

The **NEW** Easy to Master

Dungeons & Dragons[®]

GAME



Epic Adventures with Wizards, Dragons and Magic!



D&D® Game Instruction Sheet

Read This Sheet First!

You're about to enter a fantastic land where dragons run rampant, where magic works, and where your skill with a sharp sword is all that stands between you and a swift demise. You and your friends are about to become dauntless heroes who brave unexplored labyrinths in search of treasure and adventure. Your journeys will take you into the most mysterious realm of all—that of your own imagination.

This is the DUNGEONS & DRAGONS® game, an easy-to-learn introduction to role-playing. The DUNGEONS & DRAGONS game has been around for many years and gone through several editions. This version is especially designed for those who have always wanted to play, but who haven't yet learned how. In simple, short steps, you will learn the secret of role-playing and the rules of the DUNGEONS & DRAGONS game—and you'll have fun doing it!

Contents

In your DUNGEONS & DRAGONS game, you will find the following components:

- DM's screen, containing the tables and charts you will use most often during play. In a pocket inside the DM's screen,

you'll find the Dragon Card Learning Pack.

- The Dragon Card Learning Pack, the heart of the step-by-step learning program that will teach you everything you need to know to experience adventure after adventure with the DUNGEONS & DRAGONS game.
- Two sheets of fold-up counters, each containing 24 characters or monsters that you will meet during your first adventure. To assemble the counters, simply detach them from the sheet. Then fold them along the score lines, with the color monster outside, to form an "A" shaped stand-up counter. Lock the tab into the slot.
- A 21" x 31½" map sheet detailing your first dungeon.
- A set of six special dice you will use while playing the D&D® game.
- A rule book especially organized to make it easy for you to look up rules that you don't remember.

After you familiarize yourself with the components of the game, you're ready to start. Take Dragon Card #1 out of the Learning Packet (inside the DM's Screen) and start reading. Before you know it, you'll be playing!

Dungeons & Dragons[®]



GAME

Rule Book



Easley

Dungeons & Dragons[®]

Game

Rule Book



DUNGEONS & DRAGONS® Game

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Welcome to the DUNGEONS & DRAGONS® Game

Imagine that you and your friends are the heroes of a fantastic and magical world. You make it your business to battle terrible monsters. You explore ancient castles. You recover the lost treasures of forgotten kings.

The DUNGEONS & DRAGONS® game is a role-playing game set in this kind of world. In the game, you pretend to be a character. You might be a proud warrior or a shrewd wizard. You and your friends use the game rules to play out a story. Along the way, you can earn fame, treasure, and power for your character. You and your friends work together instead of against each other.

But who wins in this game, if you're all working together? You win or lose as a team. Each role-playing session challenges you and your friends to finish a tough task. It might be chasing an evil wizard out of town. It might be overpowering a powerful dragon, or escaping a deep, dark dungeon. If you and your friends complete the task, you all win.

The Dungeon Master

The Dungeon Master is a cross between a referee and a storyteller. He is a special player. He interprets the game rules and plays the roles of all the people—and all the creatures—the other players' characters meet. As the adventures unfold, the Dungeon Master is there to adjust the story. It's like having the adventure writer playing in your game.

The Dungeon Master also applies the rules of the game. He decides whether certain things are possible. And he makes sure all the players are treated fairly and enjoy themselves. If you are playing the Dungeon Master, you must never take sides. You must act fairly, without favoring either the monsters or the players.

How to Use this Book

If you have never played role-playing games before, the Dragon Card Learning Pack will guide you in learning the DUNGEONS & DRAGONS game. This rule book will be more useful after you have completed the learning series.

Once you have learned the game, this book can function as your reference. We've organized it with three separate lists that will help you find the rule you want quickly.

The Table of Contents: Each chapter covers one topic in the DUNGEONS & DRAGONS game. For instance, if you need to know how to generate a character, look at the "Characters" chapter.

The Glossary: The glossary is a list of game words and their definitions. Did you forget what a Hit Die is? Just look it up in the glossary.

Using the Dice

Often the characters want to do something that involves an element of chance. Say someone wants to leap onto a galloping horse. He might make it—or he might not! You can roll dice to decide if the action succeeds. In the DUNGEONS & DRAGONS game, there are many different kinds of dice: four-, six-, eight-, ten-, twelve-, and even twenty-sided dice.

A four-sided die looks like a pyramid. Drop it on the table.

Read the number standing on the bottom (on any side). This number is the result.

When rolling any die with six sides or more, one side always lands face-up. The number on this side is the result. On the ten-sided die, the number zero is usually read as "ten."

You can use a ten-sided die to find a percentage (a number from 1-100). Roll the die once. Read the result as the "tens" digit, counting a zero as "no tens." Roll a second time, and read this roll as the "ones" digit. If both rolls are zeroes, the result is 100.

We often use abbreviations to refer to various kinds of dice: a "d" followed by the number of the die's sides. For example, "d6" refers to a six-sided die. We use a special abbreviation to refer to percentage dice: "d%."

There are no two- or three-sided dice, but we can pretend there are. We use a coin for a d2—heads is 1, tails is 2. To make a d3, roll a d6, and then divide by two and round up.

Often, a number appears before the "d" as well as after it. This shows the number of times you should roll the die. (So, 2d8 means roll the eight-sided die twice.) When you roll a die more than once, add the results of the rolls together. So, 3d6 means roll the six-sided die three times and add the results; for example, a 3d6 roll of 3, 5, and 1 is 9 (3 + 5 + 1 = 9).

Further DUNGEONS & DRAGONS Products to Look For

Many other products are available to expand your D&D® game. They come in four varieties and serve four different purposes.

You can easily see what sort of product any D&D game item is because a special icon is printed on its cover. Each icon identifies a particular type of accessory.

This small dragon identifies an adventure module. These are the most common D&D game products. Each module contains a complete dungeon setting for you and your friends to explore.



This shield with two swords identifies an accessory describing places where to set your adventures, new equipment spells, or monsters.

An accessory containing 3-D components such as rearrangeable dungeon floor maps, stand-up doors, folding cardboard figures, or folding model buildings displays this castle icon. These products make your game much more visually exciting.



This small scroll identifies an accessory containing new or expanded rules. You will find this icon on the box this game came in!

Many TSR products carry no icons. These either belong to another game system (the D&D game is only one of many role-playing games published by TSR Inc.) or are for experienced D&D game players. When you feel confident that you are an "experienced player," by all means look into these items.

CHARACTERS

The Character Record Sheet

On the back cover of the rule book, you'll find the Character Record Sheet. You may photocopy it for use in your game, or you can copy down the information on notebook paper.

The Character Record Sheet has spaces, boxes, circles, and other shapes to write numbers in. This is where you and your players keep track of each PC's statistics. You can also note how much treasure they have, what kind of equipment they carry, and so on. By helping you remember all the details, the Character Record Sheet makes playing a PC easy.

The Ability Scores

The most important numbers on the Character Record Sheet are Ability Scores. Ability Scores measure a character's natural abilities. They tell how strong, smart, and agile he is. In the DUNGEONS & DRAGONS® game, we use six Ability Scores to define a character's abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Strength measures how strong a person is. Intelligence measures how fast he learns and figures things out. Wisdom measures how much common sense a person has. Dexterity measures his quickness and agility. Constitution measures how healthy he is. Charisma tells how attractive and friendly others find him.

Ability Scores are determined by rolling 3d6, so they range from 3 to 18. The higher the score, the better it is. For example, a character with a Strength score of 3 is very weak, while a character with a Strength score of 18 is extremely powerful.

Prime Requisites

You might expect someone who is good at fighting to be strong—and in the DUNGEONS & DRAGONS game, this is true. To show that Strength is, in fact, the most important ability a fighter can have, we call it his *prime requisite*.

Each character class has a prime requisite. Each character class also has a talent those types of characters are especially good at, like fighting, healing, sneaking about, and so on. The higher a character's score in his prime requisite, the more skill he will have in his class's special talent. The prime requisite for each character class is listed below:

Prime Requisites Table

Fighter	Strength
Cleric	Wisdom
Magic-User	Intelligence
Thief	Dexterity
Dwarf	Strength
Elf	Strength and Intelligence
Halfling	Strength and Dexterity

Because prime requisites are so important, a player can improve on the number he first rolled—but only when he is creating a new character. For every 2 points the player subtracts from other Ability Scores, he may add 1 point to the character's prime requisite. There are a few restrictions on this exchange:

* Only prime requisite scores may be improved.

- * Constitution and Charisma scores can never be altered.
- * Dexterity can only be raised; it can never be lowered.
- * No score can be lowered below 9 in order to improve the prime requisite.

Ability Score Adjustments

When characters have either very high or very low Ability Scores, they have unusual strengths or weaknesses. Ability Score adjustments allow the DM to fine-tune some die rolls in the DUNGEONS & DRAGONS game. The following tables summarize the effects of these adjustments for each ability.

Some of the results of the adjustments are explained in greater detail elsewhere in this book. For now, you should know that Hit Dice are an overall measure of how a character's toughness. Also, characters gain experience points during play. They progress in levels through their careers—a 2nd-level fighter is more powerful than a 1st-level fighter.

Experience Adjustment Table

Prime Requisite Score	Adjustment to Experience Earned
3-5	-20% from earned experience points
6-8	-10% from earned experience points
9-12	No adjustment to experience points
13-15	+5% to earned experience points
16-18	+10% to earned experience points

Adjustments for classes with two prime requisites are explained in the class descriptions. Any adjustments to earned experience are used when the DM gives experience points at the end of an adventure.

To multiply experience points by a percentage, use these three steps. First, multiply the experience points by the number of the percentage. (For example, to find +5% of 437 experience points, multiply 437 by 5. $437 \times 5 = 2185$.) Second, move the decimal point over two numbers to the left (2185 becomes 21.85). Last, round off to the nearest whole number (21.85 rounds to 22). This is the adjustment. The + sign tells you to add this adjustment to the original 437 experience points ($437 + 22 = 459$).

Strength

Score	Adjustment
3	-3 to hit, damage, and opening doors
4-5	-2 to hit, damage, and opening doors
6-8	-1 to hit, damage, and opening doors
9-12	No adjustment due to Strength
13-15	+1 to hit, damage, and opening doors
16-17	+2 to hit, damage, and opening doors
18	+3 to hit, damage, and opening doors

These adjustments apply to die rolls. Any successful hit always causes at least 1 point of damage, no matter what it is later adjusted to.

Intelligence

Score	Use of Languages
3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Reads and writes native languages (usually 2)
13-15	Reads and writes native languages, +1 additional language
16-17	Reads and writes native languages, +2 additional languages
18	Reads and writes native languages, +3 additional languages

Humans know two native languages: the Common and Alignment languages. Demi-humans know a number of native languages, as explained in the class descriptions. Some other languages that characters may choose are bugbear, doppelganger, dragon, dwarf, elf, gargoyle, giant, gnoll, gnome, goblin, halfling, harpy, hobgoblin, kobold, lizard man, medusa, minotaur, ogre, orc, or other human tongues.

Wisdom

Score	Saving Throw Adjustment
3	-3 on magic-based saving throws
4-5	-2 on magic-based saving throws
6-8	-1 on magic-based saving throws
9-12	Normal magic-based saving throws
13-15	+1 on magic-based saving throws
16-17	+2 on magic-based saving throws
18	+3 on magic-based saving throws

Adjustments to magic-based saving throws do not apply to saving throws vs. Dragon Breath. They might (or might not) affect saving throws vs. Death Ray or Poison, depending on whether the attack is magical. These adjustments do affect a saving throw vs. Turn to Stone, vs. Wands, and vs. Rod, Staff, or Spell.

Dexterity Score	Missile Fire Adjustment	Armor Class Adjustment
3	-3 on "to hit" rolls	-3 penalty
4-5	-2 on "to hit" rolls	-2 penalty
6-8	-1 on "to hit" rolls	-1 penalty
9-12	No adjustment	No adjustment
13-15	+1 on "to hit" rolls	+1 bonus
16-17	+2 on "to hit" rolls	+2 bonus
18	+3 on "to hit" rolls	+3 bonus

Missile fire combat adjustments affect the chances to hit; they do not affect damage. Remember that Armor Class adjustments are backward. A - sign means that the number is a penalty, and you add the adjustment to the base Armor Class. A + sign means the number is a bonus, and you subtract the adjustment from the base Armor Class.

Constitution

Score	Hit Point Adjustment
3	-3 points per Hit Die
4-5	-2 points per Hit Die
6-8	-1 point per Hit Die
9-12	No adjustment to hit points
13-15	+1 point per Hit Die
16-17	+2 points per Hit Die
18	+3 points per Hit Die

These adjustments are used whenever a character rolls a hit die to determine hit points. No Hit Die roll may be adjusted below 1.

Charisma Score	Adjustment to Reactions	Morale of retainers
3	-3	4
4-5	-2	5
6-8	-1	6
9-12	None	7
13-15	+1	8
16-17	+2	9
18	+3	10

The adjustment to reactions may either help or hinder first impressions when a character talks to an encountered creature or person.

The Character Classes

Once the ability scores are rolled, characters must become either fighters, clerics, magic-users, thieves, elves, halflings, or dwarves.

Which class you choose for your character should be based primarily on his ability scores. Some character classes have more than one prime requisite. A character will advance more quickly and perform better in a character class if he has a high ability score for his prime requisite. A player who rolled a high Dexterity score should consider making his character a thief or halfling, for instance. A character with high Strength and Intelligence scores might be a good fighter, magic-user, dwarf, or elf. A character with a low Wisdom score should not become a cleric, since his advancement in that class would be far slower than normal.

The fighter

A fighter is a human trained for combat. He usually has a high Strength score. High Dexterity and Constitution scores are also good for him. Because of his special combat training, in a battle he hits opponents more often than other character classes. Often, he also inflicts more damage when he hits.

Fighters are tougher than other character classes. They tend to have more hit points and they usually wear better armor to protect themselves.

Because of their ruggedness, fighters are usually the ones who lead the way down any deep, dark tunnel. That way, if a monster leaps out and surprises the group, the character most likely to survive such an attack will take the first hit. If you have enough fighters, it is usually wise to put one at the rear of your group, too—just in case a monster sneaks up and attacks from behind.

When a battle breaks out, the fighters should be the first into combat. They should try to keep opponents from harming other members of their party. They make especially good “big brothers” to magic-users and thieves.

Fighters are the combat experts, so the players running them should understand how the Combat Sequence works. The DM should explain all the steps in the Combat Sequence to the fighters, especially the difference between “Withdrawing” and “Retreating” in the movement step. If the DM agrees, it is OK to let the person playing a fighter read the cards in the Green Dragon section.

Although it is never wise to enter a dungeon with just one character, or with a group containing just one kind of character, the fighter is one of the few character classes that might get away with doing this. Fighters are tough enough that they might sur-

vive all the traps and hazards that other character classes would help them avoid.

Still, they are not very good at avoiding or resisting magic. A smart magic-user might be able to defeat an entire party of fighters.

Fighters are good for more than just fighting, too. They can use their strength in many different situations. They are handy when a stuck door needs opening or when a huge boulder needs moving.

When the group finds a cache of treasure, the fighter should look for two things. Magical *healing potions* are especially useful to him since he often gets hurt in battles. Also, magical weapons are good, because they add bonuses to his hit and damage rolls in a fight.

Prime Requisite

The fighter's prime requisite is Strength. If he has a Strength score of 13 or more, he will advance in skill and power more quickly. If he has a Strength score of 8 or below, he will advance more slowly. Characters with low Strength scores usually don't make good fighters, so the player should consider making him some other character class.

Hit Dice

Because he is so tough, the fighter uses d8s for Hit Dice. A fighter tends to have a larger number of hit points than the other character classes do. In general, he can take more damage and still stay alive.

Fighter Experience Table

Level	Title	Experience Points	Total Hit Dice
1	Veteran	0	1d8
2	Warrior	2,000	2d8
3	Swordmaster	4,000	3d8
4	Hero	8,000	4d8
5	Swashbuckler	16,000	5d8

Fighter Saving Throws Table

Save	Level 1-3	Level 4-5
Death Ray or Poison	12	10
Magic Wands	13	11
Paralysis or Turn to Stone	14	12
Dragon Breath	15	13
Rod/Staff/Spell	16	14



A cleric is a human who has dedicated his life to a great and worthy cause. Often, this cause is the cleric's alignment. A lawful cleric, for example, would be dedicated to spreading law and order throughout the game world.

Although clerics are not as good in battle as fighters, they are tough enough to hold their own. When a fight breaks out, they should not be the first to charge in. But they shouldn't hang back and hide, either.

Prime Requisite

The cleric's prime requisite is Wisdom. If he has a Wisdom score of 13 or more, he will advance in skill and power quickly. If he has a Wisdom score of 8 or below, he will advance slowly. Characters with low Wisdoms don't make good clerics, so the player should consider playing some other character class.

Hit Dice

A cleric uses d6s for Hit Dice. A cleric tends to have a moderate number of hit points. He can take some damage during combat—probably more than a magic-user or thief, but less than a fighter.

Restrictions

Because of their beliefs, clerics cannot use weapons with sharp edges or points (like swords, spears, arrows, or daggers). Instead, they must use clubs, maces, war hammers, slings, etc. (They can wear any type of armor they wish.)

Cleric Experience Table

Level	Title	Experience Points	Total Hit Dice	Spells/Level						
				1	2	3	4	5	6	
1	Acolyte	0	1d6	-	-	-	-	-	-	-
2	Adept	1,500	2d6	1	-	-	-	-	-	-
3	Priest	3,000	3d6	2	-	-	-	-	-	-
4	Vicar	6,000	4d6	2	1	-	-	-	-	-
5	Curate	12,000	5d6	2	2	-	-	-	-	-

Cleric Saving Throws Table

Save	Level 1-4	Level 5
Death Ray or Poison	11	9
Magic Wands	12	10
Paralysis or Turn to Stone	14	12
Dragon Breath	16	14
Rod/Staff/Spell	15	13

Special Abilities

As a cleric grows in experience, the strength of his dedication allows him to cast clerical spells. A beginning cleric cannot use spells right away, although he may use some magical items.

In addition to casting spells, the cleric can *turn undead*. When a cleric meets undead monsters, such as skeletons, zombies, ghouls, and wights, he can try to force them away. To do this, the cleric steps boldly forward during the Movement step of the Combat Sequence. The player tells the DM that he's "turning undead."

The player rolls 2d6. Find the monster his cleric faces on the Turning Undead table:

If the dice roll is less than the number found across from the undead he is trying to turn, the cleric fails and the undead attack. If there is a "-" instead of a number, the cleric is not yet powerful enough to turn that type of undead.

If the dice roll is equal to or higher than the number found across from the undead the cleric was trying to turn, the attempt succeeds.

Turning Undead Table

Undead	Cleric's Level				
	1	2	3	4	5
Skeleton	7	T	T	D	D
Zombie	9	7	T	T	D
Ghoul	11	9	7	T	T
Wight	—	11	9	7	T
Wraith	—	—	11	9	7
Mummy	—	—	—	11	9
Specter	—	—	—	—	11

Now the DM rolls 2d6. The result is how many Hit Dice worth of undead the cleric turns. But since different kinds of undead have different Hit Dice, the DM goes one step further. He uses the rule book to look up how many Hit Dice each of the undead monsters have, then divides the number he rolled by the number of Hit Dice each monster has (round leftovers up). The result is how many undead monsters the cleric turned.

For example, your character meets six zombies. In the movement phase of the Combat Sequence, you tell the DM your PC is going to turn undead. You roll a 10 on 2d6, which is enough to succeed.

The DM rolls 2d6 to see how many Hit Dice worth of zombies you force away. His result is 5. The DM looks up zombies in the rule book. They each have 2 Hit Dice. When he divides 5 by 2, and rounds up, he gets 3. Three zombies run away, but the other three attack.

A "T" indicates automatic success—the cleric turns 2d6 of the undead. A "D" indicates that 2d6 of the undead are destroyed utterly—turned to dust on the spot!

Remember, turning undead counts as the cleric's action for the round. A cleric cannot cast spells, fight, or take any other action during that round. He may keep turning more undead every round, however, as long as he doesn't fail. Once a cleric fails an attempt to turn undead, all his other attempts during the same battle also fail.



The Magic-User



Magic-users are humans who study the powers of magic. They spend most of their time researching arcane subjects and trying to learn new spells. Beginning magic-users learn their craft from masters. These powerful teachers have consented to share their knowledge. They never help a magic-user except by teaching him.

Magic-users are poor fighters. The study of magic is so demanding that they have no time for combat training. Usually, magic-users are feeble and don't have many hit points. When a fight breaks out, they should get out of the way and look for a chance to use their spells.

Prime Requisite, Hit Dice, and Restrictions

The magic-user's prime requisite is Intelligence. If a character has a high Intelligence, consider making him a magic-user.

Magic-users roll d4s for Hit Dice.

Because they have no time for weapon training, magic-users can use only daggers. They cannot wear any kind of armor or use a shield. They can cast only magic-user spells, and cannot use any cleric spells.

Special Abilities

A magic-user can cast magical spells. When he discovers a new spell (usually by having his master show it to him), he writes it down in his spell book. When the magic-user goes on an adventure, he studies his spell book before leaving. This imprints the proper gestures and words on his mind. These gestures and words stay there until the magic-user casts the spell.

To have your PC cast a spell, you simply tell the DM the name of the spell your character is casting. He determines the results (by reading the spell description in the rule book). When your magic-user casts a spell, however, he must be able to speak and gesture, and he cannot be doing anything else—not even walking.

After a spell is cast, the necessary words and gestures are wiped

out of the magic-user's mind. He cannot use that spell again until he studies it in his spell book.

To learn (or relearn) a spell, your magic-user must be well-rested (a good night's sleep is enough). He must also have about an hour of peace and quiet to study. In his comfortable room back in town, this is normally not a problem. Sometimes, however, an adventure takes more than a day. If the magic-user has brought his spell book along and expects to use it, he now has to arrange a suitable time and place.

As you can see, there is seldom any use in taking a spell book on an adventure. Instead, most magic-users leave their spell books in safe places. In fact, spell books are so important that only foolish magic-users do anything that would put them at risk. NPC magic-users almost never allow anyone else to borrow, or even look at, their spell books. If something happens to the spell book, the magic-user has no way to relearn the spells that were in it!

Masters teach new students only one spell, since beginning magic-users can memorize only one spell at a time. They will not teach a new student any more spells until he gains enough experience to memorize more than one spell at a time. Therefore, most novice magic-users have only one spell recorded in their spell book.

Beginning magic-users can learn only the very simplest spells, called 1st-level spells. The first spell that the master teaches his student will be a 1st-level spell.

Sometimes, magic-users find magical scrolls that have magic-user spells written on them. A magic-user can always cast a magic-user spell written on a scroll, whether or not it is a 1st-level spell. If the scroll contains a 1st-level spell, however, the magic-user may decide to record the spell in his spell book instead of using it. Doing this erases the spell from the scroll, but makes it available for the character to memorize later.

Writing extra spells in the spell book does not increase the number of spells a magic-user can memorize in one day, however. As a beginner, he can still remember the gestures and words of only one spell. The extra spells just give him a choice of which one he can memorize.

The complete spell lists for magic-users begin on page 29.

