into the Encounter Menu. Do this by pressing the "E" key from the Main Menu and then pressing "A" for (A)DD AN ENCOUNTER from the Encounter Editor Menu.

The program asks "WHAT IS THE NAME OF THE MAIN MONSTER?". You want an encounter with goblin leaders so enter GOBLIN LEADER and press the RETURN/ENTER key. The program shows us the monster index with GOBLIN LEADER/ASST highlighted. This is the monster you want so press the RETURN/ENTER key.

The question "HOW MANY MONSTERS ARE THERE (#, #-#)?" appears at the bottom of the screen. You want about 12 in this encounter. If you enter 12, you will always get 12 goblin leader/assistants in the encounter. What you want, is an average of 12 with some encounters having more and some less than this number. Enter 8-15 and press the RETURN/ENTER key. This will give you encounters with a minimum of 8 monsters, a maximum of 15 monsters and an average of about 12.

The following appears on the screen:

MAIN MONSTER:
      GOBLIN LEADER/ASST
APPEARING: 8-15

The program now asks "WHAT IS THE MONSTER'S % IN LAIR (0-100)?". This is intended to be a wandering patrol, never a lair encounter. Enter 0 and press the RETURN/ENTER key.

The line IN LAIR: 0% is added to the screen. The program now asks "WHAT TREASURE DOES THE MONSTER HAVE WHEN IN LAIR (<CR> IS NONE) (EX: A,3AB,10Q)?"

This isn't a lair encounter and so there is no lair treasure. Press the RETURN/ENTER key for none. (The letters which follow the EX: are examples of treasure types and the numbers show how many of each type. Refer to the treasure appendix for more information on treasure types).

The program now asks "TYPE ANY DIFFERENCE FROM OTHER ENCOUNTER WITH SAME MAIN MONSTER (<CR> IS NONE)?" This section of the program permits the DM to write a note about anything that is special about this encounter. If the goblins were dragging along some captive children, for example, it would be noted at this point. There is nothing different about this encounter, so press the RETURN/ENTER key for none.

The line DESCRIPTION: NIL is now added to the screen. At the bottom of the screen, a large number of options are now displayed. These options are fully explained in the section on the Encounter Database. For now , observe that they allow you to add different monsters to the encounter and select how many will appear and under what conditions they'll appear.

Add one monster to this encounter, a subchief who will act as the group's leader. Enter IM (for independent monster) and the program asks "WHAT IS THE NAME OF THE MONSTER?". Enter GOBLIN SUB-CHIEF (assume you're unsure of the spelling). The program then displays the index screen with the closest match -- GOBLIN SUB-

CHIEF/GUARD -- highlighted. Since this is the monster you wanted. Press the RETURN/ENTER key.

The program now asks "HOW MANY MONSTERS ARE THERE (#, #-#)?" You only want one so enter the number "1". The line 1 GOBLIN SUBCHIEF/GUARD is now added to the screen.

That's all you need to enter so we press CONTROL-Q (hold down the control key while pressing the "Q" key). The program asks "DO YOU WANT TO SAVE THE ENCOUNTER (Y/N)?" Press "Y". The program asks "PRINT THE ENCOUNTER (Y/N)?". If you don't want a print-out press "N". Otherwise, press "Y" (You must have a printer to use the print option).

You are now returned to the Encounter Editor Menu.

CREATING A MONSTER

As noted above, before you can create an encounter record for a monster you must have a monster record for that monster. The creation of a monster record is a straight-forward procedure, but it can be lengthy. For this reason, we are not providing a separate "quick start" section on creating a monster record. Instead, you should read the Monster Database section for instructions.

Much of what has been given above is a simplified or condensed version of the procedures to add to or change what we have provided in this program. More complete explanations are provided in the chapters which follow.

3: THE MONSTER DATABASE

This is the part of the program which holds the records for each monster.

CONVENTIONS

In creating the Monster Database, certain conventions were followed. Where a monster can have a range of hit dice, attacks, etc., we have provided a sample monster that uses the maximum hit dice, attacks, etc. This convention is followed for most monsters (drag-

ons, for example, are an exception).

Where a monster has an unlimited ability (HD for lich as an example) we provide a sample monster that uses the minimum. If you want a monster with higher hit dice, you must use the Monster Editor to add it, change the one we provided, or add a new monster with the HD you want.

When using the program, the command to press the RETURN/ENTER key is shown as CR or <CR>. Press the less-than (<) key to move the cursor or highlight bar up the screen. Press the greater-than (>) key to move the cursor or highlight bar down the screen. You do not have to hold down the shift key when using the greater-than and less-than keys when moving the cursor in this mode.

When in a monster record, pressing the left arrow key (<--) acts as a backspace key -- moving the cursor to the left and erasing as it goes.

An exception to these conventions occurs in the DESCRIPTION portion of the monster record where more powerful word processing is required. Here, pressing the left or right arrow keys (<-- or -->) moves the cursor to the left or right without erasing anything. Erasure is accomplished by holding down the CONTROL key while pressing the D key. This erases the information from left to right as long as CONTROL D is pressed. Information may be inserted into the description by moving the cursor to the desired insertion point and then typing it in. Since you will need to enter commas(,) and periods(.), moving the cursor up or down lines requires holding down the shift key while pressing the greater than or less than (> or <) keys.

Saving An Entry

Whenever editing or otherwise adding to or altering a table or other entry, NEVER TURN OFF THE MACHINE UNTIL YOU HAVE RETURNED TO THE MAIN MENU. If you turn off the machine too soon, the entire program may be contaminated. You should make backups of all disks that come with this product and only make changes to these backups.

MONSTER DATABASE GUIDE

A database is made up of records and a record is made up of fields.

Each monster has a record. Each field contains a particular piece of information. Each monster has a record containing the armor class in one field, the THAC0 in another, the name in another, the movement in another, etc.

The information contained in a record is common to any single monster of that type, independent of an encounter. The record format closely follows that in the monster manuals. The format does not include some information found in the manuals (such as number appearing or treasure in lair). This information can vary with the encounter. The record format does include some useful information not in the manuals (such as THAC0, spells known, and thieving abilities) where this information does not vary with the encounter.

The Monster Database provides the information on a monster that is common to all monsters of that type in all encounters. It is not designed to be the Monster Manuals on a disk.

We have modified the information in some records through the use of the Special and/or Table fields.

The Special field is used where there is information that is common to more than one monster. This information is identified by a number. A table in the appendices shows the special numbers and the related information for each number. When that monster is included in an encounter, that special information is added to the encounter.

The Special is also used to instruct the computer to do things it does not ordinarily do that require special code.

The Table field is used when one monster can have differing types of information in a field. For example, the monster "Bandit" can have a variety of arms and armor and may appear either on foot or on a horse. To avoid having a separate record for each of these possibilities, we provide one monster record but add a

table notation which creates the correct armament, armor, mounts, etc. when the encounter is generated.

For example, the sahuagin use note table 21 for the following equipment distribution:

SPEAR AND DAGGER	30%
TRIDENT, NET, AND DAGGER	50%
HEAVY CROSSBOW AND DAGGER	20%

The computer will randomly determine which set of equipment each sahuagin will use.

Adding and Changing Monster Records

You may add to or change the records in the database. If you change a record, the monster for that record will continue to use existing encounter records. If you add an additional monster, you will also have to create an encounter record for that monster and add that record to the encounter database.

The following section explains how to add or change a monster record.

(M)ONSTER EDITOR MENU

Use this menu when you want to add or change a monster record. When the editor is loaded, the Monster Database menu appears as follows:

(A)DD A MONSTER
(E)DIT A MONSTER
(S)AVE CURRENT MONSTERS
(C)OPY A MONSTER
(Q)UIT

These options operate as follows:

(A)DD A MONSTER permits you to place a new monster in the database.

(E)DIT A MONSTER permits you to view and modify the information in the selected monster's database.

(S)AVE CURRENT MONSTERS records any changes made in the database by writing them to the disk. This saves them for use.

(C)OPY A MONSTER permits you to enter a new monster using the field information for a selected monster as the default. (When you want to add a new monster that is very similar to an existing monster, the easiest way to

do this is to copy the existing monster's record, edit it, and save this changed record under the new monster's name).

(Q)UIT saves the monsters and returns you to the main program menu.

FURTHER EXPLANATIONS OF OPTIONS

(A)DD A MONSTER:

This option permits the addition of a new monster record to the database. When it is selected (by pressing the "A" key), a monster record form is displayed. All fields on this record already contain information (except Name). This existing information is known as the default. It is provided to insure that no blank fields are saved. Saving a blank field causes serious problems. The fields are:

• **Name.** Up to 30 characters (letters) may be entered. You must enter a name here that is not duplicated by any other monster name when (A)dding a monster. If you are using the (C)OPY A MONSTER command to get a template to work from, this space will be vacant and you must enter the name of the new, unique, monster.

• **AC.** Up to 3 separate armor classes may be entered. Where more than one AC is entered, a "/" must be used to separate the ACs. You may also choose to have SEE BELOW displayed here.

• **Move:** Number entries must be followed by a quotation mark to indicate inches. The format is taken from *Monster Manual II.* A number before any punctuation represents running speed. A number after one slash (/) represents flight speed. A number after two slashes (//) represents swimming speed. A number in parenthesis ( ) represents burrowing speed. A number after an asterisk (*) represents speed in a web. A number after an 'at sign' (@) represents speed in trees. The SEE BELOW option is also available.

• **Hit Dice.** The format is the number of hit dice, the type of hit dice, and any pluses. This is indicated at the bottom of the screen as #D+#. You have the option of entering a fixed number of Hit Points rather than the hit dice. When this is done, the entered hit

points are shown in the hit points field to the right of hit dice. When fixed hit points are entered, you are required to enter an equivalent number of hit dice. The hit dice number is used in saving throw calculations.

• **Treasure.** This indicates the type of treasure (if any) provided to each and every monster of this type in an encounter. Treasure always appears with every monster unless the Special 9 (see appendix) is set, in which case treasure only appears for each monster if the encounter is in lair.

Lair treasure is kept in the encounter database.

The format for entering treasure information differs from other parts of the program. The format is the number of a certain treasure type (if the number is 1, no number is entered) followed by the letter for the treasure type. Where more than one treasure type is entered, the treasure types are separated by a comma(,) with no spaces between the entries. For a monster with two type A treasures, one type B treasure, and four type RB treasures, the entry is: 2A,B,4RB.

• **No. of attacks.** Type in the number of attacks per melee round. Where the attacks don't divide evenly (as in the case of higher level fighters) the number of attacks for more than one melee round is entered followed by a slash and the number of rounds they occur in. For example, a monster who gets three attacks every two melee rounds is entered as 3/2. The SEE BELOW option is available for this field.

• **THAC∅.** Type in the THAC∅ as a number from 1 to 20. The SEE BELOW option is also available.

• **Damage.** (To enter information into this field, first press the "E" key.) This is the amount of damage done per attack. The format is: minimum amount of damage for the attack (expressed as a number), a "-" character, maximum amount of damage for the attack (also a number). Type in each damage separately even where the exact same damage range is used more than once. The program takes these entries and condenses them

where appropriate. For example, if a monster gets three attacks for 3-18, type in 3-18 three times (each time followed by pressing the RETURN/ENTER key), but the program displays this as 3-18(x3). Where a weapon is used, pressing the "W" key causes BY WEAPON TYPE to be displayed. The SEE BELOW option is also available. After entering the information, press the RETURN/ENTER key again.

• **Special Attack.** The "E" key must be pressed to enter information. The amount of information which may be entered is limited to what fits on one line. The SEE BELOW option is available.

• **Special Defense.** The "E" key must be pressed to enter information. The amount of information which may be entered is limited to what fits on one line. The SEE BELOW option is available.

