



Table 4-2: Fumbles

Roll	Result		
0	You miss wildly but miraculously cause no other damage.	6	Your weapon is entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.	7	You drop your weapon. You must retrieve it or draw a new one on your next action.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.	8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.	9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.	10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.		
		11	Your wild swing leaves you off balance, giving your next attack roll a -4 penalty.
		12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
		13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
		14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
		15	You somehow manage to wound yourself, taking normal damage.
		16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.



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Table 1-1: Ability Score Modifiers

Ability Score	Modifier	Wizard Spells Known	Max Spell Level**
3	-3	No spellcasting possible	No spellcasting possible
4	-2	-2 spells*	1
5	-2	-2 spells*	1
6	-1	-1 spell*	1
7	-1	-1 spell*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5

* Minimum of 1 spell.

** Based on Intelligence for wizards and Personality for clerics.





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3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.	9
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.	10
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.	11
		12
		13
		14
		15
		16+





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7	-1	-1 spell*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5

* Minimum of 1 spell.

** Based on Intelligence for wizards and Personality for clerics.



Activities

Activity	Time
Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Light a torch or lantern	1 action
Uncork a potion or unfurl a scroll	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Read a scroll or drink a potion	1 action

* Can be included as part of a movement action.

Table 4-1: Attack Roll Modifiers

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses; see page 96.

Table 4-3: Two-Weapon Attacks

Agility	Primary Hand Die	Off Hand Die	Critical Hits*
8 or less	-3 dice	-4 dice	Cannot score a critical hit fighting two-handed
9-11	-2 dice	-3 dice	Cannot score a critical hit fighting two-handed
12-15	-1 die	-2 dice	Cannot score a critical hit fighting two-handed
16-17	-1 die	-1 die	Primary hand scores a critical hit on a max die roll (16 on 1d16) that <i>also</i> beats target's AC (no automatic hit)
18+	Normal die	-1 die	Primary hand scores critical hits as normal

* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

Table 4-2: Fumbles

Roll Result

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1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
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7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
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15	You somehow manage to wound yourself, taking normal damage.
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Cleric's Lay On Hands Ability

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

* Failure: see page 122 for disapproval table.

- Broken limbs: 1 die
- Disease: 2 dice
- Poison: 3 dice
- Organ damage: 2 dice
- Paralysis: 3 dice
- Blindness or deafness: 4 dice

Table 3-1: Weapons

Weapon	Damage	Range	Cost in gp
Battleaxe*	1d10	–	7
Blackjack†	1d3/2d6***	–	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	–	3
Crossbow*	1d6	80/160/240	30
Dagger†	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	–	6
Garrote†	1/3d4	–	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	–	25
Longbow*	1d6	70/140/210	40
Longsword	1d8	–	10
Mace	1d6	–	5
Polearm*	1d10	–	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	–	7
Sling	1d4	40/80/160**	2
Spear#	1d8	–	3
Staff	1d4	–	5 sp
Two-handed sword*	1d10	–	15
Warhammer	1d8	–	5

* Two-handed weapon (d16 on initiative checks).

** Strength modifier applies to damage with this weapon at close range only.

*** Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

Table 3-2: Ammunition

Ammunition	Quantity	Cost in gp
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

Table 3-3: Armor

Armor	AC	Check	Speed	Fumble	Cost
(Unarmored)	+0	–	–	d4	Free
Padded	+1	–	–	d8	5 gp
Leather	+2	-1	–	d8	20 gp
Studded leather	+3	-2	–	d8	45 gp
Hide	+3	-3	–	d12	30 gp
Scale mail	+4	-4	-5'	d12	80 gp
Chainmail	+5	-5	-5'	d12	150 gp
Banded mail	+6	-6	-5'	d16	250 gp
Half-plate	+7	-7	-10'	d16	550 gp
Full plate	+8	-8	-10'	d16	1,200 gp
Shield	+1	-1	–	d8	10 gp

Morale

A morale check is made at these times:

- With a group of monsters: when the first creature is slain and when half the creatures have been killed or incapacitated.
- With a single monster: when it has lost half its hit points.
- With a retainer: when he first encounters combat or danger (e.g., a trap) in each adventure and at the end of each adventure.

Crit Table 1: 0-Level & All Wizards

Roll	Result
0	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

Difficulty Levels

DC 5 tasks are child's play. These minor challenges aren't rolled unless there is a consequence for failure. Example: walking on a four-foot-wide castle wall requires no check, but walking a four-foot-wide bridge across a yawning chasm does, as there is a significant consequence to failure for this easy task.

