

FOR ADVANCED  
D&D™ GAME

# DUNGEON MASTERS SCREEN



This second edition of Dungeon Masters Screen has been redesigned for better clarity and quicker reference. This package consist of two durable, 11" x 25", folding cardstock screens for the DM's reference in playing **ADVANCED DUNGEONS & DRAGONS**® games. One screen contains the Combat and Saving Throw Tables and the other contains the Psionic Combat Tables and miscellaneous information. These screens are useful for shielding maps and other game materials from the players when placed upright, and also provide instant reference to the charts and tables most commonly used during play. The players' side is printed with Experience Tables and the Weapons Table as well as being colorfully illustrated. These folders have been varnished on both sides to protect them against common wear and tear. This (and only this) screen contains all the official **AD&D**™ statistics and tables.

If you enjoyed this product, look for the TSR logo on future releases from THE GAME WIZARDS.

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## ASSASSINS' TABLE FOR ASSASSINATIONS\*

Level of the Assassin	Level of the Intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	---	---	---	---
2	55%	50%	40%	30%	15%	2%	---	---	---	---
3	60%	55%	45%	35%	20%	5%	---	---	---	---
4	65%	60%	50%	40%	25%	10%	1%	---	---	---
5	70%	65%	55%	45%	30%	15%	5%	---	---	---
6	75%	70%	60%	50%	35%	20%	10%	1%	---	---
7	80%	75%	65%	55%	40%	25%	15%	5%	---	---
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	---
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	---
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%

The percentage shown is that for success under near optimum conditions. You may adjust slightly upward for perfect conditions (absolute trust, asleep and unguarded, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or in behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

\*Or attacks on helpless opponents by any character class.

### GRENADE-LIKE MISSILES:

CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

Size: Acid —	½ pint (8 oz.)
Holy/Unholy Water —	¼ pint (4 oz.)
Oil —	1 pint (16 oz.)
Poison —	¼ pint (4 oz.)

#### Effect:

LIQUID CONTENTS	AREA OF EFFECT	DAMAGE FROM A	
		SPLASH	DIRECT HIT
—acid	1' diameter	1 h.p.	2-8 h.p.
—holy/unholy water	1' diameter	2 h.p.	2-7 h.p.
—oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.**
—poison	1' diameter	special	special

\* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

\*\* Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

**Range:** The range of all such container missiles is 3'. Beyond 1" is medium, and beyond 2" is long (-2 and -5 "to hit" respectively).

**Hits:** When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not — use the BLOW, CRUSHING column on the ITEM SAVING THROW MATRIX — unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil which must be alight (flaming) to cause damage. **Poison special** is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered check saving throw for breakage using the BLOW, NORMAL column of the ITEM SAVING THROW MATRIX. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion

must be brought into contact with the oil.

**Splash Hits:** All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

**Boulders** are considered, for game purposes, to be 1' in diameter for giants, 2' in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See **MONSTER MANUAL** for giants' abilities.)

**Misses:** If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the **distance in feet** the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1' square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the **direction** in which the distance in feet of the miss is measured:

1 = long right	5 = short left
2 = right	6 = left
3 = short right	7 = long left
4 = short (before)	8 = long (over)

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

**Lighting Oil:** If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it a 2' diameter flaming oil area.

**Crossing Flaming Oil:** Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly flammable. Creatures with garments of cloth must save versus FIRE, NORMAL on the ITEM SAVING THROW MATRIX or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-4 hit points of damage per melee round.

**Holy/Unholy Water:** All forms of **undead**, as well as creatures from the lower planes (demons, devils, night hags, night mares, etc.) are affected by HOLY WATER. Paladins, lammasu, shedu, ki-rin, and similar creatures of good (or from the upper planes) are affected by UN-HOLY WATER. The liquid causes the affected creature to suffer a burning as if struck by acid. **Undead** in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