• **Magic Resistance.** This is either Standard or a percent from 1 to 100. Typing a number from 1 to 100 enters that number followed by the percent sign (%). Typing ∅ causes STANDARD to be displayed.

• **Intelligence.** The available intelligences are: NON, ANIMAL, SEMI, LOW, AVERAGE, VERY, HIGHLY, EXCEPTIONAL, GENIUS, SUPRA-GENIUS, and GODLIKE. Pressing the "S" key decreases the displayed intelligence. Pressing the "A" key increases the displayed intelligence.

• **Alignment.** Type in the letters for the alignment and the program displays the correct words. All alignments have a two-letter code which calls up a two-word alignment. The exception to this is the Neutral-Neutral alignment which has the single code N and is displayed as Neutral. The alignment codes are the first letters of the words which make up the alignment. The codes are: LG, LN, LE, NG, N, NE, CG, CN, CE. The option V for Variable is also available.

• **Size.** Size is either Small, Man-sized, or Large. These codes are S, M, and L.

• **Special.** This calls up information from a special table that is incorporated into the information provided in the encounter. A

number is entered here that can be found in the listing in the Appendices.

• **Experience Value.** This is entered as a base number plus a certain number per hit points. Where the experience points are fixed, this number per HP is ∅. (Since the first number cannot exceed 64,000, we have had to do some calculations with the second number to get the right XP for a very few monsters.)

In all instances, the number we provide for the monster in the encounter is correct.

Note Table. This is used where the same monster may require different information in certain situations. For example, different members of a Bandit band may be armed and armored in different ways. Where this occurs, the note table is used to call up the correct information to account for these differences.

• **Thief.** Where a monster has thief abilities, these are given along with its base chance of success.

• **Race.** This is only activated for monsters which have thief abilities. Race is used in calculating the thieving percentages.

• **Spells.** First enter the code letter for the type of spells: (C)leric, (D)ruid, (M)agic-User, and (I)llusionist. Then type in the number of spells per level, starting with the first level and separating the different levels with slashes(/). This information is later linked with special spell tables to provide a list of actual spells available for the monster in an encounter. Two lines are available for this information. If you wish to provide more spells than the space allows, you must use a special code.

• **Description.** This is the open-ended portion of the record that is available for information that doesn't fit in the format or space provided for the other fields. To view, add to, or edit the Description, you must press the "E" Key.

All SEE BELOW entries are explained here. This field has word processing ability and data entry is handled somewhat differently than in the rest of the record (as explained under the Conventions section). The maximum amount of information that can fit in

this section is 1,023 characters. Press Control Q to exit Description and return to the regular record.

Press CONTROL Q to return to the main menu. After pressing CONTROL Q, proceed as directed at the bottom of the screen.

(E)DIT A MONSTER:

This option permits you to review and change the information in a monster record. After pressing the letter "E," you are asked to type the name of the monster you wish to edit. The index for the database where that name is highlighted appears on the screen. You also have the option of entering a partial name for the monster. This highlights the index for the monster with the closest name match. Press the less-than (<) and greater-than (>) keys to move the highlighting up or down the index until you find the desired monster name (you do not need to press the shift key when using the greater-than and less-than keys for this function). At this point, press the RETURN/ENTER key to bring up the record of the monster you have highlighted.

When the monster record is displayed, an abbreviated list of your options is displayed at the bottom of the screen. The options shown are the ones applicable to the active field (the one that is highlighted). As you move the highlight bar up and down the screen, these options change to show what options are available for each field.

To change the information in most fields, just highlight the field and type in the new information. If you enter the wrong type of information or more information than the field can hold, the entry is not accepted and you receive an error message.

The exceptions to this are:

• **Hit Dice.** If you enter a fixed number of hit points, you are required to enter an HD equivalent. This is to permit the calculation of saving throws.

• **Damage.** Just typing information has no affect. To add additional damage, press "A" while the selection is highlighted. To change

information that has already been entered, press "E." After each damage entry, press the RETURN/ENTER key. When all entries have been made, press the RETURN/ENTER key again.

- **SA.** To enter information, first press E.
- **SD.** To enter information, first press E.

- **Description.** First press E. Unlike other fields, this does not over-write the existing information. Instead, you may selectively add or delete material. NOTE: you must press E in order to review the material already entered. Pressing the RETURN/ENTER key forces a carriage return. Pressing CONTROL P begins a new paragraph. Pressing CONTROL D eliminates the letter under the cursor. To exit from Description and return to the rest of the record, press CONTROL Q.

To exit from a monster record and return to the menu, press CONTROL Q and follow the instructions as they appear at the bottom of the screen.

(C)OPY A MONSTER:

This is the same as (A)DD A MONSTER except that the default information is taken from an existing monster record. It is used to reduce the time required for data entry by allowing you to call up a new record where much of the default information is correct for the new monster. It is often used when entering records for different levels or classes of the same monster. Note that there is no name on the copied monster record. You must supply a new name.

4: ENCOUNTER DATABASE

Before you can get an encounter with a monster, there must be an encounter record for that monster which is part of the Encounter Database.

WARNING: creating encounter records is the most complex operation you can perform with this program. Be sure to start with simple encounters and work up to more complicated ones as you come to understand the system. Be sure to save your work frequently and make back-up copies of your disks.

ENCOUNTER DATABASE GUIDE

The Encounter Database records provide all necessary information for the encounters not provided in the Monster Database records. The structure of these records is much more complicated than the Monster Database because this database has to account for the variety of ways in which *AD&D®* game encounters are put together.

The following instructions are for those DMs who want to invent their own encounters. If you just want to use the Encounters presented in the *Monster Manual*, you do not need to read this section.

If you have added your own monsters to the Monster Database, and want to add them to the Encounter Tables, you must use the Encounter Editor.

The Encounter Record

The Encounter database is similar to the Monster Database because it provides information that is used by another program to generate the actual encounter. As with the Monster Database, the database is made up of records and the records are made up of fields.

Encounter records contain a varying number of fields, different types of fields, and different information in the fields.

Encounters are provided on the basis of the "main monster" (MM) for the encounter. Any monster which has an entry in one of the Monster Manuals is included as a main monster in the database we provide you (NOTE: encounter records are only provided for the base monster. They are not provided for variations of a monster, no leader-types for example.) When you call an encounter for a monster, this monster is the main monster for the encounter (even though the encounter might include other monsters who can be main monsters for other encounters).

There is an encounter record for every possible encounter. These records are identified with the name of the main monster for that encounter.

The encounter record information determines the number of main monsters in the

encounter (using the NO. APPEARING information from the manuals). The record also contains the appropriate lair treasure information for lair encounters. The record also contains the information (including tables, formulas, etc.) necessary to provide any additional monsters which are appropriate for the encounter (as outlined in the manuals for encounters with that main monster). In this section you will learn how to enter and delete information to alter encounters and create new ones.

CONVENTIONS OF USE

A number of conventions are used in the program. Instructions are typically displayed at the bottom of the screen. These instructions vary with the situation and the system configuration of the computer (one or two disk drives). Follow these instructions as appropriate for your situation.

Unlike monster records, no default information is provided for encounter records. If the encounter record is left incomplete, the encounter will not be accepted by the program (no encounter record will exist).

The data structure for the Encounter Database is much more complicated than that for the Monster Database. In many instances there is more than one field (call them sub-fields) for an information category. Where this occurs, the sub-fields appear below and indented to the right of the field on which they depend (similar to an outline organization). Because the sub-fields depend on the main field, these sub-fields are also known as dependent options and the main fields are known as base options (base options are the ones that start on the left margin -- not indented). It is possible to have a sub-field which is a sub-field of another sub-field (or dependent option that is a dependent option of another dependent option), etc, just as in an outline.

(E)NCOUNTER EDITOR MENU

When you boot the ENCOUNTERS disk, the Encounter database menu appears as follows:

    (A)DD AN ENCOUNTER
    (E)DIT AN ENCOUNTER

    (C)OPY AN ENCOUNTER
    (S)AVE CURRENT ENCOUNTER
    (Q)UIT

These options operate as follows:

(A)DD AN ENCOUNTER allows you to create a new encounter. NOTE: Encounters can only be added for monsters which exist in the Monster Database.

(E)DIT AN ENCOUNTER allows you to view and modify the information in the selected, existing encounter record.

(C)OPY AN ENCOUNTER allows you to enter a new encounter using the field information from an existing encounter as the default.

(S)AVE CURRENT ENCOUNTERS records any changes, additions, or deletions made to records in the database by writing them to disk (and saving them for future use), and returns you to this menu.

(Q)UIT saves the Encounter database and returns you to the Main Menu.

OPTIONS

(A)DD AN ENCOUNTER:
This option allows you to add an encounter for any monster which appears in the index (those in the Monster Database). The program first asks for the name of the main monster. Type in the name (or part of the name) for the monster. The program then displays the portion of the index that contains the closest name match. This name is highlighted. You may highlight other names by using the less than (<) and greater-than (>) keys. When the desired name is highlighted, press the RETURN/ENTER key to open the blank record.

The record now shows the selected monster's name in the Main Monster field. At the bottom of the screen, you are asked to type the number of monsters for the encounter. This is either a fixed number (#) or a range of numbers (#-#).

After you enter this number, you are asked to enter the percentage in lair. This number depends on the structure of encounters with this particular monster. If the only difference between a lair encounter and a nonlair

encounter is the treasure, the percentage entered here is as in the *Monster Manual* (for the encounters we have provided. When you do your own encounters, you can choose whatever number you want within the limitations explained below). If there is a bigger difference between the types of encounters (more monsters in the lair or different monster levels or types), then you enter either 100%, showing this is a lair encounter, or 0%, showing this is a nonlair encounter (the percentage chance of a lair or nonlair encounters is then handled by the encounter tables).

Next, the program asks for the type of treasures found in the monster's lair. Enter this in the same fashion as for the monster database with the number of treasure (units) coming immediately before the letter for that treasure type and multiple treasure types separated by commas(,) with no spaces (example: 3A,B,4C). A list of treasure types is provided in the appendices.

If the monsters never have a lair (percent in lair is 0), but the *Monster Manual* indicates that a group of the monsters will have a treasure even though they have none as individuals, then the treasure should be entered here and it will always appear with a group of these monsters.

Otherwise, enter treasure here only if this is (or can be) a lair encounter.

You may only select a treasure type from those available. You can also pick a new treasure type if you have already entered it by using the (T)reasure Editor.

The program next asks for a description of any differences between this encounter and another encounter with the same main monster. EXAMPLE: sahaugin can be in lair with a prince and in lair without a prince.

The program next asks you to choose an option. So far you have given general encounter information and now you begin entering more specific information. The information you enter depends on the encounter. You tell the program how to put the encounter together by translating the encounter format from the book (in this case) into a computer program format.

To provide the minimum information necessary to generate an encounter, you must at least enter the percentage of main monster (%MM). Where this is not 100%, other information is required.

ENTERING AN ENCOUNTER

The encounter database has a much more complicated format than the monster database. For this reason, the instructions that follow are given on three different levels: to enter a simple encounter; to enter an encounter of moderate difficulty; and to enter a complicated encounter.

Three examples of encounter record entry are presented below, we recommend that you work through each as they are explained to you.

SIMPLE ENCOUNTER: CARNIVOROUS APE

Most single monster encounters are simple encounters. These encounters only have one level of one type of monster (although there may be a number of them). An example of such an encounter is the Ape, Carnivorous.