Magic-User Experience Table

Level	Title	Experience	Total	Spells/Level					
		Points	Hit Dice	1	2	3	4	5	6
1	Medium	0	1d4	1	-	-	-	-	-
2	Seer	2,500	2d4	2	-	-	-	-	-
3	Conjurer	5,000	3d4	2	1	-	-	-	-
4	Magician	10,000	4d4	2	2	-	-	-	-
5	Enchanter	20,000	5d4	2	2	1	-	-	-

Magic-User Saving Throws Table

Save	Level 1-5
Death Ray or Poison	13
Magic Wands	14
Paralysis or Turn to Stone	13
Dragon Breath	16
Rod/Staff/Spell	15

A thief is a human specializing in stealth, lockpicking, removing traps, and other sneaky activities. A thief also takes things that don't belong to him—though not from fellow PCs, if he wants to be invited on the next adventure!

Thieves are useful to adventuring parties, for they can do many things that others can't: pick locks, find and remove traps, pick pockets, etc. They are seldom much help in a fight, however.

Prime Requisite, Hit Dice, and Restrictions

The thief's prime requisite is Dexterity.
He uses d4s for Hit Dice.

Because thieves must move quietly, they wear only leather armor. They must also keep one hand free, so thieves cannot carry shields. Thieves can use any missile weapon. They can use only melee weapons wielded in one hand. (The difference between missile and melee weapons will be explained later.)



Thief Experience Table

Level	Title	Exp. Points	Total Hit Dice
1	Apprentice	0	1d4
2	Footpad	1,200	2d4
3	Robber	2,400	3d4
4	Burglar	4,800	4d4
5	Cutpurse	9,600	5d4

Thief Saving Throws Table

Save	Level 1-4	Level 5
Death Ray or Poison	13	11
Magic Wands	14	12
Paralysis or Turn to Stone	13	11
Dragon Breath	16	14
Rod/Staff/Spell	15	13

Special Abilities

Every thief belongs to a guild that instructs its members in the special talents required to be a thief. When a thief wants to use his special talents, his player tells the DM. The DM rolls d%. If the result is equal to or less than the thief's score for the talent, the thief succeeds. Otherwise, he fails.

The thief's talents are described below. The percentage chance of success for each level is given in the Thieves' Abilities table.

Open Locks: With lockpicking tools, a thief can try to open closed locks. He may try to open a lock only once (unless he becomes more experienced and his Open Locks score changes).

Find Traps: A thief may search hallways, doors, walls, etc., for traps. He may search only once per area, but if he succeeds, he finds all the traps. Finding a trap and removing it are two different things, however.

Remove Traps: When a thief finds a trap, he may try to remove it. Failure indicates that the trap goes off, affecting the thief (unless he took precautions to prevent this).

Climb Walls: The thief may attempt to climb any steep or sheer surface, such as a cliff, wall, battlement, etc. The DM must make one d%

roll for every 100 feet the thief climbs. If the roll is higher than the thief's score, the thief falls from the midway point of the climb, taking 1d6 points of damage for each 10 feet he fell (round up).

Move Silently: The thief may try to move across any floor without making any noise. The DM should not let the thief see the result of this roll, for the thief always thinks he is moving silently. Only the DM will know for sure whether somebody has heard him, however.

Hide in Shadows: The thief may attempt to hide in any dark area. He can move while he is hiding, but he cannot attack and remain hidden. The DM should not let the thief see the result of this roll, for the thief always thinks he is successfully hidden. Only the DM will know for sure whether somebody can see him.

Pick Pockets: The thief may attempt to take something out of another character's pocket without the victim realizing it. Failure means that the thief could not get what he wanted. If the roll fails by twice the thief's score or more, he is caught in the act. The victim's reaction is sure to be unfavorable!

Hear Noise: The thief may listen at any wall, door, corner, etc. If the roll is successful and there is anything to hear, the thief will hear it. This ability cannot be used during a battle (fights are too noisy).

Backstabbing: If the thief can work his way around behind another character or monster without being noticed, he can backstab the victim. To do this, the DM may require a Move Silently and/or a Hide in Shadows roll, unless the victim has no reason to expect an attack.

Once the thief works himself into the proper position (and assuming the victim still does not know the thief is there), he makes a hit roll with a +4 bonus. If he hits the target, he does twice the normal damage (multiply the damage roll by two).

Thieves' Abilities Table

Level	Open Locks	Find Traps	Remove Traps	Pick Pockets	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise
1	15	10	10	20	20	87	10	30
2	20	15	15	25	25	88	15	35
3	25	20	20	30	30	89	20	40
4	30	25	25	35	35	90	24	45
5	35	30	30	40	40	91	28	50

The Dwarf

A dwarf is a demihuman. Demihumans are beings (and character classes) that are not quite human, but which resemble humans closely.

A dwarf is short and stocky, standing about 4 feet tall. Their skin is a tawny brown and their hair ranges in color from gray to brown to black. Dwarves are usually stubborn but practical, and are always fond of good food and drink. They have a great love of gold for its own sake. They respect fine craftsmanship. Dwarves are shorter than fighter-class humans, but they are played much the same way. Both character classes have lots of hit points and are good in combat. Dwarves have one advantage over fighters, however. They are more resistant to magic and poison. They are welcome additions to most adventuring parties.

Prime Requisite

The dwarf's prime requisite is Strength. If he has a Strength score of 13 or more, he will advance in skill and power quickly. If he has a Strength of 8 or less, he will advance slowly.

Hit Dice

Dwarves use d8s for Hit Dice. They are as able to withstand damage as fighters.

Restrictions

Dwarves are usually very healthy and resistant to disease. To reflect this, their Constitution score must be at least 9. If a character's Constitution is not 9 or greater, he cannot be a dwarf.

Also, dwarves can use only small or medium-sized weapons, such as daggers and swords. They cannot use large weapons, such as two-handed swords and long bows. Like fighters, they are free to wear any type of armor and carry a shield.

Special Abilities

Dwarves have infravision. Characters with infravision can see up to 60 feet away in the dark. When they use their infravision, they see heat (or the lack of

heat). Warm things appear to be red, and cold things appear to be blue. Even objects such as tables and doors have a temperature of their own, so they can also be dimly seen. Infravision is useless in any sort of light, however. When they are in a brightly lit area, dwarves must use their normal vision.

Because they live deep underground, dwarves are experts at mining. They can sometimes use this expertise to detect traps, sliding walls, sloping corridors, and new constructions in a dungeon. When your dwarf wants to look for such things, tell your DM that he is detecting. The DM will roll 1d6. On a result of 1 or 2, he tells you what you found—if there was anything to find. A dwarf may detect in an area (room, 60-foot length of corridor, etc.) only once.

Dwarves are adept at languages. In addition to speaking the normal languages—Common and their alignment tongue—they speak dwarven, gnomish, goblin, and kobold. Just because they can speak a language doesn't mean they can read or write it, however. The ability to read and write a language is determined by Intelligence adjustments.

Dwarf Experience Table

Level	Title	Experience Points	Total Hit Dice
1	Dwarven Veteran	0	1d8
2	Dwarven Warrior	2,200	2d8
3	Dwarven Swordmaster	4,400	3d8
4	Dwarven Hero	8,800	4d8
5	Dwarven Swashbuckler	17,000	5d8

Dwarf Saving Throws Table

Save	Level 1-3	Level 4-5
Death Ray or Poison	8	6
Magic Wands	9	7
Paralysis or Turn to Stone	10	8
Dragon Breath	13	10
Rod/Staff/Spell	12	9

The Elf

An elf is a demihuman. Demihumans are beings (and character classes) that are not quite human, but which resemble humans closely.

Elves are slender and graceful, with delicate features and pointed ears. They stand 5 to 5½ feet tall, and weigh about 120 pounds each. Elves prefer to spend their time feasting and frolicking in the woods, and rarely visit human cities. They are fascinated by magic. They never grow tired of collecting spells and magical items, especially if the magical items are beautifully crafted.

Elves are midway between fighters and magic-users. They are fairly good with weapons, but they don't have as many hit points as fighters. Like magic-users, they are sometimes wiser to stay back from combat and cast spells.

Prime Requisites

An elf has two prime requisites: Strength and Intelligence. If he has a score of 13 or more in both Abilities, he will advance in skill and power quickly, and if he has an Intelligence of 16 or more, he will advance especially quickly. If his Strength is 8 or less, however, he will advance slowly.

Hit Dice

The elf uses d6s for Hit Dice.

Restrictions

To be an elf, a character must have an Intelligence score of 9 or more. Elves can use any type of armor, shield, or weapon.

Special Abilities

Elves have infravision. Characters with infravision can see up to 60 feet away in the dark. When they use their infravision, they see heat (or the lack of heat). Warm things appear to be red, and cold things appear to be blue. Even objects such as tables and doors have a temperature of their own, so they can also be dimly seen. Infravision is useless in any sort of light, however. When they are in a brightly lit area, elves use their normal vision.

With their knowledge of woodlore, elves can find secret or hidden doors better than other characters. If your elf wants to search for a secret door, tell the DM. The DM will roll 1d6. On a result of 1 or 2, he will tell you if there are any secret doors in the area your character searched. He may search an area only once.

In addition to speaking Common and their alignment language, elves can speak elf, gnoll, hobgoblin, and orc. Just because elves can speak a language, however, doesn't mean they can read or write it. The ability to read and write a language is determined by a character's Intelligence adjustment.

Normally, a certain undead monster called a ghoul can paralyze defenders when it hits them. Elves, however, are immune to the ghoul's paralysis attack—but other types of paralysis still affect them.

The elf can also cast spells, just like a magic-user.

Elf Experience Table

Level	Title	Experience Points	Total Hit Dice	Spells/Level
1	Veteran Medium	0	1d6	1 - - - -
2	Warrior Seer	4,000	2d6	2 - - - -
3	Swordmaster			
	Conjurer	8,000	3d6	2 1 - - -
4	Hero Magician	16,000	4d6	2 2 - - -
5	Swashbuckler			
	Enchanter	32,000	5d6	2 2 1 - -

Elf Saving Throws Table

Save	Level 1-3	Level 4-5
Death Ray or Poison	12	8
Magic Wands	13	10
Paralysis or Turn to Stone	13	10
Dragon Breath	15	11
Rod/Staff/Spell	15	11

A halfling is a demihuman. Demihumans are beings (and character classes) that are not quite human, but which resemble humans closely.

Halflings resemble human children with slightly pointed ears. Halflings stand about 3 feet tall and weigh about 60 pounds each. They rarely have beards, and their skin is usually smooth. Though halflings are outgoing and friendly, especially toward elves, they are not unusually brave. They have a love for treasure, but mainly see it as a means of buying comforts for their beloved woodland homes.

Halflings do well in combat, but they should never forget that they are smaller and have fewer hit points than fighters and dwarves. They are most effective when they use their special abilities (see the following) to gain an advantage. Like dwarves, halflings are more resistant to magic and poison than other character classes.

Prime Requisites

A halfling has two prime requisites. If either his Strength or Dexterity is 13 or greater, he will advance in skill and power quickly. If they are both 13 or greater, he will advance very quickly. If his Strength is 8 or less, however, he will advance slowly.

Hit Dice

A halfling uses d6s for Hit Dice.

Restrictions

To be a halfling, a character must have a score of 9 or greater in both Dexterity and Constitution. Halflings can use only small-sized weapons, such as daggers, short swords, and short bows. A halfling cannot use any medium- or large-sized weapon, such as a normal sword, polearm, battle axe, crossbow, long bow, or two-handed sword. Halflings can wear any type of armor and carry a shield, providing the armor and shield has been especially made for halflings. (Even dwarven armor is too large for them.)

Special Abilities

Because of their small size, halflings gain several bonuses in combat:

- * When attacked by creatures larger than man-sized, they receive a -2 bonus to their Armor Class (Armor Class is explained later).
- * When they use any missile weapon, they gain a +1 bonus to their hit roll (missile weapons are explained later).
- * If they are the only attacker on their side, or if their side is nothing but halflings, they get a +1 bonus to their initiative roll.

Halflings are also good at hiding. Outdoors, they can vanish into the woods or underbrush, and there is only a 10% chance that anyone searching for them will succeed.

In dungeons, if there are shadows, or objects to hide behind, they can "freeze." As long as they remain motionless, they have a chance of not being seen. The DM rolls 1d6. On a result of 1 or 2, the halfling has successfully hidden (as long as he doesn't make any noise and stays motionless). Halflings cannot carry a light source (such as a lit torch) when they are trying to hide. Also, if someone casts a magical light spell in the area where a halfling is "frozen" in the shadows, the shadows disappear and the halfling's presence is automatically discovered.

Halfling Experience Table

Level	Title	Experience Points	Total Hit Dice
1	Halfling Veteran	0	1d6
2	Halfling Warrior	2,000	2d6
3	Halfling Swordmaster	4,000	3d6
4	Halfling Hero	8,000	4d6
5	Halfling Swashbuckler	16,000	5d6

Halfling Saving Throws Table

Save	Level 1-3	Level 4-5
Death Ray or Poison	8	5
Magic Wands	9	6
Paralysis or Turn to Stone	10	7
Dragon Breath	13	9
Rod/Staff/Spell	12	8



Other Character Statistics

Hit Dice

Hit points represent the amount of damage a character or monster can take before dying. Some kinds of characters can take more damage than others. So, character classes roll different kinds of dice to determine how many hit points they get. The Hit Dice of tough characters like fighters are d8s; the Hit Dice of weaker characters like thieves are d4s. The description of each character class lists the kind of Hit Dice it rolls to determine hit points.

Hit Dice for monsters work differently. All monsters use d8s as Hit Dice. But monsters aren't equally tough. Instead of using different kinds of dice to reflect how tough they are, monsters use different numbers of Hit Dice.

Look at any monster description in the rule book. In the statistics, the second line is "Hit Dice." The number of Hit Dice listed beside this statistic is the number of d8s you roll to determine the monster's hit points.

Sometimes, the monster's Hit Dice number is followed by a + or - number. This makes the monster just a little tougher or weaker than its Hit Dice suggest. When a + or - follows the number of Hit Dice, add (or subtract) that amount to the hit points rolled for the monster. For example, to find the hit points of a monster with 2+1 Hit Dice, roll 2d8 and add 1 point to the result.

Experience Levels

PCs earn experience points for finding treasure and defeating monsters. When they earn enough XPs, they go up in experience level.

Experience levels tell how powerful a character is. All character classes start at 1st level. Each time a character's level goes up, he gets to roll another Hit Die and add the result to his hit points. Spellcasters can learn more spells. Other special abilities of each character class improve. Sometimes, it becomes easier for the character to hit his target in combat. Perhaps his saving throws become easier to make. When a character goes up a level, you and the player should look at the PC's class description to see what improvements he earns.

Each character class has a separate experience table, given with each class description earlier. This table lists how many XP a character needs to reach his next level, what he should be called, and, if he is a spellcaster, how many spells he gets.

Monsters also have levels, which equate roughly to their Hit Dice. Dungeons have levels, usually referring to their depth underground and the toughness of the encounters there. Spells have levels that correspond to their relative power (not to the level of the casting magic-user, elf, or cleric).

Character Design Checklist

1. Roll Abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma)
 - a. Pick a Character Class
 - b. Adjust Prime Requisite
 - c. Determine Ability Score Adjustments
2. Roll Hit Points
3. Pick an Alignment
4. Determine Saving Throws
5. Purchase Equipment
 - a. Roll for Starting Gold
 - b. Purchase Equipment within restrictions of class
6. Determine Armor Class
7. Choose Languages (according to Intelligence)
8. Determine Special Skills (if any)
9. Choose Character's Name

Alignment

In real life, most people act according to a code of behavior. They have rules about being polite, being honest, helping or hurting other people, and so on. The same thing is true in the DUNGEONS & DRAGONS® game. The code that characters (and monsters) follow is called *alignment*. In the D&D® game, there are three alignments: law, chaos, and neutrality. Every character and monster behaves according to one of these alignments.

Law: Lawful characters believe that obeying rules is the natural way of life. They always try to tell the truth. They are fair to others and keep their promises. Lawful characters put the good of the group above their own welfare and generally behave in a manner that most people would consider good.

Chaos: Chaotic characters are the opposite of lawful characters. They believe life is random. They think luck rules the world and laws are made to be broken. To them, keeping promises is not important, and telling lies can be fun—even useful! They think they are more important than anybody else and generally behave in a manner most people would consider bad.

Neutrality: Neutral characters believe there should be a balance between law and chaos. To them, the individual is important, but so is the group. They tend to treat others as others treat them, and usually look out for themselves first. They expect others to do the same. They prefer to rely on their own abilities, rarely trusting their fate to luck or another character.

Each alignment has its own language, consisting of simple words, hand signals, and other body motions. PCs and human NPCs always know how to speak their alignment language. Monsters also know the alignment language, as long as they are capable of speaking.

When you or your players create a character, choose an alignment that seems to fit the character you are making up. As you play that character, have him behave in accordance with the alignment you chose. Remember that monsters have alignments, too, and behave according to the one listed in their monster description.

Alignment Changes

Every player must select one alignment for his PC when it is created. It is the responsibility of the player to play that character according to the rules of his chosen alignment. However, if he has his character do things contrary to his alignment, the DM has the option to penalize the character. Such penalties could take the form of experience reductions or loss of certain items. In severe cases, the DM may wish to permanently alter the offending character's alignment to better reflect his approach to the fantasy world.

Of course, if a DM regularly penalizes players for poor alignment play, he should also offer rewards to those who pay careful attention to alignment and how it guides their characters.

Equipment

Every character needs equipment with which to adventure. Equipment must be bought with gold pieces and must be carried by the character.

Starting Money: Each character begins the game with some gold pieces (gp) when first created. Roll 3d6 and multiply the result by 10. This is how many gold pieces the character has to purchase equipment.

Purchasing Restrictions: Certain character classes place restrictions on equipment that can be used. Magic-users, for instance, cannot wear armor; clerics cannot use edged weapons. Be sure you know your character's class restrictions before you purchase his equipment.

Weapons and Equipment

Weapons	Cost in gp	Encumb./ Size	Damage
Axes			
Battle Axe (two-handed)	7	70/Large	1d8
Hand Axe	4	30/Small	1d6
Bows			
Crossbow (fires quarrels)	30	50/Medium	1d6
Case with 30 quarrels	10	**	
Long Bow	40	30/Large	1d6
Short Bow	25	20/Small	1d6
Quiver with 20 arrows	5	**	
1 silver-tipped arrow	5	**	
Daggers			
Normal Dagger	3	10/Small	1d4
Silver Dagger	30	10/Small	1d4
Swords			
Short Sword	7	30/Small	1d6
Sword (normal)	10	60/Medium	1d8
Two-handed Sword	15	100/Large	1d10
Other Weapons			
Mace *	5	30/Medium	1d6
Club *	3	50/Medium	1d4
Pole Arm (two-handed)	7	150/Large	1d10
Sling with 30 stones *	2	20/Small	1d4
Spear	3	30/Medium	1d6
Staff *	2	40/Large	1d6
War Hammer *	5	50/Medium	1d6

* These weapons may be used by a cleric.
 ** Ammunition is included in encumbrance.

Armor	AC	Cost	Encumb.
Leather Armor	7	20	200
Chain Mail Armor	5	40	400
Plate Mail Armor	3	60	500
Shield	(-1) *	10	100

* Deduct 1 from the character's Armor Class number if a shield is used.

Equipment	Cost in gp	Encumb.
Backpack	5	20
Flask of Oil	2	10
Hammer (small)	2	10
Holy Symbol	25	1
Holy Water (1 vial)	25	1
Iron Spikes (12)	1	60 (5 each)
Lantern	10	30
Mirror (hand-sized, steel)	5	5
Mule	30	—
Rations, Iron (preserved food for 1 person/1 week)	15	70
Rations, Standard (unpreserved food for 1 person/1 week)	5	200
Rope (50' length)	1	50
Sack, Small	1	1
Sack, Large	2	5
Thieves' Tools	25	10
Tinder Box (flint & steel)	3	5
Torches (6)	1	120 (20 each)
Water/Wine Skin	1	5
Wine (1 quart)	1	30
Wolfsbane (1 bunch)	10	—
Wooden Pole (10' long)	1	20

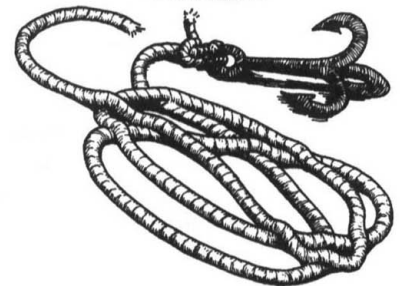
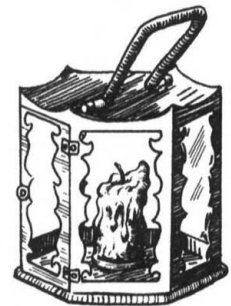
Armor Class

Armor Class, abbreviated AC, is a measure of how well a character or monster is defended from physical attack. It takes into account dodging ability, armor, and natural toughness.

The lower a character's AC, the better protected he is. Normally, the worst possible Armor Class is 9. If a creature has AC 10, there is a special reason, such as an inability to move or avoid being hit. There is no absolute limit on the best AC, but AC can be measured in negative numbers. It is not unheard of for a character or monster to have an AC of -1 or -2.

This rule sounds backwards. Armor Class is the only statistic in the DUNGEONS & DRAGONS® game where you subtract the bonuses and add the penalties. You'll get used to this if you follow the examples carefully.

There are three different kinds of armor: leather, chain mail, and plate mail. Basic AC is determined by the kind of armor a character wears (or whether he wears any at all). The table on the next page lists basic Armor Classes:



Other Character Statistics

Armor Class Table

Armor Type	Basic AC
No Armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	(-1 from AC)

Modified Armor Class: A character's basic AC can be modified by carrying a shield, wearing magical or cursed armor, or by having either a low or high Dexterity.

Characters carrying shields receive a bonus of 1 to their AC. This means they subtract 1 point from the AC their armor gives them. For example, a fighter in chain mail and carrying a shield would have AC 4 instead of AC 5.

Magical armor and shields can give the wearer bonuses to his AC. Even though they are subtracted from the character's basic AC, these magical bonuses are noted by a plus (+) sign to show that the number is good. Someone wearing *chain mail* +2 would have AC 3 ($5 - 2 = 3$).

Sometimes armor and shields are magically cursed. Cursed armor gives the wearer a penalty to his AC. These penalties have a negative (-) sign to remind you they are bad. Add them to the character's basic AC.

Dexterity score adjustments also affect a character's AC. Look at the Bonuses and Penalties for Ability Scores table. Just like the bonuses for magical armor, you subtract a bonus adjustment number from the character's basic AC. You add a penalty adjustment number.

To figure out a character's final AC, include any adjustments, good or bad, that apply to him.

Example: a fighter with Dexterity 18, wearing *plate mail* +2, is AC -2. How did we get this number? His basic AC for plate mail is 3. Subtracting his +3 Dexterity bonus and his +2 magical armor bonus gives us a result of -2 ($3 - 3 = 0$; $0 - 2 = -2$).

If the PC has a penalty adjustment, he may be a bit clumsy. This makes him easier to hit.

Example: a fighter with Dexterity 4, wearing *chain mail* -1, is AC 8. How did we get this number? His basic AC for chain mail is 5. Adding his -2 Dexterity penalty and his -1 cursed armor penalty gives us a result of 8 ($5 + 2 + 1 = 8$).

Saving Throws

When your PC attacks in melee or missile combat, you make a hit roll to see if he hits the target. But there are many special attacks, such as magic or dragon's breath, that hit automatically. A Saving Throw gives a character a chance to avoid the unavoidable—or at least decrease its effect on him.