# ADVANCED DUNGEONS & DRAGONS® DUNGEON MASTERS SCREEN

## PSIONIC ATTACK UPON DEFENSELESS PSIONIC

Current Attack Strength & Attack Mode	Defender's Psionic Strength Total						
	10-59	60-109	110-159	160-209	210-259	260-309	310+
01-25							
Psionic Blast	D	C	C	15	10	5	5
Mind Thrust	W	W	40	35	30	25	20
Ego Whip	30	25	20	15	10	5	5
Id Insinuation	40	35	30	25	20	15	10
Psychic Crush	72%	60%	50%	40%	30%	20%	10%
26-50							
Psionic Blast	S	D	C	C	15	10	5
Mind Thrust	W	W	W	40	35	30	25
Ego Whip	35	30	25	20	15	10	5
Id Insinuation	R	40	35	30	25	20	15
Psychic Crush	75%	62%	52%	42%	32%	22%	12%
51-75							
Psionic Blast	W	S	D	C	C	15	10
Mind Thrust	P	W	W	W	40	35	30
Ego Whip	40	35	30	25	20	15	10
Id Insinuation	R	R	40	35	30	25	20
Psychic Crush	79%	65%	55%	45%	35%	25%	15%
76-100							
Psionic Blast	P	W	S	D	C	C	15
Mind Thrust	P	P	W	W	W	40	35
Ego Whip	P	40	35	30	25	20	15
Id Insinuation	R	R	R	40	35	30	25
Psychic Crush	84%	69%	59%	49%	39%	29%	19%
101-125							
Psionic Blast	K	P	W	S	D	C	C
Mind Thrust	P	P	P	W	W	W	40
Ego Whip	I	P	40	35	30	25	20
Id Insinuation	R	R	R	R	40	35	30
Psychic Crush	90%	74%	64%	54%	44%	34%	24%
126 & up							
Psionic Blast	K	K	P	W	S	D	C
Mind Thrust	P	P	P	P	W	W	W
Ego Whip	I	I	P	40	35	30	25
Id Insinuation	R	R	R	R	R	40	35
Psychic Crush	97%	80%	70%	60%	50%	40%	30%

Defender's Psionic Strength Total is the score prior to any reductions, even though the current total for the individual could be as low as 0.

The attacker's Current Attack Strength & Attack Mode are compared with the Defender's Psionic Strength Total, reading across, and a result is obtained.

Numbers indicate the number of the defender's psionic attack points lost.

### Letters:

- C = **Confused** for 2-8 rounds, no psionic activity possible
- D = **Dazed** for 1-4 turns, no psionic or other activity
- I = **Idiocy**, psionic ability lost forever, though idiocy is curable by a **heal** spell
- K = **Killed**, raising/resurrection is possible, but psionic ability is lost
- P = **Permanent loss** of one attack or defense mode or psionic discipline\*, and **dazed** as above
- S = **Sleeping** in a coma for 1-4 weeks (catatonic state 99% likely to be mistaken for death)
- R = **Robot** — mind under control of victor until released or 2-8 weeks have elapsed and a saving throw versus magic is made
- W = **Wounded psionically**, one attack or defense mode or psionic discipline\* unusable for 2-8 weeks

\* Choose randomly from among all attack and defense modes and psionic disciplines.

**Note:** Psionic creatures with **mind bar** ability will take damage only after **all** psionic strength is lost, so treat **letter** results as -40 points until 0 is reached.

Damage accruing beyond the point where 0 psionic attack points was reached results in physical damage (hit points) being taken by the defender on a point for point basis.

PSIONIC BLAST ATTACK UPON NON-PSIONIC CREATURE	Target's Total Intelligence & Wisdom**	Saving Throw at Attack Range			Saving Throw Dice Adjustments			
		Short	Medium	Long	Additions		Subtractions	
	0-5	20	19	18	magic-user	+1	panicked	-1
	6-9	18	17	16	cleric	+2	enraged	-1
	10-13	16	15	14	elf	+2	confused	-2
	14-17	14	13	12	intellect fortress in 10'	+2	hopeless	-3
	18-21	12	11	10	mind blank spell	+2	stunned	-3
	22-25	10	9	8	dwarf	+4	using psionic related power*	-4
	26-29	8	7	6	halfling	+4	using ESP device	-5
	30-33	6	5	4	helm of telepathy†	+4	feebleminded	**
	34-35	4	3	2	tower of iron will in 3'	+6	insane	***
	36-37	2	1	0	mind bar	+6		
	38 & up	0	-1	-2				

† The *helm of telepathy* will cause the attacker to be **stunned** for 1-4 rounds if the defender's saving throw is successful.

\* These powers or spells are: *astral projection/spell, augury, charm monster, charm person, clairaudience, clairvoyance, confusion, detect evil/good, detect magic, dimension door, divination, empathy, en-*

*large, ESP, etherealness, feeblemind, feign death, geas, invisibility (any sort), know alignment, levitation, locate object, magic jar, plane shift, polymorph self, quest, shape change, suggestion, symbol, telekinesis, telepathy, teleportation, true seeing.*

\*\* A feebleminded person has a combined intelligence and wisdom score of 0-5.

\*\*\* Insane creatures cannot be psionically attacked. (See **INSANITY**.)