From the Encounter Database Menu, select the (A)DD option. When asked for the main monster, type "APE" and press the RETURN/ENTER key. Ape, Carnivorous is highlighted on the screen and you again press the RETURN/ENTER key and the screen to create that encounter record appears. The MAIN MONSTER is identified as APE, CARNIVOROUS. You are asked how many monsters there are. Your choices are to enter either a fixed number of monsters (#) or a range of monsters (#-#). Since there can be 2 to 8 Carnivorous Apes in an encounter, enter 2-8 and press the RETURN/ENTER key.

The program now asks, "WHAT IS THE MONSTER'S PERCENT IN LAIR (0 - 100)?" With this monster, it doesn't matter whether the encounter is in a lair or not, because the encounters are handled the same. In these situations, the number entered is as in the *Monster Manual* (in this case 10%). If there is a difference (other than treasure type and number), it is handled as explained later for the more complicated encounter types.

The program now asks, "WHAT TREASURE DOES THE MONSTER HAVE WHEN IN LAIR?" Since this monster has a C treasure type, enter "C" here.

The program now instructs, "TYPE ANY DIFFERENCE FROM OTHER ENCOUNTER WITH SAME MAIN MONSTER." In this case there are none, so press the RETURN/ENTER key.

The program now instructs, "CHOOSE OPTION." Type, "MM" (for Main Monster).

The program asks, "HOW MANY MAIN MONSTERS (AS % OF NUMBER APPEARING 1 - 100)?" Since all of the main monsters are to be Ape, Carnivorous, type "100" and press the RETURN/ENTER key.

This is the minimum information needed for a valid record. If you enter less information than this, you cannot generate an encounter which uses that record.

Since you have entered all information necessary for a simple encounter, press the Control and Q keys (CNTL-Q) to quit.

The program asks if the encounter is to be saved. Since this encounter already exists in your database, press "N" for No. Normally, you would want to save the encounter, by pressing "Y." Follow the instructions on the bottom of the screen, to save the new encounter for use by the program.

MODERATE ENCOUNTER: GOBLINS

The goblin is an example of a moderately difficult encounter (the final form of this encounter record is shown at the end of this section). Enter the initial information in much the same manner as for the apes, but with the following exceptions:

• **Lair:** Because there are significant differences in the monsters as encountered in a lair and outside of a lair, you must create two separate encounters. For the lair encounter, enter 100 for the MONSTER'S % IN LAIR. For the nonlair encounter, enter 0 for the MONSTER'S % IN LAIR. Another part of the program calls the lair encounter 40% of the time and the nonlair encounter 60% of the time.

For this moderate difficulty encounter, use the lair encounter. Enter 100 for % IN LAIR.

• **Treasure:** Because goblins have an additional treasure type (C) when in their lair, enter "C" at the prompt: "WHAT TREASURE DOES THE MONSTER HAVE WHEN IN LAIR." (Treasures which the monsters always have are recorded as part of the Monster records.)

The differences between the simple and moderate encounters really begin after you enter 100 for the % of main monster appearing. In a goblin encounter, you may see a number of monsters in addition to normal goblins. You may encounter leaders and assistants, subchiefs and guards, chiefs and bodyguards, worgs, and bugbears. These need to be added to the encounter as appropriate. The procedure for adding these monsters to the encounter is a little complex and to understand it requires some explanation of how the program works.

When the computer generates an encounter, it randomly determines a number, as indicated in the Encounter Record, for the number of main monsters appearing (for goblins this is a number from 40 through 400). The program remembers this number as the Current Number or CN. The goblin encounter has a number of monsters whose appearance depends on this CN. (If the additional monsters appear, their numbers are in addition to the goblins signified by the CN and are not included in that number.) If the CN is 40 or more, there are leaders and assistants; if the CN is 200 or more, there is a sub-chief and guards.

In addition, some monsters appear if certain conditions are met: if it is a lair encounter, a chief and his bodyguards appear. In addition, there are monsters with a random chance of appearing: for any encounter, there is a 25% chance that worgs will appear. In addition, if worgs appear, their number depends on the number of goblins. In addition, there is a chance that you will encounter a randomly determined number of certain monsters (within a range) if certain conditions are met. In a lair, for example, there is a 60% chance of 5-30 worgs and a 20% chance of 2-12 bugbears.

The CHOOSE OPTION portion of the program addresses these situations. At this point,

look at the options you will need to use for the goblin encounter. The first one (MM for Main Monster) has already been covered.

• DM means Dependent Monster. This monster's number depends on the Current Number (CN). In this encounter, the leader and assistants are dependent monsters (for every 40 goblins, there is one leader and 4 assistants).

• IM means Independent Monster. This is a monster, other than the main monster, who always appears in the same pre-determined number (or number range) once a certain condition is met. In this lair encounter, the chief and bodyguards are independent monsters (in a lair encounter there is always one chief and 2-8 bodyguards).

• NA means Number Adjustment. This is an adjustment to the existing current number (CN) to create a new current number (CN) needed for the encounter calculations. For example, you have one leader and four assistants for every 40 goblins which appear. To calculate the number of leaders and assistants, start with the original current number (which always starts as the total number of main monsters) of regular goblins appearing in the encounter. Then adjust this number to a number that allows you to do the calculations needed. Since you need to know how many groups of 40 goblins there are, divide the original CN by 40.

Multiply this new CN by 1 to arrive at the correct number of leaders (1 leader per group of 40) and multiply the new CN by 4 to arrive at the correct number of assistants (4 assistants per group of 40).

After you have completed the NA (or SN see below) options the cursor returns to the column under the original NA or SN entry. After completing all options (cursor moves back to the left margin) the CN is reset to its original value.

• SN stands for Set Number and it is used when the CN must be set to a specific number or range of numbers. For instance, there are situations where there may be 1-6 leaders with a group of monsters, and these leaders

can be several different types or levels. There are no examples of this in the Goblin write-up. However, this is described in more detail following the section on the bandit encounter.

• IR means Independent Random. This occurs randomly in an encounter without dependence on other factors. In this encounter, the bugbears are an independent monster whose appearance is determined by an independent random factor (in a lair encounter, there is a 20% chance [the IR] that 2-12 bugbears will appear).

• DR is Dependent Random. There are no Dependent Randoms in this encounter. These are introduced and explained in the complicated encounter.

• CR is Conditional Random. The conditions may be met by some encounters but not by others. (Random in this instance means something that doesn't always occur.) In this encounter, the subchief and guards are independent monsters whose appearance depends on a CR (if there are 200 or more goblins [the condition] then 1 subchief and 2 to 8 guards appear).

• DV is Dependent Variable. There are no dependent variables in this encounter. These are introduced and explained in the complicated encounter.

• IV is Independent Variable. There are no independent variables in this encounter. These are introduced and explained in the complicated encounter.

• TE is Table Entry. There are no table entries in this encounter. These are introduced and explained in the complicated encounter.

NOTE: The number of the above options which apply to an encounter is situation dependent. It is different for every monster.

With this information, you can walk through the creation of the GOBLIN LAIR encounter database record which will begin just after you enter the % of main monsters at 100.

First, add the goblin leaders to the encounter. (The order in which you add the monsters does not matter. For continuity, do things in

the same order as they appear in the Monster Manual.)

The leaders are dependent monsters. Before you can enter a dependent monster, you have to account for the condition on which it depends. For leaders, the condition is the number of groups of 40 goblins appearing in the encounter. You have the total number of goblins in the CN (current number). Now, you must temporarily adjust this CN from the total number of goblins to the number of 40-goblin groups.

To do this, enter NA (number adjustment). The program asks, "ADJUST NEW CN TO WHAT FRACTION OF OLD CN (1-255/1-255)?"

To answer this question, you have to determine the controlling number for the monster concerned. In this case, the number is 40; the number of leaders which appear in this encounter is dependent on the number of multiples of 40 goblins. The fraction which equals the number of groups of 40 is 1/40. (The range of fractions which we can have is shown by the numbers in the parentheses [1-255/1-255]. This means that we can have any fraction from 1/1 to 1/255 to 255/1.)

When you enter 1/40, the screen shows, "NEW CN IS 1/40 OF OLD CN." Since the old CN was the total number of regular goblins appearing in the encounter, the new CN is 1/40th of that number. This new CN is the number of 40-goblin groups and is used to determine how many of the dependent monsters (goblin leader) appear.

Position the cursor over a period that is both alone on the line below "NEW CN IS..." and indented one space to the right. This shows that information entered at this point is a dependent option (or sub-field) of the NEW CN IS... line. That is: the information entered here (the dependent option) is modified by the information above (the base option). In this case it means that whatever is entered at this point uses the new CN for its calculations.

With the new CN, enter the type of monster: "DM." Goblin Leader is a DM (dependent monster) because the number of goblin lead-

ers appearing depends on the number of regular goblins which appear. The program now asks "WHAT IS THE NAME OF THE MONSTER?"

Up to this point, the program has just been running through the formulas that allow it to generate the correct number of the monster we want to add to this encounter. The computer has just reached the point where the monster matters. To add Goblin Leader, we now enter "Goblin" and press the RETURN/ENTER key(<CR>).

The monster index is now displayed with GOBLIN highlighted.

Press the greater-than key (>) twice to highlight GOBLIN LEADER/ASST and then press the RETURN/ENTER key (<CR>) to select that monster.

The program now asks, "HOW MANY MONSTERS ARE THERE?" This is a little tricky. What you want is not the total number of leaders, but the number of leaders for every 40 goblins. Since there is 1 leader for every 40 goblins, enter "1."

With this entry, the line CN X GOBLIN LEADER/ASST is added to the screen. The cursor is again positioned over a period that is alone in the next line. But this time, the period is not one space to the right of the information one line above it (CN X...), but one space to the right of the information two lines above it (NEW CN IS...). This means that information on the current line continues to depend on the NEW CN IS... line. Now, add the goblin assistants (ASSTS) to the encounter. You could create a new CN again (first exit from the current new CN by pressing the greater than [>] key. This moves the cursor over the period on the next line which is all the way to the left. This returns the cursor to the base options. The CN returns to its original number, equal to the number of regular goblins in the encounter). Since the current dependent option gives you the CN you want, you may as well use it.

While the cursor is over the indented period, enter DM to tell the program you are adding another dependent monster (goblin assistant)

to the encounter. Again enter "goblin," highlight GOBLIN LEADER/ASST at the index, and press the RETURN/ENTER key. However, when the program asks "HOW MANY MONSTERS ARE THERE?" enter "4" because, while there is one leader for every group of 40 goblins, there are 4 assistants. The number you want to generate for the assistants is 4 times the number of goblin leaders (or 4 times the number of goblin multiples of 40).

When you return to the record, you see that CN X 4 OF GOBLIN LEADER/ASST has been added. The difference between this line and the line above is the number 4, which appears between X and OF. The line for leader has no number here because, by convention, the absence of a number indicates the number is 1.

NEW CN IS.1/40 OF OLD CN . . .
   CN X GOBLIN LEADER/ASST
   CN X 4 OF GOBLIN LEADER/ASST

Where there is a number other than 1, that number is shown. The X on this line is a multiplication operator and the line is read as Current Number times 4 of GOBLIN LEADER/ASST.

Both of these monsters could have been entered as one monster, as one entry that is 5 times the CN since they are the same monster. But for clarity and to strictly follow the encounter format as given in the *Monster Manual*, we show them as separate entries.

Now that you have set up the chances of getting a leader and assistants, you no longer need a CN that is 1/40 of the original CN. Exit by pressing the greater-than (>) key until the cursor is over a period that is aligned with the left margin (this shows that you have exited from a dependent option back to the base option).

The next monsters you add are the sub-chief and guards. These depend on the presence of 200 or more goblins in the encounter. This is a Conditional Random situation, so the first step is to enter the option CR.

When you enter CR, the question, "EXECUTE IF CN IS AT LEAST WHAT NUMBER (1-64000)?" appears on the screen. The number you want is 200, so enter 200.