DC 10 tasks are a man's deed. The weak and unskilled could not likely achieve these tasks. Example: kicking down a door, scaling a stone wall, or hearing the approach of a cautious footpad.

DC 15 tasks are feats of derring-do. It takes someone special to accomplish them. Examples: leaping the gap between two city roofs, hurling a log at an oncoming bear, or grabbing a pouch lashed to the saddle of a galloping stallion.

DC 20 tasks are a hero's work. Only the most super-human characters attempt and succeed at these tasks.

Table 4-4: Turn Unholy Result by HD

* See page 97 for abbreviations and notes.
See page 122 for disapproval table.

Check	Turn Range	Holy Smite	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60', 1d3 dmg	T1d8+CL, D1d4 (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30', 1d4 dmg	T2d6+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60', 1d5 dmg	K1d8+CL (no save)	T1d8+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120', 1d6 dmg	K2d6+CL (no save)	T2d6+CL, D1d4 (no save)	T1d8+CL, D1d4	T1d6+CL	T1d4+CL	T1d3+CL	T1

Crit Table M: Monsters

Roll	Result	Roll	Result
1 or less	Strike to chest, breaking ribs. This attack inflicts +1d6 damage.	18	Monster seizes PC by the neck. This attack inflicts +1d12 damage and the monster makes a second attack at +4 to hit.
2	Stunning blow! The PC falls to the bottom of the initiative count for the remainder of the battle.	19	Blow to cranium! This attack inflicts +1d16 damage and the PC must make a Fort save (DC 15 + HD) or fall unconscious.
3	Legs knocked out from beneath the character, knocking him prone.	20	Terrifying blow pierces several important organs. The PC spends the next 1d4 days dying a slow, painful death. Powerful magic (healing by a cleric of level 3 or higher) can arrest the dying.
4	PC disarmed. Weapon lands 1d12+5' away.	21	Strike crushes skull, destroying the optic nerve and resulting in instant, permanent blindness.
5	Blow to shield arm! If no shield, this attack inflicts +1d6 damage.	22	PC's leg is shorn from his body. The character cannot move. This attack inflicts +2d12 damage.
6	Weapon lodged in PC's chest! This attack inflicts +2d6 damage and an additional 1d6 damage next round.	23	Both the PC's arms are torn from his body. This attack inflicts +3d12 damage. Exceptionally cruel monsters may proceed to use PC's arms as weapons.
7	Blow to jaw! The PC loses 1d8 hp and the same number of teeth.	24	PC is disemboweled. Bloody guts spill to the ground. The PC spends the next 8 rounds dying as he futilely tries to feed the spooling intestines back into his body.
8	Blow shatters PC's forearm. This attack inflicts +1d6 damage, and the arm is useless until healed.	25	Attack craters PC's skull. This attack inflicts 1d8 Intelligence and Personality damage and puts the PC into an instant coma.
9	Strike to helm! If no helmet, this attack inflicts +1d8 damage and forces a Fort save (DC 10 + HD). On a failed save, the PC falls unconscious.	26	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
10	Stunning blow! The world spins as the fell monster makes a second attack!	27	Attack snaps the PC's spinal column like a twig. The attack causes permanent paralysis, and the PC watches the remainder of the battle from the floor.
11	Strike to throat! The PC can't speak until healed and spends the next round struggling to breathe.	28	Throat torn asunder. The panicked PC gargles wetly as blood gouts down his chest. He dies in 4 rounds.
12	Blow smashes PC's kneecap. The character's movement is cut by half and this attack inflicts +1d10 damage.	29	Terrible blow to the chest explodes the PC's heart. Immediate and instantaneous death.
13	Crushing blow! This attack inflicts +1d12 damage.	30+	Attack rends PC's head from his torso. Blood gouts from the collapsing body, and the monster moves on to the next foe, making attacks until it misses.
14	PC's weapon sundered in the violent assault.*		
15	Strike to torso crushes internal organs. This attack inflicts +1d12 damage, and force the PC to make Fort save (DC 15 + HD) to remain conscious through the pain.		
16	Devastating strike! This attack inflicts +1d16 damage.		
17	PC's Achilles tendon is torn, snapping back into his thigh. The character's movement drops to 5' and the screaming can be heard for leagues.		

* Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.