

## Fighter 1d6

<u>Armor</u>	<u>Weapon</u>
1. Leather AC7	Sword (1d6)
2. Leather shield AC6	Sword (1d6)
3. Chainmail AC5	Sword (1d6)
4. Chainmail shield AC4	Sword (1d6)
5. Platemail AC3	Sword (1d6)
6. Platemail AC3	2 Handed Sword (1d6+2)

## Cleric 1d6

<u>Armor</u>	<u>Weapon</u>
1. Leather AC7	Club (1d6)
2. Leather shield AC6	Club (1d6)
3. Chainmail AC5	Mace (1d6)
4. Chainmail shield AC4	Mace (1d6)
5. Platemail AC3	War Hammer (1d6)
6. Platemail AC3	2 Handed Flail (1d6+2)

## Magic User 1d6

Dagger 1d6-1  
Staff 1d6-1

Mage robes  
AC 9

<u>Spells</u>			
1. Sleep	Light (4 rooms)		
2. Sleep	Detect Magic	Light (4 rooms)	
3. Sleep	Detect magic	Hold Door	Light (4 rooms)
4. Sleep	Detect magic	Hold Door	Read magic
5. Sleep X2	Detect magic	Hold Door	Read magic
6. Sleep X2	Detect magic x2	Hold Door	Read magic

## Cleric 1d6

<u>Spells</u>
1. Cure Light wounds (1d6)
2. Cure Light wounds (1d6) x2
3. Cure Light wounds (1d6) x3
4. Cure Light wounds (1d6) x3 - Detect Evil
5. Cure Light wounds (1d6) x3 - Detect Evil - Light (2 rooms)
6. Cure Light wounds (1d6) x3 - Detect Evil - Light (5 rooms)