The statement "IF CN IS AT LEAST 200 THEN..." appears. The cursor is now over the single period which is indented on the next line (indicating that a dependent option may be entered).

To add the subchief, enter the option IM. The subchief is an Independent Monster because its number appearing is not dependent on the CN. That is, as long as there are 200 or more regular goblins, there is always one and only one subchief. This is not the same as the leader because the number of leaders appearing varies with the number of regular goblins which appear.

When you enter IM, the program asks, "WHAT IS THE NAME OF THE MONSTER?" Enter GOBLIN, highlight SUBCHIEF/GUARD, and press RETURN/ENTER. The program asks "HOW MANY MONSTERS ARE THERE (#, #-#)?," enter 1.

The record screen returns to where you added 1 GOBLIN SUBCHIEF/GUARD position the cursor to enter a dependent option on the IF CN IS AT LEAST 200 THEN... option. Since this is the CN needed for guards, add guards to the encounter by first entering IM. Again, guards are an independent monster because there is always one and only one group of 2-8 when there are 200 or more regular goblins in an encounter. (Assistants were a dependent monster because the number of 4-assistant groups in an encounter varies with the number of regular goblins in an encounter.)

The procedure for adding the guards is exactly the same as that for adding the subchief except when asked, "HOW MANY MONSTERS ARE THERE (#, #-#)?," enter 2-8. The record returns to where you added the line 2-8 GOBLIN SUBCHIEF/ GUARD.

IF CN IS AT LEAST 200 THEN . . .
   1 GOBLIN SUBCHIEF/GUARD
   2-8 OF GOBLIN SUBCHIEF/GUARD

Again, you could have handled the subchief and guards as one entry with from 3-9 monsters, but chose not to in order to better demonstrate the format.

To add the next monster, worg, use the greater-than key (>) to move down to the base option (a period that is aligned with the left margin).

As always, first address the conditions which determine the monsters' appearance. Since worgs appear on a random basis, set this random condition before attending to the CN condition.

Since there is always a chance (random 25%) that worgs will appear in an encounter, first choose the IR (Independent Random) option.

The program asks, "WHAT IS CHANCE OF OCCURRENCE (1-100)?" Since the chance is 25%, enter, "25." The line 25% CHANCE OF... now appears. The cursor is ready to enter a dependent option based on this chance (the chance for worgs in the encounter).

You need two different numbers to determine how many worgs appear in the encounter. The first number depends on the number of goblins (1 worg for every 10 goblins). The second number is not dependent on goblins (plus 10 to 40 worgs). You have to deal with these numbers in different ways.

Deal with the first number as you did for leaders, by doing a number adjustment and then assigning worgs as a DM (Dependent Monster).

Enter NA as a dependent option to the 25% chance. Unless the cursor has been moved since you entered 25 as the IR, it is in the correct position for this. Enter the fraction 1/10 for how many groups of 10 goblins there are.

The line, "NEW CN IS 1/10 OF OLD CN" appears. Notice that this line is indented from the 25% line and that the cursor is now over a period that is indented from the NEW CN line. This indicates that you are ready to enter information that is a dependent option from that in the NEW CN line and that the information on the NEW CN line is, in turn, a dependent option on the 25% line.

To enter the dependent monster worg, enter "DM," the name "WOLF," highlight WOLF,WORG, and press the RETURN/ENTER key. At the question "HOW MANY MONSTERS ARE THERE (#,#-#)?," enter "1" (1 for every group of 10 goblins).

25% CHANCE OF . . .
   NEW CN IS 1/10 OF OLD CN . . .
      CN X WOLF, WORG . . .

After you added the line CN X WOLF, WORG, the cursor is moved down positioned for another dependent option to the NEW CN 1/10 line.

You now want to add 10 to 40 worgs to the encounter. These are not a dependent option to the NEW CN 1/10, but they are dependent on 25% CHANCE OF.

Use the greater-than key (>) to move the cursor down to the next period which is indented one space (this places it on the same COLUMN as NEW CN 1/10, showing that it is dependent on 25% CHANCE OF, but not to NEW CN IS 1/10).

To add the 10-40 worgs which always appear when worgs appear, first enter IM (independent monster), WOLF, select WOLF,WORG, press RETURN/ENTER, and tell the program you want from 10-40 WOLF,WORGS (Worg is an independent monster in this instance because after determining that it will appear, the number appearing [10-40] is fixed in all instances).

When you return to the record, you see 10-40 OF WOLF, WORG displayed. To add the next monster, move the cursor to the period in the next line down which shows you have returned to your base options.

25% CHANCE OF . . .
   NEW CN IS 1/10 OF OLD CN . . .
      CN X WOLF, WORG . . .

   10-40 OF WOLF, WORG

Next, enter the goblin chief and bodyguards. Since this is a lair encounter and these monsters always appear in lair, the entry is very straightforward.

Enter "IM." The monster name is GOBLIN, select GOBLIN, CHIEF/BODYGUARD and press RETURN/ENTER. The number of monsters is 1. You have just entered the chief. To enter the bodyguards, enter "IM," enter "GOBLIN," select GOBLIN, CHIEF/BODY-GUARD, and press the RETURN/ENTER key. The number of monsters is 2-8. The bodyguards are entered.

1 GOBLIN CHIEF/BODYGUARD
2-8 OF GOBLIN CHIEF/BODYGUARD

Two more monsters remain to be added. Both monsters have a chance of appearing in any lair encounter but since the chance is different, they have to be added separately. Note that one of the monster types, worgs, has already been added once. However, since the conditions for that appearance (25% with any goblin group) are different from the lair condition (60% in a lair encounter) you have to account for the possibility of an additional worg group separately.

To enter the worgs, first set up the conditions: an independent (always happens in a lair) and random (60% chance they'll be there) encounter. Enter IR and a chance of 60. As the dependent option, we enter IM (independent monster), WOLF, and select WOLF, WORG. The number of the monsters is 5-30. After returning to the record, move the cursor down over the period on the next line.

1 GOBLIN CHIEF/BODYGUARD
2-8 OF GOBLIN CHIEF/BODYGUARD
60% CHANCE OF . . .
 5-30 OF WOLF, WORG

 .

You again have an independent random chance of the monster being in the lair. Enter IR and a chance of 20. As the dependent option, enter "IM," "BUGBEAR," select BUGBEAR, and the numbers 2-12.

20% CHANCE OF . . .
 2-12 OF BUGBEAR

 .

The encounter is now complete. Hold down the Control key while pressing the "Q" key to exit. When asked if you want to save the

encounter, press N (we have already provided this encounter). When entering a genuine new encounter, press the "Y" key and the encounter is saved to disk.

If you want a print-out of the encounter record, press the "Y" key when asked if you want to print the encounter.

That is everything necessary for a moderate level encounter.

GOBLIN NONLAIR ENCOUNTER

Before going to a complicated encounter, look at how to create the other half of the goblin encounters -- those which occur outside of lairs.

Start by choosing the (C)OPY option from the menu. Since all the information we want has been placed into the goblin lair encounter, it is easiest to copy and to edit this record into the nonlair encounter.

After selecting Goblin for the name of the encounter you want copied, the top portion of the lair record is shown on the screen (just enough to identify it as the record you want). We enter "Y" to indicate this is the correct encounter.

Next, change the IN LAIR percent from 100 to Ø. Press the less-than key (<) three times to highlight IN LAIR. Hold down the control key while pressing the E key (CNTL-E) to call up the edit option. For the percent of monster in lair, enter Ø. The IN LAIR field is now changed to Ø.

Press the greater-than key (>) one time to highlight the TREASURE IN LAIR field. Press Control E to edit and then press the return key to change the treasure in lair to NIL.

Now press the greater-than key (>) 17 times to highlight 1 GOBLIN CHIEF/ BODY-GUARD. Everything from here down applies only to a lair encounter and you need to eliminate it. To eliminate these fields, use the delete option (CNTL-D). Now you can save the goblin nonlair encounter.

The following is an example of what the completed encounter record should look like.

Note that we have added the options (DM, IM, NA, etc.) in parentheses ( ) to the right of the line on which they were used to create the encounter.

MAIN MONSTER:
GOBLIN
APPEARING: 40-400
IN LAIR: 100%
TREASURE IN LAIR: C
DESCRIPTION: NIL

100% # APPEARING OF GOBLIN	(MM)
NEW CN IS 1/40 OF OLD CN...	(NA)
CN X GOBLIN LEADER/ASST	(DM)
CN X 4 OF GOBLIN LEADER/ASST	(DM)
.	
IF CN IS AT LEAST 200 THEN...	(CR)
1 GOBLIN SUBCHIEF/GUARD	(IM)
2-8 OF GOBLIN SUBCHIEF/GUARD	(IM)
.	
25% CHANCE OF...	(IR)
NEW CN IS 1/10 OF OLD CN ...	(NA)
CN X WOLF, WORG	(DM)
.	
10-40 OF WOLF, WORG	(IM)
.	
1 GOBLIN CHIEF/BODYGUARD	(IM)
2-8 OF GOBLIN CHIEF/BODYGUARD	(IM)
60% CHANCE OF...	(IR)
5-30 OF WOLF, WORG	(IM)
.	
20% CHANCE OF...	(IR)
2-12 OF BUGBEAR	(IM)
.	

COMPLICATED ENCOUNTER: BANDITS

The following encounter demonstrates most options not yet covered:

• DR is dependent random. Use this option where a monster's appearance in an encounter is based on a random factor which is dependent on something else. For example, a 25% chance (cumulative) for every 50 main monsters appearing.

• DV is dependent variable. Use this option to set up a table where the monster appearing in the encounter is dependent on something else (if 20 to 99 main monsters, then monster A appears, if 100 to 149 main monsters, then monster B appears, etc.).

• IV is independent variable. Use this option to set up a table where the monster appearing is based on a percentage chance (there is a 25 percent chance monster A will appear, a 50 percent chance monster B will appear, a 10 percent chance monster C will appear, and a 15 percent chance monster D will appear).

• TE is table entry. Use this option to set up the tables called for by a DV or IV option. This command MUST be used after using IV or DV. Any other command gives you an error message.

To limit the amount of material presented, we only cover an example of each of the above and do not walk through all of the data entry. We selected an encounter with bandits (shown at the end of this section) and begin with the addition of a Dependent Variable which includes a Table Entry. (You may want to refer to the Bandit (Brigand) material under the MEN section of your *MONSTER MANUAL*.)

After, you use the NA and DM functions to determine how many 3rd, 4th, 5th, and 6th level fighters are with the bandits, you have to add the high-level leaders (fighters) to the encounter. The level of the fighter varies depending on the size of the bandit group, so we have a DV (Dependent Variable). At the base option point (below CN X HUMAN, LVL 6 FIGHTER), enter DV. The program asks, "HOW MANY ROLLS ON THE TABLE?" (the DV option always sets up a table). You only want one leader so you only want one roll. Enter "1."

The cursor is now below the 1 ROLLS ON FOLLOWING TABLE... line. Enter TE to create a table. The program asks, "FOR THE FOLLOWING ITEM ON THE TABLE TO OCCUR, CN MUST BE AT LEAST WHAT VALUE?" You are looking for a 10th level human fighter. The CN (number of bandits) which require a 10th level fighter is 150 or more (when using a DV table, always start with the largest minimum number). Enter 150.

The line "IF CN IS AT LEAST 150 THEN. . ." has been added. Enter "IM" (for Independent Monster) and "HUMAN" and press

RETURN/ENTER. Go to the index, highlight HUMAN, LVL 10 FIGHTER, and press RETURN/ENTER. Since you only want one leader, enter "1." The line 1 HUMAN, LVL 10 FIGHTER now appears on the screen. (Since no CN multiple is involved, the number "1" is shown.)