There are five different kinds of special attacks. They are Poison or Death Ray, Magic Wand, Turn to Stone or Paralysis, Dragon Breath, and Rods, Staves or Spells. Each character class has Saving Throw numbers for each kind of attack. You can match any unusual attack with one of these five categories. You treat them all the same way.

The defender rolls 1d20 to see if he can avoid or decrease the effects of the special attack. If the result is equal to or greater than the Saving Throw number for the type of attack, the Saving Throw succeeds. If the result is lower, the Saving Throw fails.

Character Saving Throws

Character Class/Level	Death Ray, Poison	Magic Wands	Paralysis, Turn to Stone	Rods, Dragon Breath	Staves, Spells
Cleric 1-4	11	12	14	16	15
Cleric 5	9	10	12	14	13
Fighter 1-3	12	13	14	15	16
Fighter 4-5	10	11	12	13	14
Magic-User 1-5	13	14	13	16	15
Thief 1-4	13	14	13	16	15
Thief 5	11	12	11	14	13
Dwarf 1-3	8	9	10	13	12
Dwarf 4-5	6	7	8	10	9
Elf 1-3	12	13	13	15	15
Elf 4-5	8	10	10	11	11
Halfling 1-3	8	9	10	13	12
Halfling 4-5	5	6	7	9	8
Normal Man	14	15	16	17	17

Saving Throw Results: If the defender makes a successful Saving Throw against an attack that causes damage, he takes only one-half the amount of damage that the attack would normally inflict (round down). (In story terms, he managed to duck, shield himself, dodge, etc.)

If the defender makes a successful Saving Throw against an attack that has nondamaging effects, he avoids the effects entirely.

Occasionally, a monster makes both a normal attack and a special attack simultaneously. When this is the case, the monster must first make a hit roll for the normal attack. If it hits, the monster inflicts normal damage on the character. Then the character must roll his Saving Throw to see if anything else happens. (If the monster misses his normal attack, the character does not need to make a Saving Throw.)

Monster Saving Throws: Monsters get Saving Throws, just as characters do. Usually, they use the Saving Throws of the character class to which they are the most similar. Exactly which one is noted for you in the statistics section of the monster's description. There is an entry "Save As:" followed by a character class and (usually) a number. Use the Saving Throws of that character class for the monster. The number following the character class name refers to the character's level.

Completing Your Character

Characters begin the game at 1st level with no experience points. Once you have filled in the Character Record Sheet, your character is ready for play in the DUNGEONS & DRAGONS® game.

Magic is a type of energy characters can use to create powerful effects in the DUNGEONS & DRAGONS® game world. With magic, characters can put ruthless enemies to sleep, make themselves invisible, strike their opponents with lightning bolts, and much more.

This magical energy comes from outside the characters. It is an energy some can use and control, the way a blacksmith uses fire. Clerics, magic-users, and elves can all call on spells to aid themselves and their friends. Even monsters can sometimes use magic!

There are three basic kinds of magic: clerical spells, magic-user spells, and magical items.

Spells

Most adventures last only a few hours in “game time,” and so the characters have only one opportunity to learn spells—as you and the players are preparing to start the adventure.

Occasionally, however, an adventure takes more than a full day of game time. When this happens, characters may meditate or study their spell books for one uninterrupted hour of game time. This allows them to relearn spells they used the previous day, or to replace spells they didn’t use with new ones.

Using Clerical Spells: Clerical spells come from the strength of the cleric’s beliefs. He learns his spells by meditating, which imprints the proper gestures and words upon the cleric’s mind. A spell stays imprinted until it is used (no matter how long an interval passes). Casting the spell wipes it from the mind until the cleric renews it through meditation.

Most often, a cleric uses his spells to heal, protect, and seek information. A cleric can use any clerical spell of his own level or below. A cleric cannot use magic-user spells.

Using Magic-User Spells: A magic-user, sometimes called a wizard, learns his spells through study. After discovering a new spell, he writes it down in a spell book. When he expects to need a spell, he studies his spell book, imprinting the proper gestures and words upon his mind. These stay in the magic-user’s mind until he casts the spell, when they are wiped away. The wizard relearns his spell by studying his spell book again.

Magic-user spells are more useful in combat than clerical spells, although they can be used for a wide variety of other purposes. A magic-user cannot use clerical spells. He is limited to the specific spells he has written in his spell book or found while adventuring. An elf uses magic-user spells, not clerical spells.

When any character casts a spell, he is using his gestures and words to control magical energy. Therefore, a character who cannot talk or use his hands cannot cast a spell (there are no exceptions). Also, a character cannot do anything else while casting a spell—even walk. Any disruption during casting, like jostling or damage taken from an attack, spoils the casting. The caster’s mind is wiped clean, but the spell does not take effect.

When a character casts a spell, look up the description of the spell in the chapter on spells (pages 29-35). The description tells you what happens.

Both clerical and magic-user spells list range, duration, and effect statistics at the beginning of their descriptions. *Range* is the maximum distance, in feet, at which a spell can be cast. If the range is zero, the character must touch the target to cast his spell. *Duration* tells how long the spell lasts. It is listed either as a number of rounds (10 seconds each) or as a number of turns (turns are ten-minute periods; see page 20). *Effect* tells how large an area the spell alters.

The Spell Lists

On pages 29 and 31 you’ll find the complete list of 1st-, 2nd-, and 3rd-level magic-user and 1st- and 2nd-level clerical spells available to players of the DUNGEONS & DRAGONS® game. Fifth-level clerics can use up to 2nd-level clerical spells, and 5th-level magic-users can use up to 3rd-level magic-user spells. Just how many spells and of what level a character can use is given on the character class experience point tables.

Higher Level Spells: There are some spells listed of higher level; so high, in fact that newly-created PCs are not able to use them. We have included these for the Dungeon Master to supply his high-level, magic-using NPCs.

Magical Items

A magical item is any object that a powerful wizard or supernatural being has given special properties. A magical item often gives the user a bonus (or penalty) to his hit and damage rolls. Other items can have weird special effects. Most often, magical items are weapons, armor, jewelry, or scrolls.

Weapons

Often, weapons are enchanted to make them more powerful. These enchantments take the form of a bonus, noted by a + sign following the weapon’s name (*sword +1*). Add this bonus to both the hit roll and the damage roll of the character using the weapon.

Some weapons are enchanted for use against particular creatures (*sword +1, +3 against dragons*). When a character uses the weapon to attack the creature listed, use the second bonus instead of the first.

Occasionally, weapons are cursed. A cursed weapon is noted by a – sign following the weapon’s name (*sword –1*). This means that instead of giving a bonus, the enchantment inflicts a penalty. Subtract this penalty from both the user’s hit roll and damage roll. Cursed weapons cannot be dropped or given away voluntarily.

Armor

Armor and shields can be enchanted to give the wearer a bonus (or penalty) to his Armor Class. These magical bonuses are noted by + (or -) signs, just as with weapons. But remember that a low AC is better than a high one, so bonuses are subtracted from the character's AC. Penalties are added.

Miscellaneous

Often, PCs find weapons with special powers, or objects that allow special actions. When this happens, look up the description of the item in the rule book. The description tells you what happens when the item's magical powers are used.

Learning about Magical Items

When the PCs first find a magical item, they may not realize its true nature. Magical items are usually well made, but there is no way of telling them from a normal item until a magic-user or elf casts a *detect magic*.

Even after casting this spell, the spellcaster simply knows whether the item is magical. The only way to identify exactly what it does is by testing it. Swing the weapon at something. Allow someone to hit a PC while he's wearing the armor. Slip the ring onto a finger. Sip the potion. Such (sometimes dangerous) testing can usually tell what a magical item does.

Sometimes, PCs ask nonplayer characters (see "Running a Campaign," page 17) to test an item for them. Most low-level NPCs readily agree, assuming that they get to keep the magical item. High level magic-user NPCs might also identify items. But they expect payment in advance (100 gold coins or more), and the process may take several weeks of game time.

Using Magical Items

To make a magical item work, the user must hold or wear it properly. If the item has a power that is not in constant effect, the user must concentrate on that effect.

(For example, if a fighter has *sword +1*, *light spell 1/day*, he must concentrate on the *light* spell to start it up.) Unless the item description says otherwise, items can be used only once per round. A character who is concentrating on using an item's special powers cannot do anything else that round.

There is no limit to how many times most magical items can be used. The description of some items, however, states that they have a certain number of charges (this is especially true for magical wands). Each time a character uses such a magical item, he uses one of its charges. When the last charge is used, the item is no longer magical. It cannot perform any more special actions or provide any more magical bonuses.

PCs can never find out how many charges a magical item has, so you should keep careful track of how many times they use such items. Items with charges can never be recharged.



Running a Campaign

A campaign is a series of DUNGEONS & DRAGONS® game adventures involving the same group of characters, taking place in the same fantasy setting. In other words, a campaign is made of your PCs' adventures. What follows is addressed to the Dungeon Master—players should not read further.

The Dungeon Master's Prerogative

All of the rules that follow are guidelines—some are quite detailed, but they are guidelines nonetheless. If at any time you, the Dungeon Master, feel that you should depart from the exact wording of the following rules for the sake of more fun or better play, by all means do it. The Dungeon Master has the final say in all things. Don't let the direct tone and precise definitions in these rules keep you from having fun. It's your game. Add to it! Customize it!

Non-Player Characters

During the course of a DUNGEONS & DRAGONS game, the PCs meet many people. As the DM, you play the roles of all of them.

All of the characters in your world that aren't run by players are Non-Player Characters (NPCs). They serve as foes, friends, informants, and whatever other purposes you need them to serve.

NPCs aren't as important as PCs, so they don't have to be as well-detailed. Often, they don't even have statistics.

When the PCs meet somebody new, your first words about him are already giving them an idea of what he is like. For example, if you say that they see a blacksmith, they are probably already picturing a strong, sweaty fellow who spends all day hammering steel. To complete your NPC, just add a detail or two to this description. Your smith might be friendly and speak in a booming voice, for example. There's no need to add more; NPCs come alive as you play them.

NPC Reactions: Deciding how NPCs react to the Player Characters is simple. Just ask yourself how you would feel about the PCs if you were the NPC.

Usually, this means the NPC's feelings are a result of how the PCs behave. For example, if the PCs want to fight, the NPC would be angry or afraid. Also, ask yourself what the NPC wants from the Player Characters. If the PCs are buying a sword from the blacksmith, for example, he would want a gold piece or two in exchange. He's in the business of making and selling weapons. The blacksmith would drive a hard bargain.

Monsters

So far, we've been discussing human NPCs. But monsters, such as goblins and ghouls, are NPCs, too. It's awkward to always say "human NPCs" and "monster NPCs," so let's agree on some terms. NPCs are beings that have a character class (like elves or clerics), whether or not they are friendly to the player characters. Monsters are beings that don't have a character class. They may be either hostile or friendly to the PCs. Most of them are hostile. Monsters are described on pages 36-54.

Monsters usually behave differently from people. They often do things humans can't. Sometimes, they're not even intelli-

gent. Because of these factors, you must know more about monsters than about NPCs. This is why the rule book contains descriptions and statistics for many different monsters. When you play a monster, you should read its description so you know what it's like.

Monster Reactions: Just as you decide how NPCs feel about the Player Characters, you can also decide how monsters feel about them. It depends on what they do. But when the PCs wait to see what the monster will do before they react, you can end up with a lot of waiting! In such cases, have the monster react first. When you aren't sure how the monster feels, make a monster reaction roll. Roll 2d6 and consult the Monster Reaction Table:

Monster Reaction Table

Roll	Reaction
2-3	Monster attacks
4-6	Monster growls, roll again in one round, subtract 4 from the result
7-9	Monster cautious, roll again in one round
10-11	Monster friendly, roll again in one round, add 4 to the result
12+	Monster is friendly

Note that you may need to make more than one roll on the Monster Reaction Chart. When the result says to roll again in one round, allow the PCs to react to the monster. If they do something to get a specific reaction, go with it. Don't bother rolling on the table anymore.

If they mumble and mutter without a clear plan, roll again (making any subtractions or additions called for by the chart). Don't roll more than three times, however. If the PCs don't do something to get a reaction (talk to it, or attack it, or put it to sleep—something) by the third roll, the monster attacks if the roll was 9 or less (remember to take into account the monster's alignment). It just leaves if the result was between 10 and 12.

Before Getting to the Dungeon

The first thing you need is a group of players. They choose characters to play. It is wise to have a balanced party, a group capable of dealing with the many different dangers of the dungeon. A party should have at least one each of these classes: fighter, cleric, magic-user, and thief.

If you don't have even four players, allow the players you do have to take retainers (see page 18 about retainers). If you have too many fighters or spellcasters, get some players to switch character classes. Tempt someone to switch to thief with glowing tales of treasure. Offer the player who switches to cleric a *cure light wounds* scroll. Remember, you're in charge.

Next you need a place for the party to be. Basic DUNGEONS & DRAGONS® game adventures always take place in dungeons. Obviously, however, PCs do not spend their entire lives underground.

When they're not on an adventure, assume that the Player Characters are in a nearby village or town. Everything that happens in the village takes place outside game time, however. Here, they can rest and recover from their previous adventures. They can find safe places to store their treasure. They can even



get outfitted for their next adventure by purchasing equipment (see the lists on page 13) and hiring retainers.

Purchasing Equipment

The basic unit of money in the DUNGEONS & DRAGONS® game is the gold piece (gp). A gold piece is one gold coin. The value of all other coins is related to the gp. The Money Conversion Table below lists the value of all coins:

Money Conversion Table

- 1 gold piece = 100 copper pieces (cp)
- 1 gold piece = 10 silver pieces (sp)
- 1 gold piece = 2 electrum pieces (ep)
- 5 gold pieces = 1 platinum piece (pp)

Electrum is a combination (or alloy) of silver and gold. The value of all gems and jewelry can be measured in gps as well.

When in a town, a PC can use money or an equivalent amount of treasure to buy any item listed on the Item table (on the DM's screen) for the listed value. He cannot buy anything that is not listed on the table. (Therefore, he cannot buy any magical items—but he can sell them, as explained below). Let the player select what he wants from the list, and then subtract the amount from his total gold.

A PC can sell any personal item for half the listed value. Magical weapons sell for the full value of the nonmagical item x d%. Magical scrolls and other unlisted items fetch 1d20 x d% in gold. But when it comes to magic, NPCs are much too cautious to ever buy a cursed item.

Before an adventure begins, each player should write down a list of the supplies his character has. As the adventure progresses, he can cross off the supplies (rations, arrows, torches, etc.) his character uses.

Hiring Retainers

Retainers are NPCs hired by the PCs to help explore a very tough dungeon (compared to their own numbers and abilities). Retainers are always 1st-level characters. Run them just like any other NPC, but you should roll up a complete set of character statistics for each one.

Any party with less than four PCs can hire enough retainers to make a party of four. A party of four PCs can hire two retainers, and a party of five PCs can hire one retainer. Parties with six or more PCs don't need retainers. Also, each retainer expects to get a full share of the treasure. And each gets a full share of all experience points awarded. Retainers who are not treated well will leave.

As NPCs, retainers are subject to morale checks, just like monsters. The morale of the retainers depends on the Charisma score of the PC who hired them:

Charisma Score	Retainer Morale
3	4
4-5	5
6-8	6
9-12	7
13-15	8
16-17	9
18	10

Once a retainer fails a morale check and runs away, he won't return until the battle is over.

Got a party? Got equipment? Got retainers if you need them? When everybody's ready, tell the players that their characters leave the village and travel three or four hours (or three or four days) to the dungeon entrance. In this game, there is no need to worry about what the characters see outside of the dungeon.

After Leaving the Dungeon

Sooner or later, you and your players will get tired and have to stop playing for the evening. If the characters have left the dungeon, they should return to their base in town until you play again. If they are still in the dungeon, they should find a safe place to rest until the players can resume the adventure.

After leaving the dungeon, the player characters may have to purchase new supplies. They'll definitely want to divide up their treasure, collect their experience points, and heal their wounds.

Dividing Treasure

As the PCs explore the dungeon, they will find treasure. After the session ends, take a moment for the PCs to review what treasure they found. The players can decide who gets what themselves, but try to encourage the players to divide the treasure evenly.

One way to divide magical treasures is to have each player roll 1d20. The player with the highest roll picks the first magical

item, the player with the next highest roll picks the second item, and so on.

Using Supplies

At the end of the adventure, you should review each player's supply list. Can you remember anything he used and forgot to mark off? Did he forget to add something his PC picked up?

Don't worry if you and the players forget a few things, or if two people remember things a bit differently. In all the fun and excitement, that happens. It isn't as important to make a detailed note of everything the PCs used as it is to agree on what they have at the end of the playing session. If you feel strongly that the character shouldn't have something that the player says he does, however, remember that you're the DM. If you say a PC doesn't have an item, then he doesn't have it.

Food is consumed for each day of adventuring. Keep track of food rations, but don't bother role-playing meals.

Experience Points

During the adventure, you should keep a list of the monsters the PCs defeat. If you didn't, take a few minutes to remember what the monsters were. You may need the players to help you.

Each monster description includes an "XP value." This is the number of experience points (XP) the party earns for defeating that monster. Experience points represent the improvements in skills and abilities PCs gain through defeating monsters. When they have earned enough XPs, they can increase in level and become more powerful.

Add up the XPs for all the creatures that the PCs defeated during the adventure. If the PCs defeated a group of monsters, or convinced them to surrender, they get the listed XP value for each monster in the group. But any monsters that ran away were not defeated—they escaped. The party does not earn any XPs for monsters that escaped. (See also Experience Points, page 12.)

If you created your own monsters, or changed a monster in the Monster Lists, use this table to calculate the XP awards. (We used it to calculate the XP awards in the monster descriptions.) The special ability bonus is multiplied by the number of asterisks given with the monster's Hit Dice, and then added to the base XP value. The Monster Lists are on pages 36-54.

If the PCs defeated a human or demihuman NPC, his level is equivalent to a monster's Hit Dice. A 2nd-level NPC is worth as many XP as a 2 Hit Dice monster, and so on. Each spell level the NPC is capable of casting counts as an asterisk.

Experience Points for Monsters

Monster's Hit Dice	Base XP Value	Special Ability Bonus
Up to 1	5	1
1	10	3
1 +	15	4
2	20	5
2 +	25	10
3	35	15
3 +	50	25
4	75	50
4 +	125	75
5	175	125
5 +	225	175
6	275	225
6 +	350	300
7	450	400
7 +	550	475
8	650	550

Divide the total experience points by the number of characters in the party, including PCs, NPCs, and retainers. This is how many XPs each character receives for defeating monsters (drop any remainders).

In addition, each character receives one XP for each gold piece worth of treasure he found.

As you award experience points to the PCs, those with unusually high or low Prime Requisite scores receive a bonus or penalty. Consult the Experience Adjustment Table (page 4).

Going up a Level: If a character has enough XPs to go up a level after a dungeon adventure, he immediately gains another Hit Die worth of hit points. Depending on his character class, he may get other benefits. See each character class description for details.

A character cannot gain more than one level of experience in one adventure. Should he have enough XPs to advance two levels (or more!), the excess doesn't count. The character's XP total stops just short of the amount needed for the second level of experience he would have gained.

Example: A beginning 1st-level fighter (0 XP) finds a gem worth 10,000 gp during an adventure. At the end of the adventure, the fighter gets 3,999 XP, and no more—just short of the amount he needs for 3rd level. He only earns one level of experience. The excess XPs are lost.

Inside the Dungeon

We've talked a lot about what goes on outside of game time. Once inside the dungeon, the real fun begins. Dungeon adventures are played in a series of *game turns*. A game turn may encompass movement and exploration, or it may include an encounter with monsters. During battles, play proceeds in shorter units of time called *combat rounds*, action-filled bursts during which the players attack with their weapons or cast their spells. The game turn, the encounter, and the combat round are each explained in their own chapters.



The Game Turn

DUNGEONS & DRAGONS® game adventures are played in game turns. A single game turn lasts about 10 minutes in the dungeon. A turn is much more than just a measure of how much time has passed. It also includes all of the things that a character would normally be doing in that time. A turn includes making maps, peering down corridors, checking for traps, and everything else that people exploring real caves and dungeons do.

Movement

A character can normally move up to 120 feet in a turn. Obviously, in 10 minutes, an average man can walk much farther than 120 feet. But in a dungeon, there are all those other things a character is doing at the same time he's walking—straightening equipment, trying to move quietly, checking his map and his torch, etc. He's not moving at top speed.

Encumbrance: Characters carrying a lot of weight or bulky equipment move even slower. Encumbrance is a term that includes both the actual weight of an item and also how cumbersome or awkward that item is to carry. The table below lists how fast an encumbered character can move in a turn. Sometimes characters bring a mule to carry their treasure. They, too, are subject to encumbrance. A mule cannot carry more than 6,000 cns.

Speed and Encumbrance Table

Encumbrance	Move in 1 Turn
Up to 400 cns	120 feet
401-800 cns	90 feet
801-1,200 cns	60 feet
1,201-1,600 cns	30 feet
1,601-2,400 cns	15 feet
2,400+ cns	0 feet

Mule

Up to 3,000 cns	120 feet
3,001-6,000 cns	60 feet
6,000+ cns	0 feet

But how do you know how encumbered a character is? The Equipment Tables include values for encumbrance (page 13). Other items are given below. List all of the items the character is carrying or wearing (including treasure, weapons, and armor), then add their encumbrance values together. The result is the character's total encumbrance.

Several of the items listed on the Equipment table are designed to help the PCs carry their loads. The small sack holds 200 cns worth of goods, the backpack holds 400 cns, and the large sack holds 600 cns.

Item Encumbrance Table

Potion	10 cns
Scroll	1 cn
Rod	20 cns
Staff	40 cns
Wand	10 cns
Coin (any)	1 cn
Gem (any)	1 cn
Jewelry (1 piece)	10 cns

If a character is carrying something not listed on the Item Encumbrance table, you can estimate its encumbrance by comparing it to a similar item that is on the table. Remember, magical armor has encumbrance equal to half of what is listed on the table.

Encumbrance also applies to movement in rounds, explained in the "Movement" section of the Combat chapter.

Mapping

Unfold the map that came with your DUNGEONS & DRAGONS® game and look at the side labeled "Zanzer's Dungeon." Notice that all of the rooms and corridors are divided into one-inch squares. On the map, each of those squares equals 5 feet. To see how far a character (or monster) can move on the map, simply divide his movement rate by five. The result is how many map squares the character can move. (A character with a movement of 30 feet per round could move six squares in a round, since 30 divided by 5 = 6.)

Characters can move diagonally from square to square, but they may not move through a square occupied by an unfriendly character (unless they defeat that character in combat first).

Player Maps: While playing, only the DM can see his prepared map. The players have to make their own map as they go. They can choose one player to be mapper, or they can rotate the job around the group so that everyone gets a chance. The mapper will find it easiest to draw his map on graph paper, but any sort of notebook or scrap paper can be used.

As the PCs move through the dungeon, you should describe what their characters can see: how far the corridor extends, how wide it is, if it turns, where any doors are located, etc.

It is most important for the mapper to correctly draw directions, shapes, and approximate sizes of the rooms, so that the party has a rough idea of the dungeon's shape. The mapper should not waste time determining exact measurements or filling in tiny details, however. This slows down the game and doesn't help the PCs very much. Check the player's map

every-so-often to make sure they have the major outlines right—but don't correct everything!