## PSIONIC VS. PSIONIC IN MENTAL COMBAT

Total Psionic Strength	Attack Mode	Mind Blank <sub>1</sub>	Thought Shield <sub>2</sub>	Defense Mode		
				Mental Barrier <sub>3</sub>	Intellect Fortress <sub>8</sub>	Tower of Iron Will <sub>10</sub>
01 to 25	Psionic Blast <sub>20</sub>	3	7	4	1	0
	Mind Thrust <sub>4</sub>	12	4	0	0	1
	Ego Whip <sub>7</sub>	8	3	0	0	0
	Id Insinuation <sub>10</sub>	1	6	8	1	1
	Psychic Crush <sub>14</sub>	2%	---	---	---	---
26 to 50	Psionic Blast <sub>20</sub>	6	9	6	2	0
	Mind Thrust <sub>4</sub>	15	6	1	0	2
	Ego Whip <sub>7</sub>	12	4	0	0	0
	Id Insinuation <sub>10</sub>	2	8	10	3	3
	Psychic Crush <sub>14</sub>	5%	2%	1%	---	---
51 to 75	Psionic Blast <sub>20</sub>	10	12	9	4	1
	Mind Thrust <sub>4</sub>	18	9	2	2	3
	Ego Whip <sub>7</sub>	17	6	1	1	1
	Id Insinuation <sub>10</sub>	4	11	13	7	6
	Psychic Crush <sub>14</sub>	9%	4%	2%	1%	---
76 to 100	Psionic Blast <sub>20</sub>	15	16	13	7	2
	Mind Thrust <sub>4</sub>	22	13	5	4	5
	Ego Whip <sub>7</sub>	23	9	3	2	3
	Id Insinuation <sub>10</sub>	7	15	17	12	10
	Psychic Crush <sub>14</sub>	14%	7%	5%	3%	2%
101 to 125	Psionic Blast <sub>20</sub>	21	21	18	11	4
	Mind Thrust <sub>4</sub>	26	18	9	7	8
	Ego Whip <sub>7</sub>	30	13	6	4	6
	Id Insinuation <sub>10</sub>	11	20	22	18	15
	Psychic Crush <sub>14</sub>	20%	11%	9%	6%	4%
126 & up	Psionic Blast <sub>20</sub>	28	27	24	16	7
	Mind Thrust <sub>4</sub>	30	24	16	11	12
	Ego Whip <sub>7</sub>	38	18	10	7	10
	Id Insinuation <sub>10</sub>	16	26	28	25	21
	Psychic Crush <sub>14</sub>	27%	16%	14%	10%	7%

**Total Psionic Strength** is the **attackers** attack and defense point strength total **prior** to the subtraction of attack points for the current attack segment and defense points for the current defense mode for that same segment. (These points, along with losses, if any, are taken only at the end of the segment.) ALL ATTACKS AND DEFENSES ARE SIMULTANEOUS.

The **Attack Mode** is compared to the **Defense Mode**, reading across, and a result is obtained.

**Numbers** indicate the number of **points of defense strength** lost by the defender.

**Psychic Crush** shows the percentage chance of instantly killing the opponent. Any score above that shown for the defensive mode used indicates **no effect**. A dash indicates no possible chance of causing instant death.

When both sides have attacked once and defended once the psionic combat segment is over. All points of strength expended in attacking and defending are totaled separately, points lost due to attack are added, and a new **Total Psionic Strength** is determined for each side. EXCEPTION: If a **psychic crush** succeeds, the defender is dead, and adjustments are made only for the victor's strength.

**Note:** The subscripted numbers following the names of the attack and defense modes (as in **Psionic Blast<sub>20</sub>**) are the costs, in attack or defense points respectively, of using the modes.

## EFFECT OF PSIONIC BLAST ATTACK ON NON-PSIONIC CREATURES

Target's Total Intelligence & Wisdom	Death	Coma	Sleep	Stun	Confuse	Enrage	Panic	Feeblemind	Permanent Insanity	Temporary Insanity	Mild Insanity
0-5	01-85	86-99	00	---	---	---	---	---	---	---	---
6-9	01-10	11-90	91-99	00	---	---	---	---	---	---	---
10-13	01	02-15	16-90	91-99	00	---	---	---	---	---	---
14-17	---	01	02-10	11-90	91-99	00	---	---	---	---	---
18-21	---	---	01	02-15	16-90	91-99	00	---	---	---	---
22-25	---	---	---	01	02-15	16-90	91-99	00	---	---	---
26-29	---	---	---	---	01	02-15	16-90	91-99	00	---	---
30-33	---	---	---	---	---	01	02-15	16-90	91-99	00	---
34-35	---	---	---	---	---	---	01	02-20	21-85	86-99	00
36-37	---	---	---	---	---	---	---	01	02-15	16-90	91-00
38 & up	---	---	---	---	---	---	---	---	01	02-15	16-00

## PSIONIC ATTACK RANGES AND DAMAGE ADJUSTMENT

Attack Mode	Attack Range		
	Short	Medium	Long
A. Psionic Blast	2"	4"	6"
B. Mind Thrust	3"	6"	9"
C. Ego Whip	4"	8"	12"
D. Id Insinuation	6"	12"	18"
E. Psychic Crush	5"	---	---

### Attack Mode

- A. Psionic Blast
- B. Mind Thrust
- C. Ego Whip
- D. Id Insinuation
- E. Psychic Crush\*

### Area of Effect

- 1/2" base, 6" length, 2" terminus cone
- 1 creature
- 1 creature
- 2" x 2" area within range
- 1 creature

\* User may use only defense mode G, Thought Shield.