The cursor is over a period which is directly under the 1 showing that it is ready to take an entry for the IF CN IS AT LEAST 150 THEN... dependent option. You want to add the 8th and 9th level leader options, but not off this CN. Move the cursor to the line below which places it on a line that is dependent on the 1 ROLLS ON FOLLOWING TABLE... option (directly below the "I" in "IF CN...).

Now add the 9th level fighter by first entering a new TE for which the new CN is at least 100 (for a DV start with the largest numbers and work down). Once this is complete, add the 8th level fighter by moving back to a dependent option of the 1 ROLLS ON FOLLOWING TABLE line and creating a table for which the new CN is at least Ø (this type of table always ends with a final entry of at least Ø).

1 ROLLS ON FOLLOWING TABLE...
　IF CN IS AT LEAST 150 THEN...
　　1 HUMAN, LVL 10 FIGHTER

　IF CN IS AT LEAST 100 THEN...
　　1 HUMAN, LVL 9 FIGHTER

　IF CN IS AT LEAST 0 THEN...
　　1 HUMAN, LVL 8 FIGHTER

With this, you are finished with the DV for leaders and you can move the cursor to the left for a new base option.

Now add the magic-users to the encounter. Since there is a random chance they will appear (25%) based on the number of bandits (per 50 main monsters), these are added as a Dependent Random (DR).

The first step is to enter DR. The program asks, "WHAT CHANCE OF OCCURRENCE PER NUMBER IN CN?" Since there is a 25% chance per 50 bandits, enter "25/50." The cursor is now indented and below the 25%

CHANCE PER 50 IN CN OF ... line.

Since there is an equal (25%) chance of getting a 7th, 8th, 9th, or 10 level mage, the monster that appears is based on a percentage chance which calls for an Independent Variable. We enter IV.

Like DV, IV sets up a table. The system asks, "HOW MANY ROLLS ON THE TABLE?" You only want one monster, so you only want one roll. Enter "1."

The line "1 ROLLS ON FOLLOWING TABLE. . ." appears. To set up the table, enter TE (table entry). The system asks, "TYPE IN WHEN ITEM ON TABLE OCCURS (1 - 100)." Since there is a 25% chance for one of the magic-users to appear, type in "25."

The line 25% is displayed with the cursor indented and below it. Enter IM, HUMAN, select HUMAN, LVL 7 MAGE, and enter 1.

Return to the record screen with the cursor below and in line with the 1 HUMAN, LVL 7 MAGE line, indicating it is ready for a higher level option to the 25% line.

Since you have already accounted for all the monsters you want to appear on a percentage "die roll" from 1 to 25, move the cursor down one line to enter another dependent option to the 1 ROLLS ON FOLLOWING TABLE... line.

Here again enter TE. The, "TYPE IN WHEN ITEM ON TABLE OCCURS," line is shown again, but instead of a range of 1 to 100, you now have a range from 26 to 100 to choose from. Enter 50 and then go through the same steps you went through to add the previous mage, only now add a level 8 mage. Then use the same procedure to add a level 9 mage "75" and a level 10 mage "100".

6 OF HUMAN, LVL 2 FIGHTER
1 HUMAN, LVL 7 FIGHTER
25% CHANCE PER 50 IN CN OF...
　1 ROLLS ON FOLLOWING TABLE...
　　25%
　　　1 HUMAN, LVL 7 MAGE

　　50%
　　　1 HUMAN, LVL 8 MAGE

　　75%
　　　1 HUMAN, LVL 9 MAGE

75%	(TE)
1 HUMAN, LVL 9 MAGE	(IM)
100%	(TE)
1 HUMAN, LVL 10 MAGE	(IM)

Note that when you create a table from the Independent Random, you start with the smallest numbers and work up (25 then 50 then 75 and then 100) whereas with the Dependent Random tables, start with the largest numbers and work down (150, then 100, and then Ø).

This concludes the data entry examples. The following shows the total entry for bandits, showing both the Dependent Monsters and the Independent Monsters involved in a Bandit group.

EXAMPLE OF ENTRY FOR BANDITS

MAIN MONSTER:
BANDIT/BRIGAND
APPEARING:20-200
IN LAIR:20%
TREASURE IN LAIR:A
DESCRIPTION:NIL

100% # APPEARING OF BANDIT/BRIGAND	(MM)
NEW CN IS 1/20 OF OLD CN...	(NA)
CN X HUMAN, LVL 3 FIGHTER	(DM)
NEW CN IS 1/30 OF OLD CN...	(NA)
CN X HUMAN, LVL 4 FIGHTER	(DM)
NEW CN IS 1/40 OF OLD CN...	(NA)
CN X HUMAN, LVL 6 FIGHTER	(DM)
1 ROLLS ON FOLLOWING TABLE...	(DV)
IF CN IS AT LEAST 150 THEN...	(TE)
1 HUMAN, LVL 10 FIGHTER	(IM)
IF CN IS AT LEAST 100 THEN...	(TE)
1 HUMAN, LVL 9 FIGHTER	(IM)
IF CN IS AT LEAST 0 THEN...	(TE)
1 HUMAN, LVL 8 FIGHTER	(IM)
6 OF HUMAN, LVL 2 FIGHTER	(IM)
1 HUMAN, LVL 7 FIGHTER	(IM)
25% CHANCE PER 50 IN CN OF...	(DR)
1 ROLLS ON FOLLOWING TABLE...	(IV)
25%	(TE)
1 HUMAN, LVL 7 MAGE	(IM)
50%	(TE)
1 HUMAN, LVL 8 MAGE	(IM)

75%	(TE)
1 HUMAN, LVL 9 MAGE	(IM)
100%	(TE)
1 HUMAN, LVL 10 MAGE	(IM)
15% CHANCE PER 50 IN CN OF...	(DR)
1 ROLLS ON FOLLOWING TABLE...	(IV)
25%	(TE)
1 HUMAN, LVL 5 CLERIC	(IM)
1 HUMAN, LVL 3 CLERIC	(IM)
50%	(TE)
1 HUMAN, LVL 5 CLERIC	(IM)
1 HUMAN, LVL 4 CLERIC	(IM)
75%	(TE)
1 HUMAN, LVL 6 CLERIC	(IM)
1 HUMAN, LVL 3 CLERIC	(IM)
100%	(TE)
1 HUMAN, LVL 6 CLERIC	(IM)
1 HUMAN, LVL 4 CLERIC	(IM)

OTHER AD&D® GAME ENCOUNTER OPTIONS

Certain options receive additional explanation in the following sections.

Set Number

SN: SN stands for Set Number and it is used when the CN must be set to a specific number or range of numbers (not as a fraction of the original CN). For instance, there are situations where there may be 1-6 leaders with a group of monsters, and these leaders can be several different types or levels. This does not show up in the examples provided above, so the following entry taken from the dwarves write-up shows how it is used:

NEW CN IS 2-12	(SN)
CN ROLLS ON FOLLOWING TABLE	
25%	
1 DWARF, LVL 2 FIGHTER	
50%	
1 DWARF, LVL 3 FIGHTER	

75%
1 DWARF, LVL 4 FIGHTER

.

100%
1 DWARF, LVL 5 FIGHTER

.

Main Monster not 100%

In instances where part of the NUMBER APPEARING includes monsters other than the main monster, do not use 100% of the CN for main monster.

For example, 25% of the centaurs appearing are a different monster type (Centaur Leaders). In this instance, % NUMBER APPEARING OF CENTAUR (MAIN MONSTER) is set to 75. The remaining 25% is used for Centaur Leaders. (If 100 centaurs appear, 75 will be normal centaurs and 25 will be centaur leaders.)

To enter Centaur Leaders into the system, use the NA option. The NA (number adjustment) command with a 1/4 rating (1 out of every 4 centaurs is a leader) adjusts the original CN to 1/4 (25%) of the number appearing. This creates a new CN equal to 25% of the original.

In this instance, the NA command creates the first of a two-part chain. The second part of the chain is a dependent monster (DM) option. The DM option uses the value of CN (as it has been modified by NA) to determine the number of monsters appearing.

Centaur Leaders are a dependent monster because their number depends on the number of regular centaurs appearing.

Periods Alone

If there is a period alone on a line, it shows that a dependent option (otherwise known as a completed sub-field) has been completed. The period is printed directly under the dependent option's indentation. Since a dependent option can be another dependent option's base option, it is possible to have a series of lines containing nothing but single periods that show where the preceding dependent option completed several options above it.

An example of this is as follows:.

6 OF HUMAN, LVL 2 FIGHTER
1 HUMAN, LVL 7 FIGHTER
25% CHANCE PER 50 CN OF...
  1 ROLLS ON FOLLOWING TABLE...
    25%
      1 HUMAN, LVL7 MAGE

      .

    50%
      1 HUMAN, LVL 8 MAGE

      .

    75%
      1 HUMAN, LVL 9 MAGE

      .

    100%
      1 HUMAN, LVL 10 MAGE

The last three periods show the three levels of superior options that were closed out by the last entry on the table (100%, 1 rolls on following table, and 25% chance...).

(E)DIT AN ENCOUNTER

This option allows you to review and change the information in an encounter record. After you press the letter "E," you are asked to type the name of the main monster of the encounter you want to edit.

Calling up an encounter record is similar to calling up a monster record because it is only necessary to enter a partial name for the encounter. Once entered, the program displays the portion of the index with the encounter name which most closely matches what you typed in. The closest name match is highlighted. To select an encounter record to edit, use the greater-than (<) and less-than (>) keys to highlight the desired encounter name. Once highlighted, press the RETURN/ENTER key to call up that encounter record.

The encounter database index is the same as the monster database index. It is impossible to select a monster for whom an encounter has not been created. When this occurs, you receive an error message. Pressing the RETURN/ENTER key brings back the Encounter database menu.

When an encounter record is first displayed, you are asked if it is the one you want. If the answer is no, other encounters for that main monster are shown. If the answer to all of these questions is no, you are returned to the menu. Up to seven encounters may exist for a main monster. For example, encounters where sahuagin are the main monster may include: sahuagin in lair with prince, sahuagin in lair without prince, and sahuagin out of lair. All of these encounters have sahuagin as the main monster. Many monsters have both an in lair and an outside of lair encounter.

(C)OPY AN ENCOUNTER

This option allows you to call up an existing record and use it as the default for the creation of a new record. An example of this procedure was given above when the goblin lair encounter was copied to create the goblin nonlair encounter.

(S)AVE CURRENT ENCOUNTER and (Q)UIT are as explained above.

5: ENCOUNTER TABLES

This section permits you to modify the encounter tables which select the random encounters. Tables may be modified by adding or deleting encounters from them or modifying the encounters they contain. You may also create your own encounters.

(A)DD/ADJUST TABLES

Picking this option displays the following menu:

  (N)EW TABLE
  (O)LD TABLE
  (C)OPY A TABLE
  (Q)UIT

(N)EW TABLE allows you to start a new table that will be added to the tables already listed. The computer first asks, "WHAT IS THE NAME OF THE NEW TABLE?" Once you have named the table, the following menu appears. This menu appears for all options

when you are dealing with a table.

  (A)DD TO THE TABLE
  (E)DIT THE TABLE
  (D)ELETE AN ENCOUNTER FROM THE TABLE
  (L)IST THE TABLE
  (S)AVE THE TABLE
  (Q)UIT THIS TABLE

(A)DD TO THE TABLE allows you to add a new monster to the table. This must be a monster that is already available in the Monster Database.

(E)DIT THE TABLE allows you to change the parameters of the table. First, you are asked, "DO YOU WISH TO CHANGE THE TABLE NAME (Y/N)?"