When characters are either fleeing or chasing, no mapping is possible. The DM should keep track of where the characters and monsters are each round. Unmapped areas may be described very generally, without accurate measurements. It is quite possible for the characters to become lost, or to encounter other creatures during a pursuit.

Special Considerations

Adventuring in a dungeon is dangerous work. How well the player characters can see, how they deal with doors, and the encounters they face are all important aspects of play.

Seeing in the Dungeon

Dungeons are dark places, so the PCs must bring light sources with them. A torch or lantern casts light 30 feet in all directions. Torches last six turns (one hour), and a lantern filled with a flask of oil lasts 24 turns (four hours). It is important to remember who is carrying the light sources, because a person can carry only two items in his hands. A fighter could not carry a drawn sword, a shield, and a torch, for example.

Humans cannot see in the dark, but remember that elves and dwarves can. With their infravision, they can see up to 60 feet away—as long as there is no light source within that 60 feet to give them trouble. Most monsters have infravision, too, or some other sense acute enough to locate PCs in the darkness.

Hearing in the Dungeon

Any character can listen for noises. Most often, the urge to do this comes when the party is facing a door or other barrier that might have something nasty on the other side. Any constant noise, such as running water or a moving party, must be quieted before a character can successfully listen for faint noises.

When a character is listening, whether in general or at a door, roll 1d6. If the result is a 1 (or a 1-2 for dwarves, elves, or halflings), any noises that can be heard in the area (or on the other side of the door) are picked up. For listening thieves, roll against their Hear Noise ability, instead. Monsters hear on a roll of 1-2. No character may try to listen at the same door more than once per turn.

Doors in the Dungeon

Dungeons are full of doors. Doors are usually made of wood, and are often reinforced with metal strips. They usually have metal hinges, though leather is also common. Most have a knob or ring for pulling them open or closed.

Doors are usually closed, and are often stuck or locked.

Any character can open a closed door just by turning the knob, pulling on the ring, pushing it open, etc. After a door is opened, it usually swings slowly shut unless the PCs spike it or hold it open in some other way (spikes are the dungeon equivalent of door stops). Spiking a door takes a full round to complete.

If the door is stuck, a PC can try to open it by rolling 1d6. A result of 5 or 6 means the character got it open (modify this roll by the character's Strength score adjustment). One character per round can attempt to force open the door. If the PCs fail to open the door the first time, any monster that happens to be lurking on the other side does not have to make a surprise roll when the party opens it. Wooden doors can be burned or destroyed in 1d4 turns.

Locked doors cannot be forced. A thief must pick the lock (see page 9), or a magic-user must use a *knock* spell to open it. Sometimes, doors are made to open from only one side. These doors cannot be opened from the other side, and cannot be forced open. A magic-user's *knock* spell will open such a door from the wrong side, however.

Monsters can always open unlocked or stuck doors, but they cannot open locked doors (unless they have the key and know how to use it).

Whether a door is unlocked, stuck, or locked, what lies on the other side of it is always a mystery. There might be an ancient treasure or a damsel in distress. There might also be a hungry dragon, a pit of poisonous gas, and it is even possible that the door itself might be trapped.

Only a thief can check doors for traps. When he does, you should roll d% whether or not the door is trapped (just to keep the players guessing). If the door is trapped and you roll a number less than or equal to the thief's Find Traps score, he sees the trap and has a general idea of what kind of trap it is. Otherwise, tell him he has found no traps on the door (whether there are traps or not). Remember, if the thief finds a trap on the door, he must successfully remove traps on it before the door can be safely opened. He can also simply activate the trap after taking steps to protect himself.

Secret Doors: Most of the time, a dungeon's doors are readily visible and the PCs can see them without making any special effort. Many dungeons have secret doors, however. Secret doors are hidden or disguised somehow.

When PCs want to search for secret doors, they must tell you what area they are searching. (Each character can search one 10' x 10' area per turn.) Roll 1d6 for each PC searching (even if there are no secret doors in the area). On a result of 1 (1-2 for elves), the character finds the secret door. The DM should roll dice even if there is no secret door to be found, just to keep the players guessing.

Once somebody in the party finds a secret door and tells the others about it, everybody in the party can find the secret door—even if they leave the area and come back later.

Encounters in the Dungeon

There are two basic kinds of encounter: planned and wandering monsters. Planned encounters usually occur when the PCs reach a particular location, such as a room. They can also be triggered by certain events, such as lighting a torch in a dark, bat-filled cavern.

Planned encounters are thought out in advance. As the DM, you have decided that when the PCs enter a certain room or do a certain thing, they will meet an NPC or monster, or they stand a chance of triggering a trap. Usually, you have decided how the monster reacts to the PCs, or what triggers the trap and how it will affect them.

If you are using one of TSR's published DUNGEONS & DRAGONS® game adventures, such as *Eye of Traldar* or *The Dymrak Dread*, this information is provided for you. Otherwise, you must make it up yourself before the game begins.

Of course, not all of the monsters in a dungeon stay in one place. They often wander around the dungeon, and the PCs can meet them at any time and in any place. These are called wandering monsters.

To decide when the PCs meet a wandering monster, roll 1d6 at the end of every other turn. A result of 1 means the PCs meet a wandering monster at the beginning of the next turn. Of course, as the DM, you can have wandering monsters appear any time you wish, and you may alter their strength and numbers to fit the situation.

To decide what kind of monster the PCs meet, you can roll a die on a wandering monster table. TSR's published adventures often include wandering monster tables designed specifically to be used with that adventure, but you can also use the more general wandering monster tables included in the rule book. If you have designed your own dungeon (as explained on pages 59-60), you can even make up your own wandering monster table!

Once you have determined what kind of wandering monster the PCs meet, you should read its description. Find how many of the monsters there are by rolling the die listed under "Number Appearing" in the monster's statistics. The monsters should appear 2d6 x 10 feet away from the PCs in any direction you choose.

When the encounter begins, you must use all your skills as a Dungeon Master to decide how the monster reacts to the PCs. If you are having trouble, remember that you can make a reaction roll to help you get started.

Game Turn Checklist

1. Wandering Monsters: If the wandering monsters check at the end of the previous turn was positive, the monsters arrive now. They appear 2d6 x 10 feet away in a direction of DM's choice.
2. Actions: The PCs describe what their characters are doing (listening at doors, moving, searching for secret doors, etc.).
3. Results: The DM describes what happens:
 - a. If PC actions result in discovering something unusual (secret door, trap, etc.) the DM tells them what they found.
 - b. If the PCs entered an unmapped section of dungeon, the DM describes the area.
 - c. If the PCs have an encounter, continue play with the encounter checklist.
4. Wandering Monsters Check: Every other turn, the DM rolls 1d6. On a result of one, the PCs encounter wandering monsters at the beginning of the next turn. Consult "Wandering Monsters" in the rule book (inside back cover) to see what kind of monsters they meet.



As the PCs make their way through the dungeon, they will meet a wide variety of creatures and run into many kinds of traps.

These meetings are called encounters.

Often, an encounter begins when the PCs open a door and find a monster lurking in the room on the other side. Sometimes, the encounter begins when they meet a lost NPC wandering the halls of the dungeon, when they step onto a trap door, or when a monster begins hunting them down.

Before a Fight Breaks Out

As soon as an encounter begins, play changes from turns to ten-second rounds.

Range: Monsters usually appear 2d6 x 10 feet away from the PCs in any direction you choose.

Reaction: Often, PCs wait to see what the monster's reaction is before they take action.

Surprise: When a fight breaks out, there is always the possibility that one side or the other is not prepared for it. They are surprised.

The surprise roll is not a step on the Combat Sequence. This is because you only make surprise rolls at the beginning of the first round of combat; never on any of the later rounds. If you feel that a side has no chance of being surprised, you may skip their surprise roll.

Each side rolls 1d6. If either side rolls a 1 or a 2, that side is surprised. A surprised side cannot do anything to defend themselves or to stop the other side from taking its actions on the first round of combat. The other side can do anything it could normally do: move, attack, use spells, talk, even run away.

If both sides are surprised, then both sides spend the first round of combat doing nothing. Neither side can act, so you jump immediately to the second round of combat. Light sources visible to someone else from some distance, or excessive noise negate any chance of surprising someone else.

Initiative

When a fight breaks out, you must decide which side acts first. The process of deciding who acts first is called *determining initiative*.

At the beginning of each round, ask one of the players to roll 1d6 for the PCs' side. You roll 1d6 for the NPCs or monsters fighting the PCs. The side that rolls the highest number wins the initiative and acts first.

If both sides roll the same number, nobody wins initiative. Their actions are simultaneous. This means that both sides go through each step in section "B" at the same time. For example, all of the PCs and monsters move at the same time. Even when the two sides in a combat have simultaneous initiative, the steps in the Combat Sequence still occur in order.

Decisions Within a Round

A wizard armed with a dagger has many options when a combat starts: he can move, throw his dagger like a missile weapon, cast a spell, or attack somebody standing close by in hand-to-hand combat. His player does not need to decide which action he is going to take at the beginning of the round. He can wait to see which side wins initiative, who else moves, and so on. But the longer he waits, the fewer options he has. Once the movement step of the Combat Sequence is past, for instance, he can't go back to it.

Morale (Optional)

Morale is an optional rule, which means that you only use it if you want to. Morale is a measure of a creature's courage, loyalty, and high spirits. By using morale, you can make the monsters seem a little more realistic. But you can still have lots of fun if you don't use it.

In a battle, the players decide whether their characters will fight, flee, or surrender. This is their decision alone; no PC can be forced to surrender or to flee if the player doesn't want him to. The players' characters are as brave (or cowardly) as the players want them to be.

To determine how brave a monster is, you use his morale score. A high morale score means that the creature is brave. A low morale score means that the creature is cowardly. A creature's morale score is listed in the statistics in the description in the rule book.

The Morale Check: To see if a monster will continue fighting, make a morale check. Roll 2d6 and compare it to the morale score listed in the creature's description. If the result is less than or equal to the creature's morale score, it passes the check and continues to fight.

If the result is greater than the creature's morale score, it fails the check. In this case, the creature runs away, if possible. If there is no place to run, it surrenders. Should the surrendering creature be intelligent enough to talk, it might bargain for its life by directing the PCs to any nearby treasure it knows of.

A monster or NPC who rolls 12 for his morale check has become a fanatic. A fanatic need not check morale again during this particular encounter.

When to Make Morale Checks: Should you decide to use morale, make a morale check when the creature is hit for the first time. Make another when it loses three-quarters of its hit points. If the PCs are fighting a group of monsters, make the morale check when the first death on either side occurs. Make another when half of the monsters are killed or subdued.

Morale checks are step B1 in the Combat Sequence. Notice that morale checks come before missile fire, magic, and hand-to-hand combat in the Combat Sequence. This means that when a creature is hit or loses three-quarters of its hit points, you wait until step B1 of the next round to make its morale check. For instance, if a PC hits a monster in the first

round of combat, you do not make a morale check for the monster until step B1 of the next round.

A retainer checks morale when his employer orders the retainer to endanger himself while the party is in less danger, or when the retainer is wounded and down to one-fourth or fewer of his original hit points.

Running Away

If the monsters fail a morale check, they run away (if possible). They turn and flee at their top speed. Should the PCs decide to pursue them, use the Movement in Combat rule on page 25. Determine initiative normally each round.

The monsters keep running until the PCs catch up, or until they are trapped by a dead end, a locked door, etc. When this happens, the monsters surrender. Sometimes, they may rapidly turn corners, close doors behind them, rush into secret passages, etc. If the PCs cannot see the monsters do this, the players have only one round to guess where the monsters have gone. If they're right, they can continue their pursuit. Otherwise, the monsters escape.

Of course, the PCs may be the ones who decide to break off combat and run away. They have the choice of either retreating or withdrawing (see Movement in Combat). Once it is clear that the PCs are leaving combat, make a morale check for the monsters. If they fail the check, they will not follow the PCs. If they pass the check, they pursue until the PCs are trapped or turn to fight again.

Should the PCs manage to get out of the monsters' sight and turn down a side corridor, duck into a room, reach a corner connecting to more than one passage, etc., roll d%. On a roll of 25% or less, the monsters continue following the PCs. Otherwise, they lose the trail and the PCs escape.

Running Before the Fight: At the beginning of a battle, the monsters will not run away from the PCs. The PCs, on the other hand, may decide to run away before the fight even begins.

If the PCs flee before the fight begins, make a morale check for the monsters. If the monsters fail the check, they do not chase the PCs. If the monsters pass the check, they chase the PCs.

In this case, you begin pursuit and evasion. The PCs get a one-round head start on the monsters, traveling at their maximum movement rate. If different characters have different movement rates, the players can have each character flee at his maximum movement rate, or have everybody move at the rate of the slowest character.

Make initiative rolls normally for each of the following rounds. The monsters move at their maximum rate until the PCs escape or are trapped at a locked door, a dead end, etc.

Sometimes, characters drop bait such as food or treasure, hoping that the monsters will stop to pick it up. If the PCs

drop an item their particular monsters might be interested in, roll 1d6. On a result of 1, 2, or 3, the monsters may stop and give up pursuit, depending on how intelligent they are (DM's option). Otherwise, they continue the chase. PCs may attempt one baiting per encounter.

During the morale check step of every fifth round of pursuit, make a morale check for the monsters. If they fail this check, they give up chasing the PCs.

Encounter Checklist

1. Game time: Game time switches from ten-minute turns to ten-second rounds.
2. Surprise: Both sides make surprise rolls, if appropriate.
3. Initiative: Both sides make initiative rolls to see who moves, talks, or attacks first. If combat or magic begins, play proceeds from this point with the Combat Sequence.
4. Reactions: If he does not know how the monsters will react to the PCs, DM makes reaction rolls to determine their initial attitudes.
5. Results:
 - a. If the PCs trigger a trap, the DM applies the consequences.
 - b. If both sides talk, role-play the conversation until agreement is reached, one side flees, or a fight begins.
 - c. If the PCs run away, make a morale check for the monster or NPC to see if it chases them. If so, use the pursuit and evasion rules to determine if they get away.
 - d. If one or both sides attack after the initial meeting, play proceeds with the Combat Sequence (start with step 1 and roll for initiative again).
6. Encounter ends: after the encounter ends, begin play with a new turn. Always assume that encounters take a full turn to resolve all combat, resting, sorting loot, etc.



When a game turn leads to an encounter, and that encounter may turn into a battle, the fight is played out in combat rounds. A round is ten seconds of game time.

During a round, a character may do one thing: move, attack, cast a spell, talk, drink a *healing potion*, or any other single action that a person could do in ten seconds. A character cannot do two things in a single round, such as run 20 feet and then attack. He would have to run the 20 feet on his first round, then attack on the next round.

Of course, not everyone in a fight just plants his feet and slugs it out toe-to-toe. When a character attacks during a round, we assume that he is maneuvering for position. To reflect this maneuvering, a character can move up to five feet while he's fighting. He can scuffle and turn and dance around up to five feet while he's fighting. Maneuvering like this does not count as an action during the round.

Melee refers to hand-to-hand combat exclusively. Battle implies the use of hand-to-hand combat, missile combat, and magical combat used together.

The Combat Sequence

The Combat Sequence is a checklist for the DM—it outlines every type of action that can happen during one round. Again, remember that these are guidelines—the DM should use common sense always, ignoring this sequence if he feels it is necessary. Many of the terms here are explained later in this chapter.

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first.
 1. Monsters and NPCs roll Morale Checks.
 2. Anybody who is moving does so.
 3. Characters using missile fire attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
 4. Characters using magic cast their spells.
 - a. They choose targets.
 - b. Targets roll Saving Throws.
 - c. The DM applies the results.
 5. Characters fighting hand-to-hand attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
- C. The side that lost initiative completes all steps under "B."
- D. The DM declares the results.

The DM should explain everything that's happened in the round so that all the players understand, then you are ready to begin the next round.

Morale (Step B1)

Morale checks are fully described in the previous chapter on encounters.

Movement in Combat (Step B2)

Normal movement is covered in the chapter, "The Game Turn." A character may move one-third as far in a round as in a turn. For example, PCs can normally move 40 feet per combat round. Encumbrance rules still apply (see Encumbrance, page 20). Once a character is involved in a fight, his movements may be further restricted by close quarters or the press of his companions around him. Use your common sense.

There are two different ways to leave a fight: by withdrawal or retreat. When a character withdraws, he leaves carefully, with an eye on the combat. Withdrawing is a special kind of maneuvering—the withdrawing character backs up five feet per round. When he stops, he can engage in combat again (if his attacker followed him).

When a character retreats, he turns and runs away at his top speed. The attacker receives a combat bonus, if he can catch or strike the defender (described later). The retreating character cannot strike back at the attacker.

Missile Combat (Step B3)

Sometimes the combatants are many feet apart when the fight begins. They shoot bows, crossbows, and slings, or even throw things at each other. This kind of combat is missile combat. Weapons used in missile combat are either fired weapons or thrown weapons. The difference is that fired weapons use some sort of device to propel the projectile, and thrown weapons are merely chucked by hand.

The Missile Fire table lists all missile and thrown weapons.

In step 3a, the attackers choose targets. If the attacker is a PC, ask the player what target his character is trying to hit. If the attacker is an NPC or monster, tell the players what target he is trying to hit.

In step 3b, the attackers make their hit rolls. The attacker rolls 1d20. Compare the result to the Character Hit Roll Table.

Compare the result of the roll to the number under the column on the Character Hit Roll table that equals the target's AC. If the result of the attacker's d20 roll is lower than this number, the attacker misses his target. If the result is equal to or higher than this number, the attacker hits his target. A natural (unmodified) 20 always hits.

Attackers who did not make successful hit rolls skip step 3c. But attackers who did hit their targets roll damage in step 3c. Consult the Missile Fire table to see what kind of die the attacker rolls to determine damage. Have the attacker make the die roll, then have the defender subtract the result from his hit points.

Character Hit Roll Table

D20 Roll by Class & Level	Target Armor Class											
	9	8	7	6	5	4	3	2	1	0	-1	-2
Normal Man	11	12	13	14	15	16	17	18	19	20	20	20
Fighter 1-3, Elf 1-3, Dwarf 1-3; Cleric 1-4, Thief 1-4, Halfling 1-4; Magic-User 1-5	10	11	12	13	14	15	16	17	18	19	20	20
Fighter 4-5, Elf 4-5, Dwarf 4-5; Cleric 5, Thief 5, Halfling 5	8	9	10	11	12	13	14	15	16	17	18	19

When the arrows start flying, four things can cause an adjustment to the attacker's hit roll: Dexterity, range, cover, and magic.

Dexterity: Look at the Bonuses and Penalties for Ability Scores table (on the DM's screen or in the rule book). When a character makes a missile attack, compare his Dexterity score to the table. If the table indicates that he should receive a bonus or penalty because of an unusually high or low score, add the bonus to (or subtract the penalty from) his hit roll.

Range: Characters can fire or throw missile weapons only a limited distance. This distance is called range. Range is divided into three categories: short, medium, and long.

Because each weapon is effective at different ranges, the short, medium, and long ranges for each missile weapon are listed on the Missile Fire table:

Missile Fire Table

	Ranges in Feet		
	Short (+1)	Medium (0)	Long (-1)
Fired Weapons			
Long Bow	6-70	71-140	141-210
Crossbow	6-60	61-120	121-180
Short Bow	6-50	51-100	101-150
Sling	6-40	41-80	81-160
Thrown Weapons			
Spear	6-20	21-40	41-60
Oil, Holy Water	6-10	11-30	31-50
Hand Axe	6-10	11-20	21-30
Dagger	6-10	11-20	21-30
Misc. Object	6-10	11-20	21-30

Note that missile weapons are divided into two kinds. Fired weapons cannot be used if the target is within five feet. Thrown weapons can be used if the target is within five feet, but they become melee weapons at such distances. Both kinds of weapons cause the damage listed on the Missile Fire table.

If the attacker is firing at a target within a weapon's short range, he adds a +1 bonus to his hit roll. If the target is at medium range, the attacker does not adjust his hit roll. If the target is at long range, the attacker subtracts a -1 penalty from his hit roll.

Cover: Defenders taking cover by hiding behind something are harder to hit. How much harder? That depends on how good the cover is and how much of the character's body is concealed.

An attacker suffers a -1 penalty to hit for each quarter of the target's body that is protected by cover (round up). As DM, you must use your own judgment to decide how much of the defender's body is covered.

If the attacker's missile weapon cannot penetrate the cover, subtract an additional -1 penalty. For example, an arrow probably won't pierce through an oak stump and hit the PC behind it. A shield does not count as cover (it is considered armor instead).

If the target's cover adjustment totals -5 points, the target is completely hidden behind something that the attacker's missile weapon cannot penetrate. No attack is possible.

But taking cover can work both for and against a character. A defender completely hidden behind cover (whether the attacker's weapon can penetrate the cover or not) cannot make a hit roll against his attacker in the same round. He can only attack somebody else. If a character who is completely hidden chooses to use a missile attack, he must expose at least a quarter of his body to attack.

Multiple Adjustments to a Missile Combat Hit Roll: It is not unusual for more than one adjustment to apply in missile combat. When this happens, add and subtract all bonuses and penalties that affect the hit roll.

For example, an attacker with Dexterity 17 fires a magical arrow +1 at a target half-hidden behind a stone wall at long range. The attacker's hit roll adjustments would be: Dexterity, +2; range, -1; cover, -3 (the arrow cannot penetrate the stone wall so the attacker suffers an extra -1 penalty); magical arrow, +1. The attacker's final adjustment would be -1 (2-1-3+1=-1).

Oil and Holy Water as Missile Weapons: These two thrown weapons need explanation. Holy Water can be used against undead monsters. (If a monster is undead, its description will say so.) Holy water is kept in special glass vials that break upon impact. When a vial of holy water hits, the undead monster suffers 1d8 points of damage.

Oil is carried in glass flasks. It is often thrown at monsters (on one round), then lit (on the following round) to cause 1d8 points of damage. Before the oil is effective, however, a successful hit roll must be made against the target to break

the flask on the monster. Then a character wielding a torch (or some other flame) must make a separate hit roll to light the oil. This hit roll is made against AC 9 (plus or minus cover modifiers) instead of the creature's normal AC, however, since all the attacker is trying to do is touch the torch to the oil.

Once lit, the creature burns for two rounds, suffering 1d8 points of damage per round. It takes any character two rounds to put out flames on his body, either by slapping at them, or by rolling on the ground and smothering them.

The flask breaks even if the first hit roll misses, but the oil spills out of harm's way.

Sometimes, flasks of oil are broken on the floor on purpose, creating pools three feet in diameter. If lit, such a pool burns for ten rounds. Any creature stepping into this burning pool suffers 1d8 points of damage per round. Again, it takes two rounds to step back and beat out the flames.

Inflicting Damage: In step 3c, the attackers who made successful hits in step 3b roll damage. They roll the damage die listed for their weapon. Damage dice are all given on the Equipment tables (page 13). The result is the points of damage they caused; this is subtracted from the defender's hit points.

If a PC loses hit points, the person playing that character should write down the number of hit points that he lost on his Character Record Sheet. If an NPC or monster takes damage, then you should write down the number of hit points it lost in your DM notes.

If a character (or monster) loses all of his hit points in combat, at the end of that step, he collapses to the ground and dies. He can only complete whatever he was doing in the step in which he died. If he was in the middle of doing something several steps long, he does not live to complete the task.

Magical Combat (Step B4)

By its very nature, magic is a special action. Still, when it is used in a fight, it works much the same as melee and missile combat.