**Medium range** attacks reduce damage by 20%, fractions rounded up.

Attacks in series add 50% to range for **each** psionic linked, i.e. 2=200% of range, 3=250% of range, etc. Expenditure of double or treble points by an individual will double or treble range of attack modes B, C, or D.

**Long range** attacks reduce the attacker's effective total psionic strength by one category (25 points) and reduce damage by 20%, fractions rounded up. If the attacker is already in the 01-25 strength range, damage is reduced 50%, fractions being dropped.

**FIGHTERS TABLE**

Experience Points	Experience Level	10-Sided Dice for Accumulated Hit Points	Level Title
0—2,000	1	1	Veteran
2,001—4,000	2	2	Warrior
4,001—8,000	3	3	Swordsman
8,001—18,000	4	4	Hero
18,001—35,000	5	5	Swashbuckler
35,001—70,000	6	6	Myrmidon
70,001—125,000	7	7	Champion
125,001—250,000	8	8	Superhero
250,001—500,000	9	9	Lord
500,001—750,000	10	9+3	Lord (10th Level)
750,001—1,000,000	11	9+6	Lord (11th Level)

250,000 experience points per level for each additional level beyond the 11th.

Fighters gain 3 h.p. per level after the 9th.

**MAGIC-USERS TABLE I.**

Experience Points	Experience Level	4-Sided Dice for Accumulated Hit Points	Level Title
0—2,500	1	1	Prestidigitator
2,501—5,000	2	2	Evoker
5,001—10,000	3	3	Conjurer
10,001—22,500	4	4	Theurgist
22,501—40,000	5	5	Thaumaturgist
40,001—60,000	6	6	Magician
60,001—90,000	7	7	Enchanter
90,001—135,000	8	8	Warlock
135,001—250,000	9	9	Sorcerer
250,001—375,000	10	10	Necromancer
375,001—750,000	11	11	Wizard
750,001—1,125,000	12	11+1	Wizard (12th level)
1,125,001—1,500,000	13	11+2	Wizard (13th level)
1,500,001—1,875,000	14	11+3	Wizard (14th level)
1,875,001—2,250,000	15	11+4	Wizard (15th level)
2,250,001—2,625,000	16	11+5	Wizard (16th level, or Mage)
2,625,001—3,000,000	17	11+6	Wizard (17th level)
3,000,001—3,375,000	18	11+7	Wizard (18th level or Arch-Mage)

375,000 experience points per level for each additional level beyond the 18th.

Magic-Users gain 1 h.p. per level after the 11th.

**SPELLS USABLE BY CLASS AND LEVEL—MAGIC-USERS**

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

**THIEVES TABLE I**

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title
0—1,250	1	1	Rogue (Apprentice)
1,251—2,500	2	2	Footpad
2,501—5,000	3	3	Cutpurse
5,001—10,000	4	4	Robber
10,001—20,000	5	5	Burglar
20,001—42,500	6	6	Filcher
42,501—70,000	7	7	Sharper
70,001—110,000	8	8	Magsman
110,001—160,000	9	9	Thief
160,001—220,000	10	10	Master Thief
220,001—440,000	11	10+2	Master Thief (11th level)
440,001—660,000	12	10+4	Master Thief (12th level)

220,000 experience points per level for each additional level beyond the 12th.

Thieves gain 2 h.p. per level after the 10th.

**CLERICS TABLE I**

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0—1,500	1	1	Acolyte
1,501—3,000	2	2	Adept
3,001—6,000	3	3	Priest
6,001—13,000	4	4	Curate
13,001—27,500	5	5	Perfect
27,501—55,000	6	6	Canon
55,001—110,000	7	7	Lama
110,001—225,000	8	8	Patriarch
225,001—450,000	9	9	High Priest
450,001—675,000	10	9+2	High Priest (10th level)
675,001—900,000	11	9+4	High Priest (11th level)

225,000 experience points per level for each additional level beyond the 11th.

Clerics gain 2 h.p. per level after the 9th.

**SPELLS USABLE BY CLASS AND LEVEL—CLERICS**

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

\*Usable only by clerics of 17 or greater wisdom

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