Once you have answered that question, the computer asks, "WHAT IS THE NAME OF THE MAIN MONSTER OF THE ENCOUNTER YOU WISH TO EDIT?" When you have chosen the monster, it shows an encounter listing and asks, "IS THIS THE ENCOUNTER (Y/N)?" If this monster has only one encounter (or effectively only one with the only difference between lair non-lair being the type of treasure), its entry will look like this:

1-6 GHAST
10% IN LAIR

If you answer (N) to the question, the program will present other encounters with that monster (if there are others) until it tells you, "THIS MONSTER DOESN'T HAVE THE ENCOUNTER!" and you must press the <CR>, which takes you back to the (A)DD/ADJUST TABLES menu.

If you answer "yes," the computer checks the table. If the monster does not appear on the table, it says "THIS ENCOUNTER IS NOT IN THE TABLE." You must press <CR> which returns you to the (A)DD/ADJUST TABLES menu.

If the monster is on the table, it shows a display that looks like this:

30-300 ORC 0% IN LAIR   WEIGHT: COMMON/65%

The computer then asks, "DO YOU WANT TO CHANGE THE ENCOUNTER (Y/N)?" If you answer (Y)ES, it asks "(C)OMMON,

(U)NCOMMON, (R)ARE, OR (V)ERY RARE?" Note that you are now asked to pick the "Weight" of the encounter (how often it is called by the table). Press the key for the frequency you want (frequencies are as defined in the monster manuals).

Then the computer asks, "WHAT % OF ITS FREQUENCY DOES THIS ENCOUNTER OCCUR (1-99) OR <CR> FOR ALWAYS." This determines how often this encounter is called when AN encounter with the monster is called for. In this case, there are two orc entries because they are very different depending on whether the orcs are in a lair or not. The above encounter is the out of lair encounter (shown by the entry Ø% IN LAIR). This entry shows a 65% chance that the Ø% IN LAIR will come up for orcs. If you look at the other entry for orcs, you will find that the 100% IN LAIR has a Frequency of 35%. (For monsters which have no difference except treasure between lair and not in lair, there is only one entry for the monster).

When you have answered these questions, the computer asks, "CONFIRM THIS ENTRY (Y/N)?" If everything is the way you want it, press "Y." If you don't like the way it came out, press "N" and the screen shows "INFORMATION NOT ENTERED"; the entry you were editing remains the same as it was before you started editing. Press <CR> and you are back at the (A)DD/ADJUST TABLES Menu.

(D)ELETE AN ENCOUNTER FROM THE TABLE allows you to do just that. The computer asks, "WHAT IS THE NAME OF THE MAIN MONSTER OF THE ENCOUNTER YOU WISH TO DELETE?" After you type in the name, it shows the entry for the monster and asks, "IS THIS THE ENCOUNTER (Y/N)?" Since the program must first look at the monsters, and then at the encounters, if you have picked a monster that is not actually on the table, it will tell you so after you press "Y."

If the monster is included in the table, the computer displays the encounter again and asks "DELETE THIS ENTRY (Y/N)?" If you press Y, it says "ENTRY DELETED." Press the <CR> to get back to the (A)DD/ADJUST

TABLES menu. If you press N, it says "ENTRY NOT DELETED." Press <CR> to get back to the (A)DD/ADJUST TABLES menu.

(L)IST THE TABLE allows you to see all the monsters that are included in the table. (This may require switching Monster Disks).

(S)AVE THE TABLE is only necessary if you have changed (edited or added to) the table. If you use this option, the computer asks, "WHAT DISK WILL IT BE SAVED ON (Ø-255)?" You must pick a number. On Apple systems, Disk 0 is the Program disk, Disk 1 is the Monster disk, Disk 2 is the Encounter disk, and Disk 3 is the second side of the Monster disk. Since all of these disks are near full, you should pick another number (starting with the number 4). Unless you've used the number before, the computer displays the message "THIS DISK DOESN'T EXIST. PLEASE INSERT A BLANK NOTCHED DISK INTO DRIVE #1 TO MAKE IT. DON'T FORGET TO LABEL IT."

You can use the same disk you have used to save new monsters on (see Monster Editor). This disk now becomes that numbered disk, and should be so labeled for future reference. (It is possible to use several numbers for the same disk, but for greatest efficiency you should use a different number for each disk).

(Q)UIT THIS TABLE performs the same function as (S)AVE THE TABLE. It also takes you back to the (A)DD/ADJUST TABLES menu.

(O)LD TABLE lets you choose an existing table to deal with as explained for a (N)EW TABLE above.

(C)OPY A TABLE allows you to copy an existing table as a new table, which you can then (A)DD to, (D)ELETE, or (E)DIT.

(Q)UIT gets you back to the main menu.

6: (T)REASURE EDITOR

This option allows you to modify the treasures available for the various monsters. All of the treasure types shown in the appendix are available to you without using this editor. You only need to use this editor if you want

to create a special treasure type. Using this option presents you with the following menu:

> (A)DD A TREASURE TYPE
> (C)OPY A TREASURE TYPE
> (E)DIT A TREASURE TYPE
> (D)ELETE A TREASURE TYPE
> (S)AVE TREASURES
> (Q)UIT

If you select (A)DD A TREASURE TYPE the computer asks, "WHAT IS THE TREASURE TYPE (L OR LL, EX: A OR AT)?" This same question comes up in the other options. In this question, "L" stands for Letter, and means you can pick either a one-letter ("L") or two-letter ("LL") designation. (You cannot add a new one-letter designation nor may you add a two-letter designation already in use. The format is as shown to keep it consistent with other options.)

The EX: stands for Example. A and AT are two of the treasure types available.

All treasure types that already have letter designations are shown in the appendices.

When you pick a treasure, you are given a listing to be filled in for each money type. The message at the bottom of the page reads "(<) UP, <CR> OR (>) DOWN, (E)DIT, (A)DD MAGIC. You use the (<) key to go up the display either the <CR> or (>) to go down the display."

When the cursor is on the line for the coins, gems, or jewelry you want to add, press the "E" key (E)DIT and the computer asks, "WHAT IS THE CHANCE OF OCCURRENCE (Ø-100)?" This is the percent chance the item will appear in the encounter. After you enter the number you want, the computer asks, "HOW MUCH MONEY (#, #- #) (START WITH * IF MONEY NOT X100(Ø))?"

This program is asking for you to enter how many (a set number or range of numbers) of that coin, gem, or jewelry you want to appear in the treasure. For instance, the listing for type A treasure shows 25% 1-6000 CP. This means that there is a 25% chance that there will be 1000-6000 copper pieces in the treasure.

The note START WITH means that all coins but PP are shown in thousands (PP are in hundreds), just like the CP mentioned above. If you want a treasure where the coins are counted individually, you must enter an asterisk before the numbers. Thus, entering *23-45 means that the monster will have 23 to 45 coins of the type concerned. Without the asterisk, the number would be 23,000 to 45,000 coins (2300 to 4500 pp). There is no need for the asterisk with gems and jewelry, they are always counted individually. Entering 12-67 for these means that 12-67 of the gems of jewelry will appear on the treasure.

(A)DD MAGIC allows you to include magic items in the treasure. The computer asks, "WHAT IS THE CHANCE OF OCCURRENCE (1-100) OR (D)EPENDENT ON ENTRY ABOVE?" (Do not use the (D) entry unless you have already put in at least one magic item). Once you have chosen the percent chance for the item(s) to appear, the computer asks, "HOW MANY ITEMS (#, #-#)?" This is the number (or number range) of magic items that will be included in the treasure.

Once you have picked the number of items, the computer presents you with the following list:

0) MAP 1) POTION 2) SCROLL 3) RING 4) ROD/STAFF/WAND 5) MISC. MAGIC 6) ARMOR 7) SHIELD 8) SWORD 9) MISC. WEAPON

The bottom of the screen reads, "INVERSE MEANS THE ITEM TYPE IS INCLUDED. (Ø-9) TO ALTER STATUS, <CR> TO QUIT?" Pressing the appropriate number highlights (inverses) that item and adds it to the treasure. You cannot quit until you have done something with one of the items. If you press all the numbers and then press (Q)UIT, you may get an entry that reads something like:

30% 3 ANY MAP OR MAGIC

Once you have established a percentage chance that some magic item is available, you can set up a dependent entry. This is an item that will show up only if some other items appears. For instance, the above entry could also have a magic sword that will show up if any magic does. Just enter (D), then "

1," then highlight , "8) SWORD," and the entry looks like this:

```
30%     3 ANY MAP OR MAGIC
        1 SWORD
```

This means that there is a 30% chance for 3 magic items or maps determined randomly. If those magic items and/or maps appear, a magic sword will also appear.

If you don't like an entry in the magic items, you can use (D)ELETE MAGIC to eliminate everything in an entry up to the next entered percentage. Thus, if the entry looks like this,

```
45%     1 ARMOR
30%     3 ANY MAP OR MAGIC
        1 SWORD
```

and you decide that you don't need the armor entry, put the cursor on 45% and press the "D" key (D). If you deleted the ANY MAP OR MAGIC line, the SWORD entry would also disappear. (Dependent treasures are automatically deleted when all of the normal treasures above them are deleted.)

Once you have the whole treasure entered, press the "Q" key (Q)UIT. The machine asks, "PRINT THIS TREASURE (Y/N)?" If you don't choose to print it, the computer takes you back to the Treasure Editor menu.

(C)OPY A TREASURE TYPE allows you to effectively create a new treasure type by copying an old treasure type to a new name and using the (E)DIT A TREASURE TYPE option to make it different.

(E)DIT A TREASURE TYPE allows you to change a treasure type in any way you please. You can use this option on any treasure type, including ones you have (A)dded or (C)opied.

(D)ELETE A TREASURE TYPE allows you to eliminate a given treasure type. Be careful! If an encounter calls for treasure that does not exist, no treasure prints out.

(S)AVE TREASURE saves the new or edited treasure types once you have manipulated them. If you have not changed anything, you do not need to use this command. Unless you save a treasure type you have created, you will not be able to use it.

(Q)UIT takes you back to the main menu. Remember that the treasure type you have been working on is not saved unless you used the (S)AVE TREASURE option first.

APPENDICES

APPENDIX A: SPECIAL FIELDS

NOTE: because of renumbering which occurred during the development process, there are some apparent gaps in the list below. All of the specials which are used, are shown. If a number does not appear, it is because it was not used.

The specials without asterisks (*) insert text into the monster descriptions:

1. CAN DIVIDE ATTACKS AMONG 3 OPPONENTS; TYPE IV OR GREATER ARE IMMUNE TO NON-MAGICAL WEAPONS; SPELLS: DARKNESS; TELEPORT (NO ERROR) AND GATE

CAN'T BE SUBDUED; INFRAVISION; HALF DMG FROM COLD, ELECTRICITY, DRAGON, OR MAGIC, FIRE, AND GAS. CONVERSE WITH ANY INTELLIGENT CREATURE.

2. SPELLS: CHARM PERSON, SUGGESTION, ILLUSION INFRAVISION, TELEPORT (NO ERROR), KNOWN ALIGNMENT, FEAR, ANIMATE DEAD, SUMMON DEVIL (SIMILAR TO MONSTER SUMMONING).

CONVERSE WITH ANY INTELLIGENT CREATURE. HALF DMG FROM: COLD AND GAS ATTACKS; TAKE NO DMG FROM: MAGICAL OR DRAGON FIRE.

3. DETECT HIDDEN OR INVISIBLE AS SPELL IN 60' RADIUS. ROUTS NON AGGRESSIVE CREATURES UNDER 1 HD. OTHERS UNDER 3 HD MUST SAVE VS. MAGIC OR BE PARALYZED (50% OF TIME) OR ROUT (50% OF TIME). CREATURES BETWEEN 3 AND 6 HD MUST SAVE VS. MAGIC OR FIGHT AT -1 THAC0. SAVING AT +3 VS. THIS DRAGON.