In step 4a, the spellcaster chooses his target or targets. If the spellcaster is a PC, he tells you what spell he is casting and who he intends the spell to affect. If the spellcaster is an NPC, simply tell the PCs that he is casting a spell. Do not tell them what spell he is casting (your game will be more suspenseful if they don't know).

In step 4b, you read the description of the spell in the rule book. (After a while, you won't need to do this very often. You'll soon discover that you remember the spells you use the most.)

When the spell calls for a Saving Throw, you tell the players which category the defender is saving against. If the target is a PC, the player rolls 1d20 and compares it to the appropriate Saving Throw number on his character record sheet. If the target is a monster, you roll 1d20 and compare it to the appropriate Saving Throw number for the monster. Use the character class Saving Throws for NPCs.

In step 4c, you apply the results. If the spell causes any damage, targets that made their Saving Throws suffer one-half the normal damage. Those who failed their Saving Throws suffer full damage.

If the spell causes some result other than damage, targets that made their Saving Throws escape the effects of the spell (assuming they want to). Targets that failed their Saving Throws suffer the results outlined in the spell description.

Hand-to-Hand Combat (Step B5)

Hand-to-hand fighting, or melee combat, occurs when two or more characters stand toe-to-toe and fight it out with their fists, clubs, swords, or any other weapon they can hold in one or both hands and use to hit their opponent. To run melee combat, follow the steps in the Combat Sequence, step B5.

In Step 5a, the attackers choose targets. If the attacker is a PC, ask the player what target his character is trying to hit. If the attacker is an NPC or monster, tell the players what target he is trying to hit.

In Step 5b, the attackers make their hit rolls, using the Character Hit Roll table (just as for missile fire).

The attacker's die roll may be modified by special circumstances:

Attack Roll Modifiers Table

Circumstance	Modifier
Attacking from behind	+2 bonus to hit roll
Attacker can't see target	-4 penalty to hit roll
Larger than man-sized monster	
attacking halfling	-1 penalty to hit roll
Target exhausted	+2 bonus to hit roll
Attacker exhausted	-2 penalty to hit roll
Target behind cover	-1 to -4 to hit roll (missile fire only)

THAC0 (Optional): Using THAC0 is often an easier way to remember combat rolls. THAC0 stands for "To Hit Armor Class 0." The Character Hit Roll table shows what a character needs to hit Armor Class 0; for instance, a 1st-level fighter needs to roll 19 or better to hit a target with Armor Class 0. Instead of looking on the Hit Roll table for every attack, he only needs to remember his THAC0 is 19.

Whenever that fighter attacks, he rolls a d20 as usual. Then he adds any combat modifiers he gets, like bonuses for magical weapons or ability score adjustments. Finally, he adds the defender's Armor Class.

If the total is above his THAC0 of 19, he has scored a hit. Note that negative Armor Classes will be subtracted from the roll, making them harder to hit.

Step C

After the side that won initiative makes its attacks, the side that lost initiative gets a chance to make its attacks. The side that lost initiative now goes through all of step B in the Combat Sequence.

Step D

Once an encounter has been concluded, make a note of the battle's outcome. List all the monsters the PCs fought, and what happened to them. Did the PCs slay the monster? Did they run away from it? Did (shudder) the monster slay any of the PCs? These notes don't need to be long or complicated, as long as they help you remember what happened.

Also, have the PCs make a note of any supplies they used (for instance, if they threw a flask of holy water on a zombie), any arrows they lost, any wounds they suffered, etc. Often, if the PCs defeat the monster, they will find some of the treasure it has stolen from other unlucky characters over the years. They should make a note of any treasure they recover.

Healing Wounds

Most of the time, PCs are healed through magical means, perhaps by drinking a potion or having a spell cast on them. Magical healing occurs instantly, without any need to rest. It can be performed while still in a dungeon.

Sometimes, there is no magical means of healing available. The PCs must heal themselves by resting. For each full day a character spends resting, which means doing nothing but lying in bed, he recovers 1d4 hit points.

When a character is in town resting, don't use turns for game time. Just say, "Another day passes. Roll 1d4 for healing."

Different methods of healing can be used together to recover hit points. For instance, a PC could rest, drink a *healing potion*, and have a cleric cast a *cure light wounds* spell on him in the same day.

Some monsters do more than bite. Some inflict diseases. The PCs might also have picked up a cursed magical item in their treasure. Resting will not heal either of these conditions. A high-level cleric (probably in town) can cast *cure disease* or *remove curse* spells—for a fee.



Spells are divided into two groups: clerical spells and magical spells. Only clerics can use clerical spells; clerics cannot use magical spells. Magic-users, elves, and some monsters can use magical spells. Some spells have both clerical and magical versions.

Each spell has a Range, Duration, and Effect. The target of a spell is the person, object, or area the caster wishes to affect. Some spells can only affect the caster, and cannot be cast on others. If the range is listed as "Touch," the caster must physically touch his target.

Those spells marked with an asterisk (*) can be "reversed." The effects of a reversed spell are listed within the standard spell's description. A caster must have reached the 4th level of experience in his character class before he learns to reverse spells. Also, he must intentionally study or meditate on the reverse spell. A reverse spell does not take up extra room in a magic-user's spell book.

Clerical Spells

1st-Level	2nd-Level
Cure Light Wounds*	Bless*
Detect Evil	Find Traps
Detect Magic	Hold Person*
Light*	Know Alignment*
Protection from Evil	Resist Fire
Purify Food and Water	Silence 15' Radius
Remove Fear *	Snake Charm
Resist Cold	Speak With Animals

Spell names that are italicized as well as bold indicate reversible spells.

1st-Level Clerical Spells

Cure Light Wounds

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell either heals damage or removes paralysis. If used to heal, it can cure 1d6 + 1 points of damage. It does not heal any damage if used to cure paralysis. The cleric may cast it on himself (or herself) if desired.

This spell can never increase a creature's total hit points above the original amount.

Example: Your fighter started with 8 hit points. You lost 4 hit points in a battle with a snake. Aleena casts a *cure light wounds* spell and touches you. She rolls a 6, which could cure up to 7 points of damage. Your hit points return to 8, the amount you started with. The "extra" 3 points are not counted.

When reversed, this spell, *cause light wounds*, causes 1d6 + 1 points of damage to any creature or character touched (no Saving Throw). The cleric must make a normal Hit roll.

Detect Evil

Range: 120 feet
Duration: 6 turns
Effect: Everything within 120 feet

This spell enables a cleric to see a glow from evilly enchanted objects within 120 feet. Creatures within that range that want to harm the cleric also glow. The cleric cannot hear the actual thoughts of the creatures. Remember that "chaotic" does not automatically mean evil, although many chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous. They are not affected. No Saving Throw is allowed.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60 feet

This spell enables a cleric to see a glow from all magical objects, creatures, and places within range. It does not last very long, and is best saved until the cleric needs to know if something found during an adventure is magical. For example, a door may be held shut magically, or a found treasure might be enchanted, or perhaps an NPC is a magical illusion. No Saving Throw is allowed.

Light

Range: 120 feet
Duration: 12 turns
Effect: 30-foot-diameter sphere

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as the cleric's weapon), the light moves with the object. If cast at a creature's eyes, the creature must roll a Saving Throw vs. Spell. If the Saving Throw fails, the victim is blinded by the light for the duration of the spell.

When reversed, this spell, *darkness*, creates a circle of darkness 30 feet in diameter. It blocks all sight except infravision. *Darkness* can cancel a *light* spell if cast upon it, but may itself be canceled by another *light* spell. If cast at an opponent's eyes, *darkness* causes blindness for the duration of the spell, or until canceled. The target can make a Saving Throw vs. Spell. If he succeeds, the spell misses.

Protection from Evil

Range: 0
Duration: 12 turns
Effect: The cleric only

This spell creates an invisible magical barrier all around the cleric's body (less than an inch away). All attacks against the cleric are penalized by -1 to their hit rolls, and the cleric gains a +1 bonus to all Saving Throws, for the duration of the spell.

In addition, enchanted creatures (see "enchanted" in the glossary) cannot even touch the cleric! They may use only missile or magical attacks. This spell does not affect a *magic missile* (magical) spell.

If the cleric attacks an enchanted creature during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the cleric, but the hit roll and Saving Throw adjustments still apply for the spell's duration. No Saving Throw is allowed against this spell.

Purify Food and Water

Range: 10 feet
Duration: Permanent
Effect: See below

This spell makes spoiled or poisoned food and water safe and usable. It purifies one ration of food (either Iron or Standard rations), or six water skins of water, or enough normal food to feed a dozen people. If cast at mud, the spell causes the dirt to settle, leaving a pool of pure, clear water. The spell does not affect any living creature. No Saving Throw is allowed.

The Spell Lists

Remove Fear

Range: Touch
Duration: 2 turns
Effect: Any one living creature

This spell calms and removes any fear from any one living creature the cleric touches. If the creature is running away due to magically created fear, the creature may make another Saving Throw vs. Spell. It adds a bonus equal to the cleric's level of experience. The maximum bonus is +6. If this Saving Throw is successful, the creature stops running. A roll of 1 always fails. This second Saving Throw, with bonus, may be made even if the fear was so powerful as to allow no initial Saving Throw!

Example: A 3rd-level cleric casting this spell gives a bonus of +3 to the Saving Throw of the creature touched.

When reversed, this spell, *cause fear*, makes any one creature flee for two turns. The victim can make a Saving Throw vs. Spell to avoid the effect. This reversed spell has a range of 120 feet.

Resist Cold

Range: 0
Duration: 6 turns
Effect: All creatures within 30 feet

This spell enables all creatures within 30 feet of the cleric to withstand freezing temperatures without harm for the duration of the spell. In addition, those affected gain a bonus of +2 to all Saving Throws against cold attacks.

Any damage from cold is reduced by -1 per die of damage (but with a minimum of 1 point of damage per die). The effect moves with the cleric. No Saving Throw is allowed.

Example: The party sees a white dragon approaching (whose breath is a blast ray of cold), so the cleric warns the others to stay near and casts this spell. All characters who remain within 30 feet of the cleric gain a +2 bonus to their Saving Throws vs. Dragon Breath.

2nd-Level Clerical Spells

Bless

Range: 60 feet
Duration: 6 turns
Effect: All within a 20-foot square area

This spell improves the morale of friendly creatures by +1 and gives those affected a +1 bonus on all hit and damage rolls. It affects creatures in a 20' x 20' area, and only those who are not yet in melee combat, at the moment the spell is cast.

When reversed, this spell, *blight*, causes a -1 penalty to enemies' morale, hit rolls, and damage rolls. Each victim can make a Saving Throw vs. Spell to avoid the penalties.

Find Traps

Range: 0 (Cleric only)
Duration: 2 turns
Effect: Traps within 30 feet glow

This spell causes all traps to glow with a dull blue light when the cleric comes within 30 feet of them. It does not reveal the types of traps, nor any method of removing them. No Saving Throw is allowed.

Hold Person

Range: 180 feet
Duration: 9 turns
Effect: Paralyzes 1d4 creatures

This spell paralyzes 1d4 creatures for nine turns. It affects any human, demihuman, or humanlike creature (bugbear, gnoll, hobgoblin, kobold, lizard man, ogre, orc, or sprite). It does not affect the undead or creatures of 5 HD or more. The spell can be cast at a single person or at a group. If cast at a single person, a -2 penalty applies to the Saving Throw. If cast at a group, it affects up to four persons (of the cleric's choice), but with no penalty to their rolls. Each victim can make a Saving Throw vs. Spell to avoid the effect.

The paralysis can be removed before the end of its duration by the reverse spell, or by a *dispel magic* spell.

The reverse of the spell, *free person*, removes the paralysis of 1d4 victims of the *hold person* spell (either the magical or clerical version). It has no other effect.

Know Alignment

Range: 0 (Cleric only)
Duration: 1 round
Effect: One creature within 10 feet

This spell enables the caster to discover the alignment (Lawful, Neutral, or Chaotic) of any one creature within 10 feet. The spell can also reveal the alignment of an enchanted item or area (if any; for example, of a magical sword or temple). The subject can make a Saving Throw vs. Spell to avoid the effects.

The reverse of the spell, *confuse alignment*, lasts for one turn per level of the caster, and can be cast on any one creature, by touch. No Saving Throw is allowed. For the spell's duration, any cleric using a *know alignment* spell on the target gets a false answer. That same false answer is the result of any further attempts.

Resist Fire

Range: 30 feet
Duration: 2 turns
Effect: One living creature

For the duration of this spell, the target cannot be harmed by normal fire and heat. The target also gains a +2 bonus to all Saving Throws against magical fire (dragon's breath, *fire ball*, etc.) Furthermore, damage from such fire is reduced by 1 point per die of damage (to a minimum of 1 point of damage per die, regardless of adjustments). No Saving Throw is allowed.

Silence 15' Radius

Range: 180 feet
Duration: 12 turns
Effect: Sphere of silence 30 feet across

This spell makes the area of effect totally silent. Conversation and spells in this area are impossible for the duration of the spell. This spell does not prevent a person within the area from hearing noises outside the area. If cast on a creature, the victim must roll a successful Saving Throw vs. Spell or the spell effects move with the creature. If the Saving Throw succeeds, the spell remains where it was cast, and the victim may move out of that area. Since words must be spoken to cast spells, this spell prevents spellcasting from within its area of effect.

Snake Charm

Range: 60 feet
 Duration: 1d4 + 1 rounds or 1d4 + 1 turns
 Effect: Charms 1 HD of snakes per level of the caster

This spell enables a cleric to charm 1 Hit Die of snakes for each level of his experience. For example, a 5th-level cleric could charm one 5-HD snake, five 1-HD snakes, or any combination totalling 5 Hit Dice or less. The snakes affected rise up and sway, but cannot attack unless attacked themselves.

If used on attacking snakes, the spell's duration is 1d4 + 1 rounds; otherwise, it lasts 1d4 + 1 turns. When the spell wears off, the snakes return to normal (but with normal reactions; they are not automatically hostile). No Saving Throw is allowed.

Speak with Animals

Range: 0 (Cleric only)
 Duration: 6 turns
 Effect: Allows conversation within 30 feet

This spell enables a cleric to speak with any animals of one type that are within 30 feet for the duration of the spell. The effect moves with the caster. The cleric must name one type of animal (such as "normal bats," "wolves," etc.). Intelligent animals and fantastic creatures are not affected. When there exist both normal and giant forms, only one type (either normal or giant) may be named. The creatures' reactions are usually favorable (+ 2 bonus to reaction roll), and the cleric may talk them into doing a favor if the reaction is high enough. The animal must understand the favor requested, and the task must be possible for the creature to perform. No Saving Throw is allowed.

Magic-User Spells

1st-Level	2nd-Level	3rd-Level
Charm Person	Continual Light*	Clairvoyance
Detect Magic	Detect Evil	Dispel Magic
Floating Disc	Detect Invisible	Fire Ball
Hold Portal	ESP*	Fly
Light*	Invisibility	Haste*
Magic Missile	Knock	Hold Person*
Protoc. from Evil	Levitate	Infravision
Read Languages	Locate Object	Invisibility 10' Rad.
Read Magic	Mirror Image	Lightning Bolt
Shield	Phantasmal Force	Protoc. from Evil 10' Rad.
Sleep	Web	Protoc. from Normal Missiles
Ventriloquism	Wizard Lock	Water Breathing

1st-Level Magic-User Spells

Charm Person

Range: 120 feet
 Duration: See below
 Effect: One living person (see below)

This spell makes the target feel the caster is his best friend. He tries to defend the caster against any real or imagined threat. *Charm person* affects only humans, demihumans, and certain other creatures. It does not affect animals, undead, creatures with six or more Hit Dice, or fantastic creatures (such as gargoyles or medusae).

The target can roll a Saving Throw vs. Spell. If he succeeds, the spell has no effect.

If the caster speaks a language that the charmed target understands, the caster can give orders to the target. These orders should sound like suggestions, as if "just between friends." The target usually obeys, but orders that are contrary to the target's nature (alignment and habits) can be resisted. A target refuses to obey an order to kill itself.

A charmed target remains charmed for at least 24 hours. The target can make another Saving Throw at intervals depending on its Intelligence. A creature of high Intelligence (13-18) can check again every day. One of average Intelligence (9-12; gnome, goblin, hobgoblin, kobold) can check every week. One with low Intelligence (3-8; bugbear, gnoll, lizard man, ogre) can check only once a month. If you are charmed, your DM will tell you when to make the new Saving Throw.

The charm is automatically broken if the caster attacks the target, whether by spell or by weapon. The target remains charmed and fights normally if attacked by the caster's allies.

Detect Magic

Range: 0
 Duration: 2 turns
 Effect: Everything within 60 feet

This spell enables the caster to see a glow from all magical objects, creatures, and places within range. The effect does not last very long, and is best saved until the caster needs to see if something found during an adventure is magical.

Example: Shortly after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion lying on a table, and a treasure chest with a magic wand inside. All the magical items glow, but only the door and potion can be seen. The light of the glowing wand is hidden by the treasure chest.

No Saving Throw is allowed.



The Spell Lists

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6 feet

This spell creates an invisible, horizontal platform about the size and shape of a small round shield. It can carry up to 5,000 cn (500 pounds). It cannot be created in a place occupied by a creature or object. The floating disc forms at the height of the caster's waist, and always floats at that height. It automatically follows the caster, staying within six feet at all times. It can never be used as a weapon, because it has no solid existence and moves slowly. When the duration ends, the floating disc disappears, suddenly dropping anything upon it. No Saving Throw is allowed.

Hold Portal

Range: 10 feet
Duration: 2d6 turns
Effect: One door, gate, or similar portal

This spell magically holds shut any portal—for example, a door or gate. A *knock* spell can open the held portal. Any creature or character 3 or more Hit Dice greater than the caster can break open a held portal in one round's time, but the portal relocks if allowed to close within the duration of the spell. No Saving Throw is allowed.

Example: Any 5th-level character can break through a *hold portal* spell cast by a 2nd-level magic-user.

Light

Range: 120 feet
Duration: 6 turns +1 turn per level of the caster
Effect: Volume of 30-foot-diameter sphere

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as a coin), the light moves with the object. If cast at a creature's eyes, the creature must roll a Saving Throw vs. Spell. If the Saving Throw fails, the target is blinded by the light for the duration of the spell. If the Saving Throw succeeds, the light appears in the air behind the intended target.

When reversed, this spell, *darkness*, creates a circle of darkness 30 feet in diameter. It blocks all sight except infravision. *Darkness* cancels a *light* spell if cast upon it (but may itself be canceled by another *light* spell). If cast at an opponent's eyes, it causes blindness for the spell's duration or until canceled. The target may roll a Saving Throw vs. Spell to avoid the effects of a *darkness* spell.

Magic Missile

Range: 150 feet
Duration: 1 round
Effect: Creates 1 or more arrows

This spell creates and shoots one or more glowing arrows. Each inflicts 1d6 + 1 points of damage to any creature it strikes. Each arrow appears next to the caster and hovers there until the caster "fires" it. It automatically hits any visible target. It moves with the caster until fired or for the spell's duration. A magic missile actually has no solid form, and cannot be touched.

For every 5 levels of experience, a caster can create an additional two magic missiles. For example, a 6th-level magic-user can create three missiles. The missiles can be shot at different targets. No Saving Throw is allowed.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The caster only

This spell creates an invisible magical barrier all around the caster's body (less than an inch away). All attacks against the caster are penalized by -1 to their hit rolls, and the caster gains a +1 bonus to all Saving Throws, for the duration of the spell.

In addition, enchanted creatures (see the glossary for a definition) cannot even touch the caster! They may only use missile or magical attacks. This spell does not affect a *magic missile* spell.

If the caster attacks an enchanted creature during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the caster, but the hit roll and Saving Throw adjustments still apply for the spell's duration. No Saving Throw is allowed.

Read Languages

Range: 0
Duration: 2 turns
Effect: The caster only

This spell enables the caster to read, but not speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, for the duration of the spell. No Saving Throw is allowed.

Read Magic

Range: 0
Duration: 1 turn
Effect: The caster only

This spell enables the caster to read, but not speak, any magical words or runes, such as those found on magic scrolls and other items. Unfamiliar magic writings cannot be understood without using this spell. However, once a caster reads a scroll or runes with this spell, that magic can be read or spoken later without using a spell. All spell books are written in magical words, and only their owners can read them without using this spell. No Saving Throw is allowed.

Shield

Range: 0
Duration: 2 turns
Effect: The caster only

This spell creates a magical barrier all around the caster (less than an inch away). It moves with the caster. For the spell's duration, the caster becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

Shield also allows the caster to make a Saving Throw vs. Spell if he is attacked with a magic missile (one Saving Throw per missile). If the Saving Throw succeeds, the magic missile has no effect. No Saving Throw is allowed against the *shield* spell.

Sleep

Range: 240 feet
Duration: 4d4 turns
Effect: 2d8 Hit Dice of living creatures within a 40-foot-square area

This spell puts creatures to sleep for 4d4 turns. It affects only creatures with 4 + 1 Hit Dice or less—generally small or man-sized creatures. All the creatures to be affected must be within a 40'x 40' area. The spell does not work against undead or very large creatures, such as dragons. Any sleeping creature can be awakened by force (such as a slap or kick). Any sleeping creature may be killed with a single blow of

any edged weapon, regardless of its hit points or AC.

The Dungeon Master rolls 2d8 to find the total Hit Dice of creatures affected. No Saving Throw is allowed.

Ventriloquism

Range: 60 feet
Duration: 2 turns
Effect: One item or location

This spell enables the caster to make the sound of his or her voice come from somewhere else, such as a statue, animal, dark corner, and so forth. No Saving Throw is allowed.

2nd-Level Magic-User Spells

Continual Light

Range: 120 feet
Duration: Permanent
Effect: Volume of 60-foot-diameter sphere

This spell creates a globe of light 60 feet across. It is much brighter than a torch, but not as bright as full daylight. It continues to glow forever, or until magically removed. It may be cast on an object, just as the 1st-level *light* spell. If cast at a creature's eyes, the target must roll a Saving Throw vs. Spell. If the Saving Throw fails, the target is blinded. If the Saving Throw succeeds, the globe still appears, but it remains where it was cast, and the intended target suffers no ill effects.

The reverse of this spell, *continual darkness*, creates a completely dark volume 30 feet in radius. Torches, lanterns, and even a *light* spell cannot affect it. Infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a Saving Throw vs. Spell or be blinded until the spell is removed. A *continual light* spell cancels these effects.

Detect Evil

Range: 60 feet
Duration: 2 turns
Effect: Everything within 60 feet

This spell enables the caster to see a glow from all evilly enchanted objects within 60 feet. It also causes creatures within this range that want to harm the caster to glow. The actual thoughts of the creatures cannot be heard. Remember that "chaotic" does not automatically mean evil, although many chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous. They are not affected. No Saving Throw is allowed.

Detect Invisible

Range: 10 feet per level of the caster
Duration: 6 turns
Effect: The caster only

This spell enables the caster to see all invisible creatures and objects within range. The range is 10 feet for each experience level of the caster. For example, a conjurer can use this spell to see invisible things within 30 feet. No Saving Throw is allowed.

ESP

Range: 60 feet
Duration: 12 turns
Effect: All thoughts in one direction

This spell enables the caster to "hear" thoughts. The caster must concentrate in one direction for six rounds (one minute) to ESP the thoughts of a creature within range (if any). Any single living creature's thoughts may be understood, regardless of the language. The thoughts (if any) of undead creatures cannot be "heard."