*4. Allows chance of magic items to be multiplied by monster's hit dice.

*6. Prints only the thief skills used by a monk.

7. MONSTER IS THE LARGEST OF ITS KIND. SMALLER ONES DO LESS DMG.

8. IMMUNE TO ILLUSION OR MIND AFFECTING MAGIC, EMOTION SPELLS, LIFE DRAIN OR STEALING ATTACKS. TAKE -1 DMG PER DIE AND +1 SAVING VS. COLD, FIRE, AND ACID.

*9. Individual treasure appears only when monster is in lair.

10. CAN MOVE THROUGH: THE 9 HELLS, THE ASTRAL, ETHEREAL, LOWER PLANES, AND THE ABYSS AT WILL; HAVE PERSONAL NAMES BY WHICH THEY CAN BE SUMMONED; PENTAGRAMS PROTECT A PERSON FROM DAEMONKIND. HAVE INFRA AND ULTRAVISION; SPELL LIKE ABILITIES: DETECT INVIS., READ MAGIC, COMPREHEND LANGUAGES, INVIS., TELEPATHY, WORD OF RECALL.

HALF DMG FROM: ACID, COLD, MAGICAL AND DRAGON FIRE; IMMUNE TO: POISON, PARALYSIS, AND NORMAL WEAPONS. FULL DMG FROM: ENCHANTED IRON AND SILVER WEAPONS.

MR IS FOR 1ST LEVEL SPELLS. -5% MR PER LEVEL OF SPELL ABOVE 1ST. MR IS AS VS. 11TH LEVEL SPELL CASTER. DAEMON MUST FAIL MAGIC SAVING THROW TO USE MAGIC ITEM.

11. VARIOUS GOOD ALIGNMENTS. CAN TRAVEL THROUGH PLANES OF GOOD ALIGNMENT. GENERALLY OPERATE WELL IN ANY ENVIRONMENT.

SPIRIT IS INVULNERABLE (BODY CAN BE DESTROYED) ON ELEMENTAL OR PRIMEMATERIAL PLANE. WILL NEVER NEGOTIATE WITH EVIL BEINGS. CAN EVALUATE OPPONENTS TO DETERMINE GREATEST THREAT. CAN DIVIDE ATTACKS.

SPELL-LIKE POWERS USABLE 1 AT A TIME, 1 PER ROUND: CURE DISEASE (3 / DAY), CURE LIGHT WOUNDS (7 / DAY), CURE SERIOUS WOUNDS (3/DAY), DETECT: EVIL; ILLUSIONS; MAGIC; TRAPS (7 / DAY), DISPEL MAGIC (7 / DAY), ETHEREALNESS, HEAL (1 / DAY), KNOW ALIGNMENT, INVIS., INVIS. 10' RADIUS, LIGHT (EFFECT VARIES), POLY SELF, READ MAGIC, REMOVE CURSE OR FEAR, TELEPORT (NO ERROR), TONGUES, ULTRAVISION, PROT. FROM EVIL.

IMMUNE TO:NORMAL WEAPONS, COLD, ELETRICAL, MAGIC MISSILE, PETRIFICATION, POISON, NORMAL FIRE-BASED ATTACK, LIFE LEVEL LOSS, DEATH MAGIC, GAS ATTACK SPELLS. HALF DMG FROM: MAGICAL OR DRAGON FIRE (MONADIC TAKE NO DMG).

12. 90% RESISTANT TO CHARM AND SLEEP SPELLS.

14. SAVING THROWS AT 4 LEVELS HIGHER VS. MAGIC AND POISON.

15. SURPRISE ON A 1-4.

SAVING THROWS AT 4 LEVELS HIGHER VS. MAGIC AND POISON.

*16. Prints NA for armor class.

*17. Refers user to MMII for information on the minimal.

18. NEVER SURPRISED, CHOOSE INITIATIVE.MOVE IN OWN AND ASTRAL PLANES AT WILL

SPELLS: CLAIRAUDIENCE, CLAIRVOYANCE, COMMAND

DIMENSION DOOR, TELEPORT (NO ERROR), WALL OF FORCE.

IMMUNE TO: ILLUSION OR MIND AFFECTING MAGIC, EMOTION SPELLS, LIFE DRAIN, OR STEALING ATTACKS. TAKE DMG -1 PER DIE AND +1 SAVINGS VS. COLD, FIRE, ACID.

19. 95% CHANCE TO HIDE, 70% TO PICK POCKETS, PERFECTLY IMITATE THE SOUND OF ANY ANIMAL OR MONSTER. LAIRS HAVE A 95% OF B.

20. POISON SKIN FORCES SAVE VS. POISON OR DIE.

21. COLORATION GIVES 80% CHANCE TO HIDE IN THE PROPER WATERY TERRAIN.

22. UNARMED ATTACKS: #AT 3(5), FRONT CLAWS (1-2 / 1-2), BITE (1-4), REAR CLAWS (1-4 / 1-4).

DETECT SOUND OF CLINKING METAL OR OAR SPLASHING FROM UP TO 1 MILE.

23. SPELLS: VENTRILOQUISM, FORGET, LEVITATE, SHATTER, DIG, FIRE CHARM.

SAVE AT LVL 19 CLERIC, INVIS. WHEN IN WILDS AND NOT MOVING, NEVER SURPRISED.

*25. Refers user to MMII for information on the shade.

*27. Adds following spells to the monster's list of spells:

DRUID: 5/5/4/4/3/2/1
ILLUSIONIST: 5/5/4/3/2/1

28. SPIT: SAVE VS. POISON OR BE BLINDED.

*29. Prints treasure of 1D20XQ.

*30. Refers user to MMII for information on the vagabond.

31. SURPRISES OTHERS 3 IN 6.

IMMUNE TO: ELECTRICAL ATTACKS AND CHARM / ENCHANTMENT SPELLS (EXCEPT THOSE WHICH INFLUENCE PLANTS AND SAVE VS. THESE). PIERCING WEAPONS DO ONLY 1 HP DMG PER STRIKE.

34. SPELLS: CHANGE SELF, COMMAND, PRODUCE FLAME, PYROTECHNICS, SUMMON 1 ABISHAI (20%), TAIL STRIKE DOES 1-2, CONVERSE WITH ANY INTELLIGENT CREATURE, HALF DMG FROM: COLD AND GAS, NO DMG FROM: MAGICAL OR DRAGON FIRE, REGEN 1 PT / ROUND (EXCEPT DMG FROM SILVER, HOLY WATER, OR HOLY MAGIC).

MOVE MC:C

35. +2 SAVE VS. FIRE AND ELECTRICITY.

IDENTIFY PLANTS AND ANIMALS, PURIFY WATER, PASS EASILY THROUGH OVERGROWN AREAS.

36. SURPRISE 3-6.PSIONICS.

SURPRISED 1-10. IMMUNE TO: PARALYSIS, POISON, ILLUSION / PHANTASM SPELLS. SAVE VS. DEATH MAGIC, POLY, RODS, AND WANDS AT +4.

37. SAVING THROWS AT 4 LEVELS HIGHER VS. MAGIC AND POISON.

38. TRIDENT (2-7), NET AND DAGGER (1-4).

UNARMED ATTACKS: #AT 3(5), FRONT CLAWS (1-2 / 1-2), BITE (1-4), REAR CLAWS (1-4 / 1-4).

DETECT SOUND OF CLINKING METAL OR OAR SPLASHING FROM UP TO 1 MILE.

*41. Prints treasure of (2-8)XQ

*42. Refers user to MMII for ant lion treasure.

*43. Refers user to MMII for bookworm treasure.

APPENDIX B: NOTE TABLES

Note Tables will cause the distribution of equipment to monsters, matching the tables in the monster manuals.

1. Bandit/Brigand
2. Buccaneer/Pirate
3. Caveman
4. Tribesman
5. Dervish
6. Nomad
7. Mercenary Guard
8. Mermen
9. Triton
10. Troglodyte
11. Dwarf
12. Halfling
13. Gnome
14. Elf
15. Derro
16. Gnoll
17. Goblin
18. Hobgoblin
19. Kobold
20. Orcs
21. Sahuagin
22. 50% armed with spear and sword, 50% armed with composite bow and sword.

APPENDIX C: TREASURE TYPES

A	25%	1-6,000 CP
	30%	1-6,000 SP
	35%	1-6,000 EP
	40%	1-10,000 GP
	25%	1-400 PP
	60%	4-40 GEMS
	50%	3-30 JEWELRY
	30%	3 OF ANY MAP OR MAGIC

AC	5%	1 MAGIC ARMOR
	5%	1 MAGIC SHIELD
	5%	1 MISC. MAGIC WEAPON
	5%	1 POTION
	5%	1 SCROLL
	5%	1 MISC. MAGIC

AF	5%	1 MAGIC ARMOR
	5%	1 MAGIC SHIELD
	5%	1 MAGIC SWORD
	5%	1 MISC. WEAPON
	5%	1 POTION

AM	5%	1 SCROLL
	5%	1 RING
	5%	1 ROD/STAFF/WAND
	5%	1 MISC. MAGIC

AT	5%	1 MAGIC SHIELD
	5%	1 MAGIC SWORD
	5%	1 MISC. MAGIC WEAPON
	5%	1 POTION
	5%	1 RING
	5%	1 MISC. MAGIC

B	50%	1-8,000 CP
	25%	1-6,000 SP
	25%	1-4,000 EP
	25%	1-3,000 GP
	30%	1-8 GEMS
	20%	1-4 JEWELRY
	10%	1 ARMOR, SHIELD, SWORD, MISC. WEAPON

BA	10%	1 ARMOR, SHIELD, SWORD, MISC. WEAPON

C	20%	1-12,000 CP
	30%	1-6,000 SP
	10%	1-4,000 EP
	25%	1-6 GEMS
	20%	1-3 JEWELRY
	10%	2 OF ANY MAP OR MAGIC

CA	10%	2 OF ANY MAP OR MAGIC

D	10%	1-8,000 CP
	15%	1-12,000 SP
	15%	1-8,000 EP
	50%	1-6,000 GP
	30%	1-10 GEMS
	25%	1-6 JEWELRY
	15%	2 OF ANY MAP OR MAGIC
		1 POTION

E	5%	1-10,000 CP
	25%	1-12,000 SP
	25%	1-6,000 EP
	25%	1-8,000 GP
	15%	1-12 GEMS
	10%	1-10 JEWELRY
	25%	3 ANY MAP OR MAGIC
		1 SCROLL

F	10%	1-10,000 SP
	15%	1-12,000 EP
	40%	1-10,000 GP
	35%	1-800 PP
	20%	3-30 GEMS
	10%	1-10 JEWELRY
	30%	3 OF MAP, POTION, SCROLL, RING, ROD/STAFF/WAND, MISC. MAGIC, ARMOR, SHIELD
		1 POTION
		1 SHIELD