If more than one creature is within range and in the direction concentrated on, the caster "hears" a confused jumble of thoughts. The caster may only sort out the jumble by concentrating for an extra six rounds to find a single creature. ESP is not hampered by any amount of wood or liquid. It can penetrate as much as 2 feet of rock, but a thin coating of lead blocks the spell. Targets may make a Saving Throw vs. Spell to avoid the effects of this spell.

The reverse spell, *mindmask*, may be cast, by touch, on any one creature. The target is completely immune to *ESP* and all other forms of mind reading for the duration of the spell.

Invisibility

Range: 240 feet
Duration: Permanent until broken
Effect: One creature or object

This spell makes any one creature or object invisible. When a creature becomes invisible, all items carried and worn also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). If the caster makes an object invisible that is not being carried or worn, it becomes visible again when touched by any living creature. An invisible creature remains invisible until he or she attacks or casts any spell. A light source (such as a torch) may be made invisible, but the light given off always remains visible. No Saving Throw is allowed.

Knock

Range: 60 feet
Duration: See below
Effect: One lock or bar

This spell opens any type of lock. Any normal or magically locked door (by a *hold portal* or *wizard lock* spell), and any secret door, may be opened when found (but a secret door must be found before it can be opened). Any locking magic remains effective, however, and resumes when the door is closed. This spell can also cause a gate to open, even if stuck, and can open any treasure chest easily. It can also open a barred door, magically forcing the bar to fall to the floor. If a door is locked and barred, only one barrier is removed. No Saving Throw is allowed.

Levitate

Range: 0
Duration: 6 turns + 1 turn per level of the caster
Effect: The caster only

This allows the caster to move up or down in the air without any support. This spell does not, however, allow the caster to move from side to side. For example, an elf could levitate to a ceiling, and then could move sideways by pushing and pulling. Motion up or down is at the rate of 20 feet per round. The spell cannot be cast on another person or object.

The caster can carry a normal amount of weight while levitating, possibly another man-sized creature (if it is not wearing metal armor). Any creature smaller than man-size can be carried, unless similarly heavily laden. No Saving Throw is allowed.

The Spell Lists

Locate Object

Range: 60 feet + 10 feet per level of the caster
Duration: 2 turns
Effect: One object within range

This spell enables the caster to find a specific object, or a common type of object (such as a flight of stairs). The caster must know exactly what the specific object looks like. The spell points to the nearest desired object within range, giving the direction but not the distance. The range increases as the caster gains levels of experience. For example, a seer can locate objects up to 80 feet away; a conjurer up to 90 feet. No Saving Throw is allowed.

Mirror Image

Range: 0
Duration: 6 turns
Effect: The caster only

This spell enables the caster to create 1d4 additional images that look and act exactly the same as the caster. The images appear and remain next to the caster, moving if the caster moves, talking if the caster talks, and so forth. The caster need not concentrate; the images remain for the duration of the spell, or until hit. The images are not real, and they cannot actually perform any concrete tasks. Any successful attack on the caster strikes an image instead. That image disappears (regardless of the actual damage). (No Saving Throw).

Phantasmal Force

Range: 240 feet
Duration: Concentration (see below)
Effect: A volume 20' x 20' x 20'

This spell creates or changes appearances within the area affected. The caster usually creates the illusion of some creature or object he or she has actually seen. If he uses his imagination instead, the DM gives a bonus to Saving Throws against the spell's effects.

If the caster does not use this spell to attack, the illusion disappears when touched. If the spell is used to "create" a monster, it has AC 9 and disappears when hit. The phantasmal force remains as long as the caster concentrates. If the caster moves, takes any damage, or fails any Saving Throw, his concentration is broken and the phantasm disappears.

If the spell is used as an attack (a phantasmal magic missile, collapsing wall, etc.), the target can roll a Saving Throw vs. Spell; if he succeeds, the target is not affected and he realizes the attack is an illusion.

This spell never inflicts any real damage! Those "killed" by it merely fall unconscious, those "turned to stone" are paralyzed, and so forth. These effects wear off in 1d4 turns.

Web

Range: 10 feet
Duration: 48 turns
Effect: A volume 10' x 10' x 10'

This spell creates a mass of sticky strands that are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great Strength can break through a web in two rounds. A human of average Strength (a score of 9-12) takes 2d4 turns to break through the web. Flames (from a torch, for example) destroy the web in two rounds, but all creatures entangled within the web are burned for 1d6 points of damage. Anyone wearing *gauntlets of ogre power* (a magical treasure) can break free of a web in four rounds. Targets can make only one Saving Throw vs. Spell to escape a web. Once stuck, they must fight their way out.

Wizard Lock

Range: 10 feet
Duration: Permanent
Effect: One portal or lock

This spell is a more powerful version of a *hold portal* spell. It works on any lock, not merely doors, and lasts forever (or until magically dispelled). However, a *knock* spell can be used to open the wizard lock. A wizard-locked door may be opened easily by its original caster, and also by any magic-using character or creature of 3 or more levels (or Hit Dice) greater than the caster. Any such opening does not remove the magic, and the spell resumes when the object closes (just as with the *hold portal* spell). No Saving Throw is allowed.

3rd-Level Magic-User Spells

Clairvoyance

Range: 60 feet
Duration: 12 turns
Effect: See through another's eyes

With this spell, the caster may see an area through the eyes of any single creature in it. The creature must be in range, and in the general direction chosen by the caster. The effects of this spell may be blocked by more than two feet of rock or a thin coating of lead.

Seeing through a creature's eyes takes one full turn, after which the caster can change to another creature, possibly in another area entirely. No Saving Throw is allowed.

Dispel Magic

Range: 120 feet
Duration: Permanent
Effect: Destroys spells in a 20-foot cube

This spell destroys other spell effects in a cubic area 20' x 20' x 20'. It does not affect magical items. Spell effects created by a caster (whether cleric, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher level caster might not be affected. The chance of failure is 5% per level of difference between the casters.

Example: A 5th-level elf trying to dispel a *web* spell cast by a 7th-level magic-user would have a 10% chance of failure. No other Saving Throw is allowed.

Fire Ball

Range: 240 feet
Duration: Instantaneous
Effect: Explosion in a 40-foot-diameter sphere

This spell creates a missile of fire that bursts into a ball of fire of 20-foot radius where it strikes a target. The fire ball causes 1d6 points of fire damage per level of the caster to every creature in the area. Each victim can roll a Saving Throw vs. Spell; if he succeeds, the spell only causes half damage.

Example: A *fire ball* cast by a 6th-level magic-user bursts for 6d6 points of damage, those making the Saving Throw take one half the total damage.

Fly

Range: Touch
 Duration: 1d6 turns + 1 turn per level of the caster
 Effect: One creature may fly

This spell enables the target (possibly the caster) to fly. The spell permits movement in any direction and at any speed up to 360 feet per turn (120 feet per round) by mere concentration. The target may also stop and hover at any point (as a *levitate* spell). Hovering does not require concentration. The exact duration is not known to anyone but the DM, who rolls those dice secretly. No Saving Throw is allowed.

Haste*

Range: 240 feet
 Duration: 3 turns
 Effect: 4d6 creatures move double speed

This spell enables up to 4d6 creatures in a 60-foot-diameter circle to perform actions at double speed for a half hour. Those affected may move at up to twice normal speed and make double the normal number of missile or hand-to-hand attacks. This spell does not affect the rate at which magic works, so the casting of spells and the use of devices (such as wands) cannot be speeded up.

The reverse of this spell, *slow*, removes the effects of a *haste* spell, or causes the targets to move and attack at half normal speed for the duration of the spell. As with *haste*, spellcasting is not affected. The targets roll a Saving Throw vs. Spells to avoid the effect.

Hold Person*

Range: 120 feet
 Duration: 1 turn/level
 Effect: Paralyzes 1d4 creatures

This spell enables the caster to paralyze 1d4 creatures. It affects human, demihuman, and humanlike creatures (bugbear, dryad, gnom, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie, or sprite). It cannot affect the undead or creatures larger than ogres.

The spell may be cast at a single target or at a group. If cast at a single target, a -2 penalty applies to the Saving Throw. If cast at a group, it affects 1d4 persons (of the caster's choice), but with no penalty to their rolls. Each target must roll a Saving Throw vs. Spell or be paralyzed.

The reverse of the spell, *free person*, removes the paralysis of 1d4 targets of a *hold person* spell (whether magical or clerical).

Infravision

Range: Touch
 Duration: 24 hours
 Effect: One living creature

This spell enables the target to see in the dark, to a 60-foot range. (See the "Monsters" chapter for notes on infravision.) No Saving Throw is allowed.

Invisibility 10' Radius

Range: 120 feet
 Duration: Permanent until broken
 Effect: All creatures within 10 feet

This spell makes the target and all others within 10 feet (at the time of casting) invisible. This is an area effect, and those who move farther than 10 feet from the target become visible. They may not regain invis-

ibility by returning to the area. Otherwise, the invisibility is the same as that bestowed by the 2nd-level magic-user's spell *invisibility*. All items carried (whether by the target or others within 10 feet) also become invisible. No Saving Throw is allowed.

Lightning Bolt

Range: 180 feet
 Duration: Instantaneous
 Effect: Bolt 60 feet long, 5 feet wide

This spell creates a bolt of lightning, starting up to 180 feet away from the caster and extending 60 feet farther away. All creatures within the area of effect suffer 1d6 points of damage per level of the caster. Each victim can roll a Saving Throw vs. Spell; if he succeeds, he suffers only half damage. If the *lightning bolt* strikes a solid surface (such as a wall), it bounces back toward the caster until the total length of the bolt is 60 feet.

Protection from Evil 10' Radius

Range: 0
 Duration: 12 turns
 Effect: Barrier 20 feet in diameter

This spell creates an invisible magical barrier all around the caster, extending 10 feet in all directions. The spell serves as protection from evil attacks (attacks by monsters of an alignment other than the caster's). Each creature within the barrier gains a +1 to all Saving Throws, and all attacks against those within are penalized by -1 to the attacker's Hit roll while the spell lasts.

In addition, enchanted creatures (see "enchanted" in the glossary) cannot attack those within the barrier in hand-to-hand combat. Enchanted creatures can attack with missile or magical attacks, however.

If anyone within the barrier attacks an enchanted creature, the barrier no longer prevents that creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to hit rolls still apply. No Saving Throws may be made to negate the effects of this spell.

Protection from Normal Missiles

Range: 30 feet
 Duration: 12 turns
 Effect: One creature

This spell causes all small, nonmagical missiles to miss the target of the spell. A catapult stone or a magical arrow would not be affected. No Saving Throw is allowed.

Water Breathing

Range: 30 feet
 Duration: 1 day
 Effect: One air-breathing creature

This spell enables the target to breathe while under water (at any depth). It does not affect movement in any way, nor does it alter the ability to breathe in air. No Saving Throw is allowed.

Monsters

Monsters may be friendly or unfriendly, wild or tame. They range from normal animals to fantastic creatures of myth and imagination. Many types of monsters are listed on the following pages. To make them easier to find, we have arranged them in alphabetical order. The DM uses these monsters as the friends and opponents of the player characters.

Infravision

Many nonhuman monsters have infravision, in addition to normal sight. Infravision is the ability to see up to 60 feet in the dark by seeing heat (and the lack of it). Both normal and magical light make infravision useless. Fire and other heat sources can interfere with infravision, the same way a bright flash can make your vision go black for a short time.

To a creature with infravision, warm things seem red and cold things seem blue. For example, a party of characters hiding in darkness might look like a group of reddish shapes. Some bodies would seem a faint pink (armor), while others—an unarmored magic-user, for example—would be a brighter red. A cold pool of water would seem a deep blue color. Even an item or creature that is the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen with infravision.

Note that a character (such as a thief or halfling) in complete darkness cannot hide from a monster with infravision. But if a light source was nearby, even if it was dim, it would interfere with the monster's infravision and cast shadows. The character could hide in the shadows.

Hit Dice

We've already explained that Hit Dice measure a monster's size and toughness. The more Hit Dice a monster has, the more experience points it is worth. The DM rolls a monster's Hit Dice to see how many hit points it has. Sometimes the Hit Dice have a bonus or penalty included, as a minus or plus number. This makes some monsters a little more or less powerful than their Hit Dice would show. The number is added to or subtracted from the total hit points rolled on all the Hit Dice. For example, 2 +1 Hit Dice means "the total of two eight-sided dice, plus one point," or 3-17 hit points. In monster descriptions, the Hit Dice may be listed as 1-1 ("one minus one"), 1 +2, 3 +1, and so forth. Every creature has at least 1 hit point, regardless of any subtractions.

Monster Levels

A monster's level is its Hit Dice plus any special bonus stars. A monster with 1 Hit Die is called a 1st-level monster. A monster with 2 Hit Dice is a 2nd-level monster, and so forth. A monster with 2 Hit Dice and a special bonus star is a 3rd-level monster. Ignore any pluses or minuses; for example, a monster with 2 +1 Hit Dice is still a 2nd-level monster.

Monsters are encountered most often on the dungeon level equal to their level. For example: A goblin has 1-1 Hit Dice; it is a 1st-level monster. Therefore, most of the goblins encountered by a party will be found on the first level of a dungeon; that is, the first level below the surface. Goblins are found less frequently on other levels of a dungeon.

If encountered elsewhere than on their own level, the difference between the monster's level and the dungeon level should usually be no more than 2.

Number of Monsters

The number of monsters normally found together is given in each monster description as "Number Appearing." You should adjust this number if the monsters' level is different from the dungeon level on which they are encountered.

If a monster is encountered on an upper (easier) level of the

dungeon, the number encountered should be less than normal. For example, gnolls have 2 Hit Dice; they are 2nd-level monsters. On dungeon level 2, characters should find 1d6—the number given in the description. However, on dungeon level 1, there should be fewer gnolls; the party might only find 1d4.

If a monster is encountered on a lower dungeon level than its Hit Dice, the number appearing should be larger than normal. For example, on dungeon level 3, the characters might find 2d4 gnolls sticking together for protection. On level 4, they might find 2d6—or more.

Why make these adjustments? To make your game fairer and more enjoyable for your players. If low-level characters encounter too many tough monsters on the first and second levels of a dungeon, they might be overpowered. Using these guidelines, they can still encounter dangerous monsters. But they'll only find them in very small numbers. For example, bugbears are 3rd-level monsters (3 +1 Hit Dice). The number appearing is normally 2d4. Eight bugbears, the maximum number, can destroy a low-level party. Using these guidelines, you'd adjust it so the party would actually only meet, say, 1d3 bugbears on dungeon level 1.

Reactions

Monsters can have nearly any reaction to finding a party of characters. Sometimes the monster description tells you to use a particular mood. If you're uncertain how a monster reacts, use the Monster Reaction Chart in the Adventures chapter (page 17).

Combat

Hit rolls and damage rolls are made the same way for both monsters and characters. The Monsters' Hit table, however, is different. In general, bigger or tougher monsters find it easier to hit their targets.

To find the hit roll needed by an attacking monster, find the monster's Hit Dice (always given in the description) on the chart. The Hit Chart for that monster is the line of numbers next to the Hit Dice. Part of the chart is given here; the entire chart is given on the DM's Screen, for easy reference.

Saving Throws

Monster Saving Throws are discussed on page 14.

Special Attacks

Many monsters make special attacks. These are mentioned in the descriptions. A character can usually avoid the effects of a special attack by making a Saving Throw (though energy drain has no Saving Throw). Refer to this section whenever a monster uses its special attacks.

Blindness: Blindness can result from certain spells or actions, or when fighting in the dark without infravision. Some forms of "blindness" do not involve sight! The bat and giant shrew, for example, "see" using sound, and may be "blinded" by the cleric spell *silence 15' radius*.

A blinded creature can attack, but with a -4 penalty to all hit rolls. Anyone attacking a blinded creature gains a +4 bonus to all hit rolls, since the victim cannot properly defend itself. A blinded creature can move at 1/3 normal speed, or up to 2/3 normal speed if guided or led.

As a DM's option, a character also cannot normally attack an invisible opponent. However, if a magic-user or elf uses a *detect invisible* spell, the caster may guide others by words or actions. This makes attacks possible. The characters attacking the invisible creature are treated as if they are blinded, using the guidelines given above.

Charm: Some monsters can enchant a character so that the character believes the monster is a friend. If a character is the target of a charm attack (from a harpy, for example) and fails a Saving Throw vs. Spell, the character is immediately charmed.

Monsters' Hit Table

Monster's Hit Dice	Defender's Armor Class														
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20

A charmed character is too confused to use any spells or magical items that require concentration. He cannot make decisions. The charmed character cannot attack or harm the charming monster in any way. He obeys simple commands from the creature if they both know the same language. Even if the charmed character does not understand the monster's speech, he still tries to protect the monster from harm.

If the charming monster is killed, the charm effect disappears. (A higher level spell, *dispel magic*, can break the charm without killing the monster.)

Energy Drain: This is a dangerous attack form, with no Saving Throw allowed. If a character is hit by an energy drain attack (by a wight, for example), the character loses one level of experience! (A monster loses 1 Hit Die from this effect.) The energy drain removes all the benefits of that level—hit points, spells, and so forth—as soon as it occurs. The victim's Experience Point total drops to the midpoint of the new level.

A 1st-level character hit by an energy drain attack is killed. There is normally no way to cure an energy drain. The character can only regain the level by earning the Experience Points all over again.

Example: An adept with 2,800 XP sees a wight, and steps forward in an attempt to turn it. The attempt fails and the wight strikes the character. The adept immediately becomes an acolyte, with 750 XP. In the following round of combat, the wight strikes the character again, and the acolyte is killed by the energy drain.

Paralysis: This effect "freezes" a character. If a character is hit by a paralyzing attack and fails the Saving Throw vs. Paralysis, the character is unable to do anything. The character is not dead—a character cannot die from mere paralysis.

A paralyzed character remains awake, aware of what is happening, but cannot do anything that requires movement (including speaking, spellcasting, and so forth) until the paralysis ends. All attacks on a paralyzed creature automatically hit; only a roll for damage is made. Paralysis itself has no permanent effects. It lasts for 2d4 turns (unless a different number is given in the monster description). The clerical spell *cure light wounds* can be used to remove the paralysis, but it will not cure any damage when used for this purpose.

Poison: Poison is a danger to all characters. If a character is hit by a poisonous attack (by a snake, for example) and misses the Saving Throw vs. Poison, the character usually dies. Since "instant death" by poison isn't a lot of fun, the DM can use this optional damage rule. If the character fails his Saving Throw vs. Poison, he takes a set amount of damage. We think 1d6 point per Hit Die of the monster is fair.

Petrification: This is a dangerous ability of certain fantastic monsters. It might be the effect of a monster's gaze, breath, or normal hit in combat, as given in the monster description. The target makes a Saving Throw vs. Turn to Stone. If he fails, the target turns into a stone statue. All equipment carried, whether normal or magical, turns to stone with the target. It becomes part of the statue.

Descriptions

Each entry on the following pages has a description of a monster, often including notes on its behavior. A list of details, called the statistics for that monster, is given above each description. Statistics are always listed in the same order.

Name: If the name of a monster is followed by an asterisk (*), then a special or magical weapon is needed to hit that monster. You should

use these monsters with caution; they are very dangerous to low-level characters.

Armor Class: This value includes the toughness of the creature's skin, its speed or agility, and the armor it wears (if any). The DM may adjust a monster's AC in special situations. For example, a hobgoblin is normally AC 6 (probably wearing leather armor), but it could find some plate mail. If it puts on the plate mail, the DM can change it to AC 2.

Hit Dice: This is the number of eight-sided dice (d8s) you use to find the monster's hit points.

If one or more asterisks (*) appears next to the Hit Dice number, the monster has one (or more) special abilities. These are explained in the description. Special abilities affect the number of XP earned for defeating the monster (see Experience Points).

With the Hit Dice is a size code: S means smaller than man-sized, M means man-sized, and L means larger than man-sized.

Move: This gives the movement rate for the monster. The number of feet the monster moves in one ten-minute turn is given first. The number in parenthesis is the movement rate per round (for encounters).

Some monsters have a second movement rate. The first is the rate for walking, and the second is a special form of movement, such as swimming, flying, or climbing.

Attacks: This gives the number and type of attacks the monster can use in one round.

Damage: If a monster hits a target, damage is inflicted; the amount is given here as a range. You roll dice to find the exact number. When a monster has more than one attack in a round, the attacks and damages are given in the same order. "By weapon" means that the monster always attacks with a weapon. The damage depends on the weapon.

No. Appearing: The first dice roll shows the number of monsters normally found in a dungeon room. The second dice roll shows how many are normally found in a lair. If "0" is given, the creatures are never found in a lair.

If a monster is found on a dungeon level different from its level (Hit Dice), the number appearing range should be changed. See the "Number Appearing" comments on the previous page for details.

Save As: The Saving Throw numbers for monsters are the same as those for character classes. The Saving Throws for all classes, including higher level characters and "Normal Men," are listed on the DM's Screen.

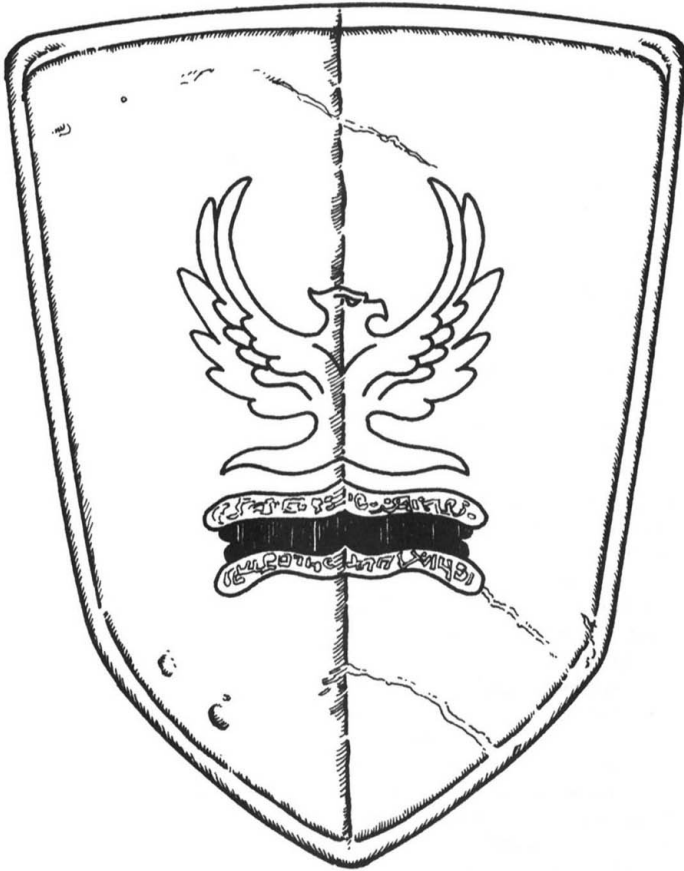
Morale: This number is the suggested morale of the monsters. Morale is an optional rule which is used in combat to determine whether the monsters run away, surrender, or fight to the death.

Treasure Type: To find whatever treasure a monster is guarding, compare the letter given here to the letters on the Treasure Types Chart (page 55). Complete instructions for using the chart are given on that page. "Nil" means there is no treasure.

If a treasure type is given in parentheses, it is the treasure carried by the monster. If two treasure types are given, the first (in parentheses) is the treasure carried, and the second is the treasure in the monster's lair. If no parentheses are used, the monster carries no treasure.

Alignment: Monsters may be Lawful, Neutral, or Chaotic. Animals are usually Neutral. A good Dungeon Master always considers alignment when playing the role of a monster. Only intelligent monsters can speak an alignment language.

XP Value: This is the Experience Points earned for defeating one monster of the type described. However, the DM may give more XP



for monsters in tough encounters, such as an attack on a well-defended lair.

Description: A general description of the monster's habits is given below the statistics. It includes details of any special abilities or behavior. The following terms may be used:

A *carnivore* is a creature that prefers to eat meat, and does not usually eat plants.

An *herbivore* is a creature that prefers to eat plants rather than meat.

An *insectivore* is a creature that prefers to eat insects, rather than plants or red meat.

An *omnivore* is a creature that will eat nearly anything edible.

A *nocturnal* creature is normally active at night, sleeping during the day. However, dungeons are often dark as night, and a nocturnal creature may be awake during "daylight hours" if found within a dark dungeon.

A monster's home is called its lair. Most monster lairs are in dungeon rooms or outside, hidden in the wilderness. Most monsters defend their lairs fiercely.

Monster Lists

Basilisk

Armor Class:	4
Hit Dice:	6 + 1** (L)
Move:	60' (20')
Attacks:	1 bite/1 gaze
Damage:	1d10 + petrification
No. Appearing:	1d6 (1d6)
Save As:	Fighter: 6
Morale:	9
Treasure Type:	F
Alignment:	Neutral
XP Value:	950

A basilisk is a ten-foot-long, non-intelligent, magical lizard. It lives in underground caverns or wild and tangled thickets. Any creature hit by a basilisk must roll a Saving Throw vs. Turn to Stone or be petrified (including equipment carried).

The basilisk's gaze has the same effect; anyone meeting its gaze must make the same Saving Throw or be petrified. A surprised character automatically meets its gaze. A character in hand-to-hand combat with the creature must either avoid the gaze or make his Saving Throw each round. If he tries to avoid the gaze, the character gets a -4 penalty to all hit rolls against the monster. The basilisk gains a +2 bonus to its attacks.

An attacking character can hold a mirror in front of himself for more protection. If using a mirror, his hit roll penalty is -2 (instead of -4); however, the attacker cannot use a shield. The area must be lit for the mirror to be effective. If the basilisk sees itself in the mirror (a roll of 1 on 1d6, checked each round), it must roll a Saving Throw or be turned to stone!

Bat

	<i>Normal</i>	<i>Giant</i>
Armor Class:	6	6
Hit Dice:	1/4 (1 hit point) *	2*
Move:	9' (3')	30' (10')
Flying:	120' (40')	180' (60')
Attacks:	Confusion	1 bite
Damage:	Nil	1d4
No. Appearing:	1d100 (1d100)	1d10 (1d10)
Save As:	Normal Man	Fighter: 1
Morale:	6	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP Value:	5	20

Bats are nocturnal, flying insectivores. They often live in caves or abandoned buildings. They find their way about by echo-location (a type of radar using hearing and echoes to locate objects). Since they have very weak eyes, spells that affect sight (such as *light*) do not work on bats. However, a *silence 15' radius* spell effectively "blinds" a bat.

Normal Bats: Normal bats do not attack men, but may confuse them by flying around their heads. There must be at least ten bats to confuse one target. A confused target gets a -2 penalty on Hit rolls and Saving Throws and cannot cast spells. Normal bats must check morale each round unless they are controlled or summoned.

Giant Bats: Giant bats are carnivores. They may attack a party if they are extremely hungry. Five percent of all giant bat encounters are groups of giant vampire bats, far more dangerous creatures (XP value 25). The bite of a giant vampire bat causes no extra damage but its target must roll a Saving Throw vs. Paralysis or fall unconscious for 1d10 rounds. This allows the vampire bat to feed without being disturbed. It drains 1d4 hit points (of blood) per round. Any target who dies from having his blood drained by a giant vampire bat must roll a Saving Throw vs. Spell or become an undead creature 24 hours after death.

Bear

	<i>Black</i>	<i>Grizzly</i>	<i>Polar</i>	<i>Cave</i>
Armor Class:	6	8	6	5
Hit Dice:	4 *	5 *	6 *	7 *
Move:	120' (40')	120' (40')	120' (40')	120' (40')
Attacks:	2 claws/1 bite			
Damage:	1d3 x 2/1d6	1d4 x 2/1d8	1d6 x 2/1d10	2d4 x 2/2d6
No. Appearing:	1d4 (1d4)	1 (1d4)	1 (1d2)	1d2 (1d2)
Save As:	Fighter: 2	Fighter: 3	Fighter: 3	Fighter: 4
Morale:	7	10	8	9
Treasure Type:	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	125	300	500	850

Bears are well-known to all adventurers. If any bear hits one target with both paws in one round, the bear hugs its target. It inflicts 2d8 points of additional damage in that same round.

Black Bear: Black bears have black fur and stand about six feet tall. They are omnivores but prefer roots and berries. A black bear does not usually attack unless it is cornered and cannot escape. Adult black bears fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as fresh fish and sweets.

Grizzly Bear: Grizzly bears have silver-tipped brown or reddish brown fur and stand about nine feet tall. They are fond of meat and are much more likely to attack than black bears. Grizzlies are found in most climates, but are most common in mountains and forests.

Polar Bear: Polar bears have white fur and stand about 11 feet tall. They live in cold regions. They usually eat fish, but often attack adventurers. These huge bears are good swimmers, and their wide feet enable them to run across snow without sinking.

Cave Bear: Cave bears are a type of giant grizzly bear that live in caves and "lost world" areas. They stand about 15 feet tall and are the most ferocious of all bears. Though they are omnivores, cave bears prefer fresh meat. They have poor eyesight but a good sense of smell. If hungry, they will follow a track of blood until they have eaten.

Beetle, Giant

	<i>Fire</i>	<i>Oil</i>	<i>Tiger</i>
Armor Class:	4	4	3
Hit Dice:	1 + 2 (S)	2 * (M)	3 + 1 (L)
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1 bite	1 bite + special	1 bite
Damage:	2d4	1d6 + special	2d6
No. Appearing:	1d8 (2d6)	1d8 (2d6)	1d6 (2d4)
Save As:	Fighter: 1	Fighter: 1	Fighter: 2
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Alignment:	Neutral	Neutral	Neutral
XP Value:	15	25	50

Fire Beetle: Fire beetles are 2¹/₂-foot-long creatures often found below ground. They are nocturnal, but may be active underground at any time. A fire beetle has two glowing glands above its eyes and one near the back of its abdomen. These glands give off light in a ten-foot radius. They continue to glow for 1d6 days after they are removed.

Oil Beetle: Oil beetles are three-foot-long giant beetles that sometimes burrow underground. When attacked, an oil beetle squirts an oily fluid at one of its attackers (make a hit roll; the range is five feet). If the oil hits, it raises painful blisters, causing a -2 penalty to the target's hit rolls until cured by a *cure light wounds* spell or until 24 hours have passed. (If the spell is used to cure blisters, it cannot also cure damage.) Oil beetles can also attack with their mandibles (horned jaws).

Tiger Beetle: Tiger beetles are four-foot-long giant beetles. They have a striped carapace (a shell-like covering) that resembles a tiger's skin. They are carnivores, and usually prey on robber flies. They have been known to attack and eat adventurers, crushing them with their powerful mandibles.

Black Pudding *

Armor Class:	6
Hit Dice:	10 * (L)
Move:	60' (20')
Attacks:	1
Damage:	3d8
No. Appearing:	1 (0)
Save As:	Fighter: 5
Morale:	12

Treasure Type:	See below
Alignment:	Neutral
XP Value:	1,600

A black pudding is a nonintelligent blob 5d6 feet in diameter. Puddings are always hungry; they dissolve wood and corrode metal in one turn, but cannot affect stone. They can travel on ceilings and walls, and can pass through small openings. A pudding can only be killed by fire. Other attacks (weapons or spells) merely break it up into smaller puddings. Each of these has 2 HD and inflicts 1d8 points of damage per blow. Puddings normally have no treasure, but gems (the only remnants of previous victims) might be found nearby.

Bugbear

Armor Class:	5
Hit Dice:	3 + 1 (L)
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon + 1
No. Appearing:	2d4 (5d4)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	(P + Q) B
Alignment:	Chaotic
XP Value:	75

Bugbears are giant, hairy goblins. Despite their size and awkward walk, they move very quietly. They attack without warning whenever they can. They surprise on a roll of 1-3 (on 1d6) due to their stealth. When using weapons, they add +1 to all hit and damage rolls because of their strength.

Carrion Crawler

Armor Class:	7
Hit Dice:	3 + 1 * (L)
Move:	120' (40')
Attacks:	8 tentacles
Damage:	Paralysis
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
Alignment:	Neutral
XP Value:	75

This scavenger is a nine-foot-long, three-foot-high many-legged worm. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by eight tentacles, each two feet long. The tentacles paralyze unless the target rolls a successful Saving Throw vs. Paralysis. A tentacle hit does no actual damage.

Once paralyzed, a target is eaten in three turns (unless the carrion crawler is being attacked). Unless magically cured, the paralysis wears off in 2d4 turns. Carrion crawlers are not normally found outside of dungeons.

Cat, Great

The Great Cats are normally cautious. They avoid fights unless forced by extreme hunger or when trapped with no escape route. Though they may be found in a relaxed or even playful mood, they are subject to rapid and violent changes of temper. They often develop a fondness for one type of food, and go out of their way to hunt that type of prey. The Great Cats rarely go deeply into caves, and usually remember a quick escape route to the outdoors. Despite their shyness,

Monsters

	<i>Mountain Lion</i>	<i>Panther</i>	<i>Lion</i>	<i>Tiger</i>	<i>Sabre-tooth Tiger</i>
Armor Class:	6	4	6	6	6
Hit Dice:	3 + 2 (L)	4 (L)	5 (L)	6 (L)	8 (L)
Move:	150' (50')	210' (70')	150' (50')	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d3/1d3/1d6	1d4/1d4/1d8	1d4 + 1 / 1d4 + 1/1d10	1d6/1d6/2d6	1d8/1d8/2d8
No. Appearing:	1d4 (1d4)	1d2 (1d6)	1d4 (1d8)	1 (1d4)	1d4 (1d4)
Save As:	Fighter: 2	Fighter: 2	Fighter: 3	Fighter: 3	Fighter: 4
Morale:	8	8	9	9	10
Treasure Type:	U	U	U	U	V
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value:	50	75	175	275	650

they are very inquisitive, and may follow a party out of curiosity. They always chase a fleeing prey.

Mountain Lion: This tawny-furred species lives mostly in mountainous regions but also inhabits forests and deserts. They wander farther into dungeons than any other species of Great Cat.

Panther: Panthers are found on plains, forests, and open shrub lands, or sometimes as guardians of important persons or treasures. They are extremely quick and can outrun most prey over short distances.

Lion: Lions generally live in warm climates and thrive in savannah and brush lands near deserts. They usually hunt in groups, known as prides.

Tiger: Tigers are the largest of the common Great Cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage. They often surprise their prey (on a roll of 1-4 on 1d6) when in woodlands.

Sabre-Tooth Tiger: Sabre-tooth tigers are the largest and most ferocious of the Great Cats. They have oversized fangs, from which they get their name. Fortunately, sabre-tooth tigers are mostly extinct, except in "lost world" areas.

Centipede, Giant

Armor Class:	9
Hit Dice:	1/2 (1-4 hp) (S)
Move:	60' (20')
Attacks:	1 bite
Damage:	Poison
No. Appearing:	2d4 (1d8)
Save As:	Normal Man
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	6

A giant centipede is a foot-long insect with many legs. Centipedes prefer dark, damp places. The bite inflicts no damage, but the target must roll a successful Saving Throw vs. Poison or become ill for ten days. Characters who do not make their Saving Throws move at 1/2 speed. They are so weak they cannot do any physical action besides walking.

Chimera

Armor Class:	4
Hit Dice:	9 ** (L)
Move:	120' (40')
Flying:	180' (60')
Attacks:	2 claws/3 heads + breath
Damage:	1d3/1d3/2d4/1d10/3d4 + 3d6
No. Appearing:	1d2 (1d4)
Save As:	Fighter: 9
Morale:	9

Treasure Type:	F
Alignment:	Chaotic
XP Value:	2,300

A chimera is a horrid combination of three different creatures. It has three heads (goat, lion, and dragon), the body of a lion, the hindquarters of a goat, and the wings and tail of a dragon. The goat's head butts, the lion's head bites, and the dragon's head can bite or breathe fire (a cone 50 feet long, ten feet wide at the end, for 3d6 points of damage). The breath can be used only three times per day. If determined randomly, the chance of breathing fire is 50% per round, as with dragons. Chimeras usually live in wild hills, but they may occasionally be found in dungeons.

Cockatrice

Armor Class:	6
Hit Dice:	5 ** (S)
Move:	90' (30')
Flying:	180' (60')
Attacks:	1 beak
Damage:	1d6 + petrification
No. Appearing:	1d4 (2d4)
Save As:	Fighter: 5
Morale:	7
Treasure Type:	D
Alignment:	Neutral
XP Value:	425

A cockatrice is a small magical monster with the head, wings, and legs of a rooster and the tail of a snake. Its beak attack causes 1d6 points of damage. Any creature bitten or touched by a cockatrice must roll a successful Saving Throw vs. Turn to Stone or be turned to stone! Cockatrices may be found anywhere.

Crocodile

	<i>Normal</i>	<i>Large</i>	<i>Giant</i>
Armor Class:	5	3	1
Hit Dice:	2 (M)	6 (L)	15 (L)
Move:	90' (30')	90' (30')	90' (30')
Swimming:	90' (30')	90' (30')	90' (30')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8	2d8	3d8
No. Appearing:	0 (1d8)	0 (1d4)	0 (1d3)
Save As:	Fighter: 1	Fighter: 3	Fighter: 8
Morale:	7	7	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP Value:	35	275	1,350

Crocodiles are commonly found in tropical and semi-tropical swamps and rivers. Sometimes they are seen in underground rivers and

seas. Awkward on land, they do not stray far from water. They spend hours floating just under the surface. If they are hungry, crocodiles attack creatures in the water. They are particularly attracted to the smell of blood or to violent thrashing.

Large crocodiles are at least 20 feet long, and can overturn canoes and small rafts. Giant crocodiles are normally found only in "lost worlds" where prehistoric creatures thrive. They are over 50 feet long and have been known to attack small ships.

Cyclops

Armor Class:	5
Hit Dice:	13 * (L)
Move:	90' (30')
Attacks:	1 club
Damage:	3d10
No. Appearing:	1 (1d4)
Save As:	Fighter: 13
Morale:	9
Treasure Type:	E + 5,000 gp
Alignment:	Chaotic
XP Value:	2,300

A cyclops is a rare type of giant, noted for its great size and the single eye in the center of its forehead. A cyclops is about 20 feet tall. It has poor depth perception because of its single eye. This causes it a penalty of -2 on all hit rolls. A cyclops usually fights with a wooden club. It can throw rocks to a 200-foot range, each hit causing 3d6 points of damage. Cyclops ranges: 60/130/200 as per Frost Giant.

Some cyclops (5%) are able to cast a *curse* once a week. (The DM should decide the exact nature of the *curse*.)

A cyclops usually lives alone, though a small group may sometimes share a large cave. They spend their time raising sheep and grapes.

Cyclops are known for their stupidity; a clever party can often escape from them by trickery.

Displacer Beast

Armor Class:	4
Hit Dice:	6 * (L)
Move:	150' (50')
Attacks:	2 tentacles
Damage:	2d4/2d4
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 6
Morale:	8
Treasure Type:	D
Alignment:	Neutral
XP Value:	500

A displacer beast looks like a large black panther with six legs. It has a pair of tentacles growing from its shoulders. It attacks with these tentacles, which have sharp, horn-like edges. A displacer beast's skin bends light rays, so the creature always appears to be three feet from its actual position. All attackers have a -2 penalty on all hit rolls, and the creature gains a +2 bonus to all Saving Throws. If the creature is severely damaged (at 6 hit points or less), it may use a ferocious bite attack (+2 bonus to hit roll, damage 1d6). Displacer beasts are semi-intelligent.

Doppelganger

Armor Class:	5
Hit Dice:	4 * (M)
Move:	90' (30')
Attacks:	1
Damage:	1d12
No. Appearing:	1d6 (1d6)

Save As:	Fighter: 8
Morale:	8
Treasure Type:	E (Q + R + S)
Alignment:	Chaotic
XP Value:	125

These man-sized shapechanging creatures are intelligent and evil. A doppelganger is able to shape itself into the exact form of any human-like creature it sees (up to seven feet tall). Once in the form of the person it is imitating, it attacks that person. Its favorite trick is to kill the original person in some way without alerting the party. Then, in the role of that individual, it attacks the others by surprise, often when they are already engaged in combat.

Sleep and *charm* spells do not affect doppelgangers. They roll all Saving Throws as an 8th-level fighter because of their highly magical nature.

When killed, a doppelganger turns back into its original form.

Dragon

Dragons are a very old race of huge, winged lizards. They like to live in isolated, out-of-the-way places where few men are found.

Though the colors of their scaly hides makes dragons look different, they all have quite a few things in common. They are all hatched from eggs, they are carnivores, and they have breath weapons. Dragons have a great love of treasure, but they value their own lives more. Dragons in battles do everything possible to save their own lives, including surrender. Breath weapons, treasure, and surrender (subduing a dragon) are all explained in the following descriptions.

Many dragons live hundreds or thousands of years. Because of their long history, they tend to think less of the younger races (such as Man). Chaotic dragons might capture men, but usually kill and eat them immediately. Neutral dragons might either attack or ignore a party completely. Lawful dragons, however, may actually help a party if the characters are truly worthy of this great honor. When playing a dragon, a DM should keep in mind that, because of its pride, even the hungriest dragon pauses and listens to flattery (if no one is attacking it, and if it understands the language of the speaker).

Dragons are extremely powerful monsters. They can easily overwhelm low-level player characters (such as those found in these D&D® game Basic rules). We recommend that you use only the youngest and smallest dragons—or perhaps a dragon that has been wounded by a more powerful creature, and is not up to full strength.

Breath Weapon Damage: All dragons have a special attack with their breath weapon, in addition to their claw and bite attacks. Any dragon can use its breath weapon up to three times each day. A dragon's first attack is almost always with its breath weapon. The number of points of damage any breath weapon inflicts is equal to the dragon's hit points. Any damage done to a dragon reduces the damage it can do with its breath weapon. Dragons are immune to the effects of their own breath weapons.

After the first breath attack, a dragon might choose to attack with claws and bite. To determine this randomly, roll 1d6: on a roll of 1-3, the dragon uses its claws and bite; on a roll of 4-6, the dragon breathes again.

Shape of Breath: The breath weapons of dragons come in three different shapes: cone-shaped, a straight line, or a cloud of gas.

A cone-shaped breath weapon begins at the dragon's mouth (where it is two feet wide) and spreads out until it is 30 feet wide at its furthest end. For example, a white dragon's breath is a cone 80 feet long and 30 feet wide at its far end.

A line-shaped breath weapon starts at the dragon's mouth and stretches out toward its victim in a straight line (even downward). A line-shaped breath is five feet wide for its entire length.

A cloud-shaped breath weapon billows forth from the dragon's mouth to form a 50' x 40' cloud, 20 feet tall, directly in front of the dragon.

Monsters

	White	Black	Green	Blue	Red	Gold
Armor Class:	3	2	1	0	-1	-2
Hit Dice:	6 ** (L)	7 ** (L)	8 ** (L)	9 ** (L)	10 ** (L)	11 ** (L)
Move:	90' (30')	90' (30')	90' (30')	90' (30')	90' (30')	90' (30')
Flying:	240' (80')	240' (80')	240' (80')	240' (80')	240' (80')	240' (80')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d4/1d4/2d8	1d4 + 1/1d4 + 1/2d10	1d6/1d6/3d8	1d6 + 1/1d6 + 1/3d10	1d8/1d8/4d8	2d4/2d4/6d6
No. Appearing:	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 6	Fighter: 7	Fighter: 8	Fighter: 9	Fighter: 10	Fighter: 11
Morale:	8	8	9	9	10	10
Treasure Type:	H	H	H	H	H	H
Alignment:	Neutral	Chaotic	Chaotic	Neutral	Chaotic	Lawful
XP Value:	725	1,250	1,750	2,300	2,300	2,700

Dragon Type	Where Found	Breath Weapon	Breath Shape	Breath Range (Length x Width)	Chance of Talking	Chance of Being Asleep	Spells (by level)
White	Cold regions	Cold	Cone	80' x 30'	10%	50%	3 - -
Black	Swamp, marsh	Acid	Line	60' x 5'	20%	40%	4 - -
Green	Jungle, forest	Chlorine Gas	Cloud	50' x 40'	30%	30%	3 3 -
Blue	Desert, plain	Lightning	Line	100' x 5'	40%	20%	4 4 -
Red	Mountain, hill	Fire	Cone	90' x 30'	50%	10%	3 3 3
Gold	Anywhere	Fire/Gas	Cone/Cloud	90' x 30' / 50' x 40'	100%	5%	4 4 4

Saving Throws: Each target within a dragon's breath must roll a Saving Throw. This is always the Saving Throw vs. Dragon Breath, even if the breath is similar to another type of attack. If he succeeds, the target suffers only one-half damage from the breath.

Dragons are never affected by normal or smaller versions of their breath weapon's type. They automatically make their Saving Throws against any attack form that is the same as their breath weapon. For example, a red dragon suffers no damage from (and usually ignores) burning oil, because it is a normal fire effect. It always suffers only one-half damage from a fire-type magical spell, such as *fire ball*.

Talking: Dragons are intelligent, and some dragons can speak the dragon and Common tongues. The percentage listed under "Chance of Talking" is the chance that a dragon can talk. Only talking dragons can use magic-user spells. The number of spells and their levels are given in the chart. For example, "3 3 —" means that the dragon can cast three 1st-level spells and three 2nd-level spells, but no 3rd-level spells. Dragon spells are usually selected randomly.

Sleeping Dragons: The percentage chance given under "Chance of Being Asleep" applies whenever a party encounters a dragon on the ground (flying dragons are never asleep). Any result greater than the percentage means that the dragon is not asleep (though it may be pretending to be!). If a dragon is asleep, characters can attack for one round (with a bonus of +2 on all hit rolls), during which time it wakes up. Combat is normal for the second and subsequent rounds.

Subduing Dragons: Whenever characters encounter a dragon, they can try to subdue it rather than kill it. To subdue a dragon, all attacks must be with "the flat of the sword." Thus, missile weapons and spells cannot be used to subdue.

Attacks and damage are determined normally, but this subduing damage is not real damage. The dragon fights normally until it reaches 0 or fewer hit points, at which time it surrenders. Any subduing damage does not reduce the damage done by the dragon's breath weapon.

A dragon may be subdued because it realizes that its attackers could have killed it if they had been striking to kill. It therefore surrenders, admitting that the opponents have won the battle.

A subdued dragon attempts to escape or turn on its captors if a party's actions give it a reasonable chance to do so. For example, a dragon left unguarded at night, or who is ordered to guard a position alone, would consider these reasonable chances. A subdued dragon must be sold. The price is up to the DM, but should never exceed 1,000 gp per hit point.

The dragon may be forced to serve the characters who subdued it. If a subdued dragon is ever ordered to perform a task which is apparently

suicidal, the dragon attempts to escape. It may try to kill its captors in the process.