G	50%	10-40,000 GP
	50%	1-2,000 PP
	30%	5-20 GEMS
	25%	1-10 JEWELRY
	35%	4 ANY MAP OR MAGIC
		1 SCROLL

H	25%	5-30,000 CP	40%	1-100,000 SP
	40%	10-40,000 EP	55%	10-60,000 GP
	25%	5-5000 PP		
	50%	1-100 GEMS	50%	10-40 JEWELRY

	15%	4 ANY MAP OR MAGIC
		1 SCROLL
		1 POTION

I	30%	3-1800 PP
	55%	2-20 GEMS
	50%	1-12 JEWELRY
	15%	1 ANY MAP OR MAGIC

IC	30%	2-1200 PP
	55%	1-10 GEMS
	50%	1-6 JEWELRY
	7%	ANY MAP OR MAGIC

J	100%	3-24 CP

JB	100%	3-24 CP
	100%	3-18 SP
	100%	2-12 EP
	100%	2-8 GP
	100%	1-6 PP

K	100%	3-18 SP

L	100%	2-12 EP

M	100%	2-8 GP

MM	100%	2-4,000 GP
	100%	1-400 PP
	100%	4-16 GEMS

N	100%	1-6 PP

O	25%	1-4,000 CP
	20%	1-3,000 SP

P	30%	1-6,000 SP
	25%	1-2,000 EP

Q	50%	1-4 GEMS

QC	4%	1-4 GEMS

R	40%	2-8,000 GP
	50%	10-6,000 PP
	55%	4-32 GEMS
	45%	1-12 JEWELRY

RB	100%	3-18 PP
	35%	5-20 GEMS

S	40%	2-8 POTIONS

T	50%	1-4 SCROLL

TT	100%	1-60,000 GP

U	90%	10-18 GEMS

80% 5-30 JEWELRY
70% 1 RING
    1 ROD/STAFF/WAND
    1 MISC. MAGIC
    1 MAGIC ARMOR, SHIELD
    1 MAGIC SWORD
    1 MISC. MAGIC WEAPON

UA 70% 1 RING
    1 ROD/STAFF/WAND
    1 MISC. MAGIC
    1 MAGIC ARMOR, SHIELD
    1 MAGIC SWORD
    1 MISC. MAGIC WEAPON

V   85% 2 RING
    2 ROD/STAFF/WAND
    2 MISC. MAGIC
    2 MAGIC ARMOR, SHIELD
    2 MAGIC SWORD
    2 MISC. MAGIC WEAPON

VR 25% 3-96 CP 25% 3-72 SP
    25% 2-48 EP 25% 2-32 GP
    25% 1-12 PP
    6% 1-6 GEMS 4% 1-3 JEWELRY
    3% 2 ANY MAP OR MAGIC

W   60% 5-30,000 GP 15% 1-800 PP
    60% 10-80 GEMS 50% 5-40 JEWELRY
    55% 1 MAP

X   60% 1 MISC. MAGIC
    1 POTION

XR 40% 2-200 CP 40% 2-200 SP
    40% 2-200 EP 40% 2-200 GP
    10% 1-2 POTION, SCROLL,
        ROD/STAFF/WAND,
        MISC. MAGIC

Y   70% 2-12,000 GP

Z   20% 1-3,000 CP 25% 1-4,000 SP
    25% 1-4,000 EP 30% 1-4,000 GP
    30% 1-600 PP
    55% 10-60 GEMS 50% 5-30 JEWELRY
    50% 3 ANY MAP OR MAGIC

APPENDIX D: ENCOUNTER TABLES

Monster Level I
Monster Level II
Monster Level III
Monster Level IV
Monster Level V
Monster Level VI
Monster Level VII
Monster Level VIII
Monster Level IX
Monster Level X

Civilized Mountains, (Cold), (Temperate), or (Tropical)
Civilized Hills, (Cold), (Temperate), or (Tropical)
Civilized Forest, (Cold), (Temperate), or (Tropical)
Civilized Swamp, (Cold), (Temperate), or (Tropical)
Civilized Plains, (Cold), (Temperate), or (Tropical)
Civilized Desert, (Cold), (Temperate), or (Tropical)
Wilderness Mountains, (Cold), (Temperate), or (Tropical)
Wilderness Hills, (Cold), (Temperate), or (Tropical)
Wilderness Forest, (Cold), (Temperate), or (Tropical)
Wilderness Swamps, (Cold), (Temperate), or (Tropical)
Wilderness Plains, (Cold), (Temperate), or (Tropical)
Wilderness Desert, (Cold), (Temperate), or (Tropical)
Shallow Fresh Water
Deep Fresh Water
Shallow Saltwater
Deep Saltwater
Astral & Ethereal Planes
City

APPENDIX E: LONG AND SHORT FORMS

The following shows the differences between the long and short encounter forms.

Example of Short Form Display

SAHUAGIN(80);AC:5;MV:12"//24";HD:2D8+2;HP:10(X15),8(X6),7(X 30),12(X1),15(X12);#AT:1;DMG:BY WEAPON;AL:LE;SIZE:M;THACØ16

SPEAR (1-6), DAGGER (1-4) (X24)
TRIDENT (2-7), NET & DAGGER (1-4) (X40)
HVY CROSSBOW (2-5), DAGGER (1-4) (X16)

280PP
XP:5176

SAHUAGIN
CHIEFTAIN(1);AC:4;MV:12"//24";HD:4D8+4;HP:22;#AT:1;DMG:BY WEAPON;AL:LE;SIZE:L;THACØ15

10PP
XP:240

SAHUAGIN,GUARD/LIEUT(17);AC:5;MV:12"//24";HD:3D8+3;HP:12(X5),16(X5),10(X4), 24(X3);#AT:1;DMG:BY WEAPON;AL:LE;SIZE:M;THACØ16

60PP
XP:2453

SAHUAGINBARON/NOBLE(1);AC:3;MV:12"//24";HD:6D8+6;HP:33;# AT:1;DMG:BY WEAPON;AL:LE;SIZE:L;THACØ13

18PP
XP:539

SAHUAGIN, LVL 5
CLERIC(1);AC:5;MV:12"//24";HD:6D8;HP:27;#AT:1;DMG:BY WEAPON;AL:LE;SIZE:L;THACØ13

11PP
XP:437

SAHUAGIN, LVL 3
CLERIC(2);AC:5;MV:12"//24";HD:4D8;HP:18(X1),10(X1); #AT:1;DMG:BY WEAPON;AL:LE;SIZE:M;THACØ15

7PP
XP:360

SHARK,COMMON(4);AC:6;MV:24";HD:8D8;HP:44(X1),36(X2),60(X 1);#AT:1; DMG:3-12;AL:N;SIZE:L;THACØ12

XP:3240

4000GP;15GEMS;12JEWELRY;1MISC. MAGIC;1 POTION

Example of Long Form Display

SAHUAGIN(80);AC:5;MV:12"//24";HD:2D8+2;HP:10(X15),8(X6),7(X 30),12(X17,15(X12);#AT:1;DMG:BY WEAPON;SA:SEE BELOW,SD:SEE BELOW;INT:HIGH; AL:LE;SIZE:M;THACØ16

SPEAR (1-6), DAGGER (1-4) (X24)
TRIDENT (2-7), NET & DAGGER (1-4) (X40)
HVY CROSSBOW (2-5), DAGGER (1-4) (X16)

UNARMED ATTACKS ARE: FORECLAWS (1-2/1-2), REAR CLAWS (1-4/1-4), & BITE (1-4). NO. OF ATTACKS PER ROUND IS 3 OR 5. DETECT SOUND OF CLINKING METAL OR OAR SPLASHING UP TO 1 MILE AWAY.

280PP
XP:5176

SAHUAGIN
CHIEFTAIN(1);AC:4;MV:12"//24";HD:4D8+4;HP:22;#AT:1;DMG:BY WEAPON;SA:SEE BELOW,SD:SEE BELOW;INT:HIGH;AL:LE;SIZE:L;THACØ15

PRIMARY WEAPON TRIDENT (2-7), SECONDARY WEAPON NET & DAGGER (1-4). UNARMED ATTACKS ARE: FORECLAWS (1-2/1-2), REAR CLAWS (1-4/1-4), & BITE (1-4). NO. OF ATTACKS PER ROUND IS 3 OR 5. DETECT SOUND OF CLINKING METAL OR OAR SPLASHING UP TO 1 MILE AWAY.

10PP
XP:240

SAHUAGIN,GUARD/LIEUT(17);AC:5;MV:12"//24";HD:3D8+3;HP:12(X5),16(X5),10(X4),24(X3);#AT:1;DMG:BY WEAPON;SA:SEE BELOW,SD:SEE BELOW; INT:HIGH;AL:LE; SIZE:M;THACØ16

PRIMARY WEAPON TRIDENT (2-7), SECONDARY WEAPON NET & DAGGER (1-4). UNARMED ATTACKS ARE: FORECLAWS (1-2/1-2), REAR CLAWS (1-4/1-4) & BITE (1-4). NO. OF ATTACKS PER ROUND IS 3 OR 5. DETECT SOUND OF CLINKING METAL OR OAR SPLASHING UP TO 1 MILE AWAY.

60PP
XP:2453

SAHUAGIN
BARON/NOBLE(1);AC:3;MV:12"//24";HD:6D8+6;HP:33;#AT:1; DMG:BY WEAPON;SA:SEE BELOW,SD:SEE BELOW;INT:HIGH;AL:LE; SIZE:L;THACØ13

PRIMARY WEAPON CROSSBOW (2-5), SECONDARY WEAPON DAGGER (1-4). UNARMED ATTACKS ARE: FORECLAWS (1-2/1-2), REAR CLAWS (1-4/1-4) & BITE (1-4). NO. OF ATTACKS PER ROUND IS 3 OR 5.

DETECT SOUND OF CLINKING METAL OR OAR SPLASHING UP TO 1 MILE AWAY.

18PP
XP:539

SAHUAGIN, LVL 5
CLERIC(1)AC:5;MV:12"//24";HD:6D8;HP:27;#AT:1;DMG:BY WEAPON;SA:SEE BELOW,SD:SEE BELOW;INT:HIGH;AL:LE;SIZE:L;THAC0̸13

PRIMARY WEAPON TRIDENT (2-7), SECONDARY WEAPON NET & DAGGER (1-4). UNARMED ATTACKS ARE: FORECLAWS (1-2/1-2), REAR CLAWS
(1-4/1-4) & BITE (1-4). NO. OF ATTACKS PER ROUND IS 3 OR 5. DETECT SOUND OF CLINKING METAL OR OAR SPLASHING UP TO 1 MILE AWAY.

1ST LVL CLERICAL
INVIS. TO UNDEAD
PRO. FROM EVIL
SANCTUARY

2ND LVL CLERICAL
HOLD PERSON(X2)
RESIST FIRE

3RD LVL CLERICAL
ANIMATE DEAD
1100
XP:437

SAHUAGIN, LVL 3
CLERIC(2);AC:5;MV:12"//24";HD:4D8;HP:18(X1),10(X1);#AT:1;DMG: BY WEAPON;SA:SEE BELOW,SD:SEE BELOW;INT:HIGH;AL:LE;SIZE:M;THAC0̸15

PRIMARY WEAPON TRIDENT (2-7), SECONDARY WEAPON NET & DAGGER (1-4). UNARMED ATTACKS ARE: FORECLAWS (1-2/1-2), REAR CLAWS
(1-4/1-4) & BITE (1-4). NO. OF ATTACKS PER ROUND IS 3 OR 5. DETECT SOUND OF CLINKING METAL OR OAR SPLASHING UP TO 1 MILE AWAY.

1ST LVL CLERICAL
CURE LIGHT WOUNDS
SANCTUARY

2ND LVL CLERICAL
HOLD PERSON

7PP
XP:360

SHARK,COMMON(4);AC:6;MV:24";HD:8D8;HP:24(X1),36(X2),10(X1);#AT:1;
DMG:3-12;INT:NON;AL:N;SIZE:L;THAC0̸12

MONSTER IS THE LARGEST OF ITS KIND. SMALLER ONES DO LESS DAMAGE.

XP:3240

4000GP;15GEMS;12JEWELRY;1MISC. MAGIC;1 POTION

STRATEGIC SIMULATIONS, INC.

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Mountain View, CA 94043

Questions or Problems?

Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the program and/or user manual. Both numbers can be called every workday, 9 to 5 Pacific Time.