Age: The statistics given earlier are for an average-sized dragon of each type. Younger dragons are smaller and have acquired less treasure; older dragons are larger and have acquired more. Dragons generally range in size from 3 Hit Dice smaller to 3 Hit Dice larger than average. For example, red dragons could be found having 7 to 13 Hit Dice, depending on their age.

Treasure: Younger dragons may have collected as little as one-fourth to one-half the normal listed treasure; older dragons may have as much as double the listed amount. Dragon treasure is only found in a dragon's lair. These lairs are rarely left unguarded, and are well-hidden to prevent easy discovery.

Gold Dragons: Gold dragons always talk and use spells. They can also change their shape. They often appear in the form of a (normal-sized) human or animal. Gold dragons may breathe either fire (like a red dragon) or chlorine gas (like a green dragon), though they still have a total of three breath weapon attacks per day (not six). The type of breath used should be chosen by the DM to fit the situation.

Elemental*

Types:	Air, Earth, Fire, Water
Armor Class:	2, 0, or -2 (see below)
Hit Dice:	8, 12, or 16 (see below) (L)
Move:	Air (flying)—360' (120') Earth: 60' (20') Fire: 120' (40') Water: 60' (20') Swimming: 180' (60')
Attacks:	1 or Special
Damage:	1d8, 2d8, or 3d8 (see below)
No. Appearing:	1 (0)
Save As:	Fighter: 8-16 (varies)
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral

Summoning Item	AC	HD	XP Value	Damage	Save As
Staff	2	8	650	1d8	Fighter: 8
Device	0	12	1,100	2d8	Fighter: 12
Spell	-2	16	1,350	3d8	Fighter: 16

An elemental is a magical, enchanted creature that lives on another plane of existence. It can be harmed only by magic or magical weapons.

Staff elementals (the weakest) are summoned by a magic-user with a special staff.

Device elementals are summoned with the use of a special miscellaneous magical item.

Conjured elementals are summoned by the casting of a 5th-level magic-user spell.

To summon an elemental, a character must have a large amount of the element nearby (open air, bare earth, a pool of water, or a large fire). When the elemental arrives, it is hostile and must be controlled by concentration at all times. The summoner's concentration may be broken by suffering damage or failing any Saving Throw, and the summoner may only move up to half normal speed while concentrating.

If the summoner's concentration is broken, the elemental attacks. Once he loses control, the summoner cannot regain it. The elemental may attack any creature between it and its summoner.

If summoned in an area too small for it (see size notes below), an elemental fills the available area—sideways, for example—possibly damaging the summoner in the process (and thus breaking the summoner's concentration). However, an elemental cannot pass a *protection from evil* spell effect.

An elemental vanishes if it or its summoner is slain, or when the summoner sends it back to its plane (which requires control), or if a *dispel magic* spell is cast upon it.

Air Elemental: This appears as a great whirlwind, two feet tall and six inches in diameter for each Hit Die (a staff elemental would be 16 feet tall and four feet across). In combat, all victims of 2 HD or less hit by the whirlwind must roll a successful Saving Throw vs. Death Ray or be swept away. The elemental inflicts an extra 1d8 points of damage against any flying opponent.

Earth Elemental: This appears as a huge, manlike figure, one foot tall for each Hit Die (a spell-conjured elemental would be 16 feet tall). It cannot cross a water barrier wider than its height. It inflicts an extra 1d8 points of damage against any opponent standing on the ground.

Fire Elemental: This appears as a swirling pillar of roaring flame, one foot tall and one foot in diameter for each Hit Die (a device elemental would be 12 feet tall and 12 feet across). It cannot cross a water barrier wider than its own diameter. It inflicts an extra 1d8 points of damage against any creature with cold-based abilities.

Water Elemental: This appears as a great wave of water, six inches tall and two feet in diameter for each Hit Die (a staff elemental is four feet tall and 16 feet across). It is not able to move more than 60 feet from water. It inflicts an extra 1d8 points of damage against any opponent in water.

Gargoyle *

Armor Class:	5
Hit Dice:	4** (L)
Move:	90' (30')
Flying:	150' (50')
Attacks:	2 claws/1 bite/1 horn
Damage:	1d3/1d3/1d6/1d4
No. Appearing:	1d6 (2d4)
Save As:	Fighter: 8
Morale:	11
Treasure Type:	C
Alignment:	Chaotic
XP Value:	175

Gargoyles are magical monsters; they can be damaged only by magic or magical weapons. They closely resemble the stone carvings on medieval buildings. They are horned, clawed, fanged, winged, hideous-looking beasts. Their skin looks exactly like stone and they are often mistaken for statues.



Gargoyles are very cunning and at least semi-intelligent. They attack nearly anything that approaches them. Gargoyles are not affected by *sleep* or *charm* spells. You should not introduce gargoyles into your game unless the party has at least one magical weapon.

Gelatinous Cube

Armor Class:	8
Hit Dice:	4* (L)
Move:	60' (20')
Attacks:	1
Damage:	2d4 + special
No. Appearing:	1 (0)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	(V)
Alignment:	Neutral
XP Value:	125

This monster is made of a clear jelly, usually in the form of a 10' x 10' x 10' cube (though other shapes are possible). It is hard to see, and it often surprises parties (1-4 on 1d6). A gelatinous cube moves through the rooms and corridors of a dungeon, sweeping the halls clean of all living and dead material. In the process, it may pick up items it cannot dissolve (such as weapons, coins, and gems). It attacks any living creature it encounters. Any successful hit paralyzes the target unless he rolls a successful Saving Throw vs. Paralysis. An attack on a paralyzed target automatically hits (only a damage roll is needed). This paralysis is the normal type (lasting 2d4 turns unless magically cured). A gelatinous cube may be harmed by fire and weapons, but not by cold or lightning.

Ghoul

Armor Class:	6
Hit Dice:	2* (M)
Move:	90' (30')
Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d3 + special
No. Appearing:	1d6 (2d8)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
Alignment:	Chaotic
XP Value:	25

Monsters

Ghouls are undead creatures, immune to *sleep* and *charm* spells. They are hideous, beast-like beings that attack any living thing. Any hit from a ghoul paralyzes any creature of ogre-size or smaller (except elves) unless the target rolls a successful Saving Throw vs. Paralysis. Once an opponent is paralyzed, the ghoul turns and attacks another opponent, continuing until either the ghoul or all the opponents are paralyzed or dead. This paralysis is the normal type (lasting 2d4 turns unless magically cured).

Giant

Giants are huge, human-like monsters. Most are usually willing to negotiate when encountered, as they have heard of the dangers of attacking men. All giants can throw boulders as missile weapons, though the range varies. Any hit from a thrown boulder inflicts 3d6 points of damage. If the party encounters a giant in a dungeon, the range is "feet."

Hill Giants: These hairy brutes are 12 feet tall and very stupid. They wear animal skins and carry huge clubs and spears. They sometimes (25%) throw rocks, but have a limited range (ranges 30/60/100). They live in hills or at the base of mountains, and raid human communities from time to time for food and plunder.

Stone Giants: These giants are 14 feet tall and have gray, rock-like skin. They use large stalactites as clubs. They often hurl rocks (ranges 100/200/300). They live in caves or crude stone huts, and may have 1d4 cave bears as guards (50% chance).

Frost Giants: These awesome giants have pale skin and light yellow or light blue hair. They stand 18 feet tall, have long full beards, and wear fur skins and iron armor. Frost giants may hurl rocks (ranges 60/130/200). They often build castles above the timberline of snow-capped mountains. Frost giants always have either 3d6 polar bears (20% chance) or 6d6 wolves (80%) as guards. They are not affected by cold-based attacks.

Fire Giants: These giants have red skin and black hair and beards. They are 16 feet tall and wear copper, brass, or bronze armor. They often throw rocks (ranges 60/130/200). Fire giants usually make their homes near volcanoes or other equally hot places. Their castles are often made of black, baked mud reinforced with crude iron. They always have either 1d3 hydrae (20% chance) or 3d6 hellhounds (80%) as guards. These giants are not affected by fire-based attacks.

Cloud Giants: These fierce giants have white or gray skin and hair. They wear pale robes and stand 20 feet tall. Cloud giants have keen eyes and a sharp sense of smell, so they are rarely surprised (roll of 1 on 1d6). They may throw boulders (ranges 60/130/200). They live in castles in the sides of mountains or atop masses of clouds. They keep either 3d6 giant hawks (in clouds or mountains) or 6d6 dire wolves (only in mountains) as guards. Cloud giants hate to be disturbed and may block mountain passes to discourage trespassers.

Storm Giants: These are the tallest giants, often over 22 feet tall. They have bronze-colored skin and bright red or yellow hair. They rarely (10%) throw boulders (ranges 150/300/450). They love thunderstorms, and may create one in one turn. If a storm is present, a storm giant may throw one *lightning bolt* every five rounds. This bolt causes damage equal to the remaining hit points of the giant (a Saving Throw vs. Spell reduces this to half damage).

Storm giants live on mountain tops, in cloud castles, or deep under water. Their castles are always guarded by either 2d4 griffons (in mountains and clouds) or 3d6 giant crabs (under water). Lightning does not affect these giants, and they are often found in the middle of fierce storms, enjoying the weather.

Gnoll

Armor Class:	5
Hit Dice:	2 (L)
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon + 1
No. Appearing:	1d6 (3d6)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	(P) D
Alignment:	Chaotic
XP Value:	20

Gnolls are beings of low intelligence. They resemble a cross between a human and a hyena. They can use all weapons. They are strong, but dislike work and prefer to bully and steal.

For every 20 gnolls encountered, one is a leader with 16 hit points who attacks as a 3-Hit Die monster. Gnolls are rumored to be the result of a magical combination of a gnome and a troll by an evil magic-user.

Gnome

Armor Class:	5
Hit Dice:	1 (S)
Move:	60' (20')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1d8 (5d8)
Save As:	Dwarf: 1
Morale:	8 or 10 (see below)
Treasure Type:	(P) C
Alignment:	Lawful or Neutral
XP Value:	10

Gnomes are a human-like race related to (but smaller than) dwarves. They have long noses and full beards. Gnomes have well-developed infravision, with a 90-foot range. They usually live in burrows in the lowlands or in underground communities. Gnomes are excellent metalsmiths and miners. They love gold and gems and have been known to take foolish risks to obtain them. They love machinery of all kinds and prefer crossbows and war hammers as weapons.

Gnomes like most dwarves, but they war against goblins and kobolds, who steal their precious gold. They usually attack kobolds on sight.

For every 20 gnomes, one is a leader with 11 hit points who fights as a 2-Hit Die monster. A clan chieftain and his 1d6 bodyguards live in the gnome lair. The clan chieftain has 18 hit points, attacks as a 4-Hit

	<i>Hill</i>	<i>Stone</i>	<i>Frost</i>	<i>Fire</i>	<i>Cloud</i>	<i>Storm</i>
Armor Class:	4	4	4	4	4	2
Hit Dice:	8 (L)	9 (L)	10 + 1* (L)	11 + 2* (L)	13* (L)	15** (L)
Move:	120' (40')	120' (40')	120' (40')	120' (40')	120' (40')	150' (50')
Attacks:	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 + special
Damage:	2d8	3d6	4d6	5d6	6d6	8d6 + special
No. Appearing:	1d4 (2d4)	1d2 (1d6)	1d2 (1d4)	1d2 (1d3)	1d2 (1d3)	1 (1d3)
Save As:	Fighter: 8	Fighter: 9	Fighter: 10	Fighter: 11	Fighter: 12	Fighter: 15
Morale:	8	9	9	9	10	10
Treasure Type:	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp
Alignment:	Chaotic	Neutral	Chaotic	Chaotic	Neutral	Lawful
XP Value:	650	900	1,600	1,900	2,300	3,250

Die monster, and gains a bonus of +1 on damage rolls. The bodyguards have 10-13 hit points and attack as 3-Hit Die monsters. As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 10 rather than 8.

Goblin

Armor Class: 6
 Hit Dice: 1-1 (S)
 Move: 90' (30')
 Attacks: 1 weapon
 Damage: By weapon
 No. Appearing: 2d4 (6d10)
 Save As: Normal Man
 Morale: 7 or 9 (see below)
 Treasure Type: (R) C
 Alignment: Chaotic
 XP Value: 5

Goblins are a human-like race, small and very ugly. Their skin is a pale earthy color, such as chalky tan or gray. Their eyes glow with a red gleam when there is little light. Goblins live underground and have well-developed infravision, with a 90-foot range. In full daylight they fight with a penalty of -1 to their hit rolls. Goblins hate dwarves and attack them on sight.

A goblin king lives in the goblin lair. He has 15 hit points and fights as a 3-Hit Die monster. He gets a +1 bonus to damage rolls. The goblin king has a bodyguard of 2d6 goblins who fight as 2-Hit Die monsters and have 2d6 hit points each. The king and his bodyguard can fight in full daylight without a penalty. The goblins' morale is 9 rather than 7 as long as their king is with them and still alive.

Golem*

	Wood	Bone	Amber	Bronze
Armor Class:	7	2	6	0
Hit Dice:	2 + 2* (S)	6* (L)	10* (L)	20** (L)
Move:	120' (40')	120' (40')	180' (60')	240' (80')
Attacks:	1 fist	4 weapons	2 claws/ 1 bite	1 fist + special
Damage:	1d8	By weapon	2d6/2d6/ 2d10	3d10 + special
No. Appearing:	1 (1)	1 (1)	1 (1)	1 (1)
Save As:	Fighter: 1	Fighter: 4	Fighter: 5	Fighter: 10
Morale:	12	12	12	12
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	35	500	1,600	4,300

A golem is a powerful, enchanted monster created and animated by a high-level magic-user or cleric. Golems can be made of almost any material, but the ones listed are typical. The DM should feel free to create new ones, with any special powers desired.

Golems can be damaged only by magic or magical weapons. They are also immune to *sleep*, *charm*, and *hold* spells as well as all gases (since they do not breathe). The creation of a golem is costly, time consuming, and beyond the power of player characters.

Wood Golem: These monsters are crude man-like figures about 3 feet tall. They move stiffly, with a -1 penalty to initiative rolls. They burn easily (-2 penalty to all Saving Throws vs. Fire) if ignited magically. All such attacks gain +1 per die of damage. However, they are immune to all missile fire, including *magic missile* spells.

Bone Golem: These are six-foot-tall creatures made from human bones bound together into a man-like form. Their four arms may be

attached nearly anywhere on their bodies, and each arm can wield a weapon. A bone golem can use four one-handed weapons (or two two-handed ones). It can attack two enemies each round. Bone golems are immune to fire, cold, and electrical attacks.

Amber Golem: These resemble giant cats, usually lions or tigers. They are faultless trackers and can detect invisible creatures within 60 feet.

Bronze Golem: These creations look somewhat like fire giants. Their skin is bronze and their blood is liquid fire. Any creature hit by a bronze golem suffers 1d10 extra points of damage from the great heat inside it (unless the target is resistant to fire). Anyone scoring damage on a bronze golem with a hand-held weapon must make a Saving Throw vs. Death Ray or take 2d6 points of damage from the fiery blood spurting out of the wound. Bronze golems are not affected by fire-based attacks.

Gorgon

Armor Class: 2
 Hit Dice: 8* (L)
 Move: 120' (40')
 Attacks: 1 horn or 1 breath
 Damage: 2d6 or petrification
 No. Appearing: 1d2 (1d4)
 Save As: Fighter: 8
 Morale: 8
 Treasure Type: E
 Alignment: Chaotic
 XP Value: 1,200

A gorgon is a magical, bull-like monster covered with large iron scales. It is usually found in hills or grasslands. It can either attack with its great horns (possibly charging, for double damage) or use its breath weapon. Its breath is a cloud of vapor, 60 feet long and 10 feet wide. Targets must roll a successful Saving Throw vs. Turn to Stone or be petrified. Gorgons are immune to their own breath weapons and all other petrifying attacks.

Gray Ooze

Armor Class: 8
 Hit Dice: 3* (L)
 Move: 10' (3')
 Attacks: 1
 Damage: 2d8
 No. Appearing: 1d4 (1d4)
 Save As: Fighter: 2
 Morale: 12
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 50

This seeping horror looks like wet stone and is difficult to see. It secretes an acid that causes 2d8 points of damage if it touches bare skin. This acid dissolves and destroys normal armor or weapons in only one round, and magical items in one turn. After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict 2d8 points of damage each round. Gray ooze cannot be harmed by cold or fire, but it can be harmed by weapons and lightning. A lair may contain 1d4 oozes, possibly with a special treasure made of stone (DM's choice).

Monsters

Green Slime*

Armor Class:	Can always be hit
Hit Dice:	2** (L)
Move:	3' (1')
Attacks:	1
Damage:	See below
No. Appearing:	1 (0)
Save As:	Fighter: 1
Morale:	12
Treasure Type:	(P + S) B
Alignment:	Neutral
XP Value:	30

Green slime cannot be harmed by any attacks except fire or cold. It dissolves cloth or leather instantly, and wood and metal in six rounds. It cannot dissolve stone. Green slime often clings to walls and ceilings and drops down in a surprise attack.

Once in contact with flesh, green slime sticks and turns the flesh into green slime. It cannot be scraped off, but it may be burnt off. When green slime drops on a target (or is stepped on), the target can usually burn it while it is dissolving armor and clothing. If it is not burned off, the target turns completely into green slime 1d4 rounds after the first six-round (one minute) period. Half of the burn damage goes to the green slime; the other half goes to the slime's victim.

Harpy

Armor Class:	7
Hit Dice:	3* (M)
Move:	60' (20')
Flying:	150' (50')
Attacks:	2 claws/1 weapon + special
Damage:	1d4/1d4/1d6
No. Appearing:	1d6 (2d4)
Save As:	Fighter: 6
Morale:	7
Treasure Type:	C
Alignment:	Chaotic
XP Value:	50

A harpy has the lower body of a giant eagle and the upper body and head of a hideous-looking woman. Harpies lure creatures by their singing, then kill and devour the targets. Any creature hearing the harpies' songs must roll a successful Saving Throw vs. Spell or be charmed. If a target makes a Saving Throw against the songs of a group of harpies, he is not affected by any of their songs during that encounter.

Hellhound

Armor Class:	4
Hit Dice:	3-7**(M)
Move:	120' (40')
Attacks:	1 bite or 1 breath
Damage:	1d6 or special
No. Appearing:	2d4 (2d4)
Save As:	Fighter: 3-7
Morale:	9
Treasure Type:	C
Alignment:	Chaotic
XP Value:	65, 175, 425, 725, or 1,250

These reddish-brown, dog-like monsters are as big as small ponies. Hellhounds are cunning and highly intelligent. They can often *detect invisible* (as the magic-user spell; 75% chance per round, range 60 feet). They are immune to normal fire and roll all Saving Throws as fighters of equal Hit Dice. They are often found near volcanoes, deep in dungeons, or with other fire-loving creatures (such as fire giants).

A hellhound attacks one target, either breathing fire (33% chance) or biting (67%) each round. The breath causes 1d6 points of damage for each Hit Die of the hound. The target must roll a successful Saving Throw vs. Dragon Breath to take half damage.

Hobgoblin

Armor Class:	6
Hit Dice:	1 + 1 (M)
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1d6 (4d6)
Save As:	Fighter: 1
Morale:	8 or 10 (see below)
Treasure Type:	(Q) D
Alignment:	Chaotic
XP Value:	15

Hobgoblins are relatives of goblins, but they are bigger and meaner. They live underground but often hunt outdoors (having no penalties in daylight). A hobgoblin king and 1d4 bodyguards live in the hobgoblin lair. The king has 22 hit points and fights as a 5-Hit Die monster. He gets a bonus of +2 on damage rolls. The bodyguards all fight as 4-Hit Die monsters and have 3d6 hit points each. As long as their king is alive and with them, hobgoblin morale is 10 rather than 8.

Hydra

Armor Class:	5
Hit Dice:	5-12 (L)
Move:	120' (40')
Attacks:	5-12
Damage:	1d10 each
No. Appearing:	1 (1)
Save As:	Fighter: 5-12
Morale:	11
Treasure Type:	B
Alignment:	Neutral
XP Value:	175, 275, 450, 650, 900, or 1,100

A hydra is a large creature with a dragonlike body and 5 to 12 snake-like heads. It has one Hit Die for each head, and each head has 8 hit points. Its Saving Throws are made as a Fighter of a level equal to the number of heads. The hydra attacks with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed. For example, if a seven-headed hydra suffered 18 points of damage, it would attack with only five heads in the next round.

You may wish to create special hydræ. These could have poisonous bites or breathe fire (as a hellhound, for 8 points of damage per head). Such creatures should be placed to guard special treasures.

Invisible Stalker

Armor Class:	3
Hit Dice:	8* (M)
Move:	120' (40')
Attacks:	1
Damage:	4d4
No. Appearing:	1 (1)
Save As:	Fighter: 8
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	1,200

An invisible stalker is a magical, human-like monster from another plane of existence. It is summoned by the magic-user spell *invisible*

stalker. If the stalker is given a simple task that is clear and can be swiftly completed, it obeys promptly. If the task is complex or lengthy, the creature tries to distort the intent while obeying the literal command. For example, if ordered to guard a treasure longer than a week, the stalker may take it away to its own plane of existence and guard it there forever.

An invisible stalker is most often used to track and slay enemies. It is highly intelligent and a faultless tracker. If its victim cannot detect invisible things, the stalker surprises on a roll of 1-5 (on 1d6). It returns to its own plane once it is slain, dispelled, or has completed its task.

Kobold

Armor Class:	7
Hit Dice:	1/2 (1-4 hp) (S)
Move:	90' (30')
Attacks:	1 weapon
Damage:	By weapon -1
No. Appearing:	4d4 (6d10)
Save As:	Normal Man
Morale:	6 or 8
Treasure Type:	(P)J
Alignment:	Chaotic
XP Value:	5

These small, evil, dog-like men usually live underground. They have scaly, rust-brown skin and no hair. They have well developed infravision with a 90-foot range. They prefer to attack by ambush.

A kobold chieftain and 1d6 bodyguards live in the kobold lair. The chieftain has 9 hit points and fights as a 2-Hit Die monster. The bodyguards each have 6 hit points and fight as 1+1 Hit Die monsters. As long as the chieftain is alive, all kobolds with him have a morale of 8 rather than 6. Kobolds hate gnomes and attack them on sight.

Leech, Giant

Armor Class:	7
Hit Dice:	6 (S)
Move:	90' (30')
Attacks:	1 bite
Damage:	1d6
No. Appearing:	0 (1d4)
Save As:	Fighter: 3
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	275

A giant leech is about 3 to 4 feet long. If it hits, it holds on and sucks blood for 1d6 points of damage per round. A giant leech must be killed to be removed.

Lizard Man

Armor Class:	5
Hit Dice:	2+1 (M)
Move:	60' (20')
Swimming:	120' (40')
Attacks:	1 weapon
Damage:	By weapon + 1
No. Appearing:	2d4 (6d6)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	D
Alignment:	Neutral
XP Value:	25

These water-dwelling creatures resemble men with lizard heads and tails. They live in tribes. They try to capture humans and demihumans and take the targets back to the tribal lair as the main course of a feast. Lizard men are semi-intelligent and use spears and large clubs (treat the clubs as maces). They get a bonus of +1 to damage rolls due to their great strength. Lizard men are often found in swamps, rivers, and along seacoasts as well as in dungeons.

Lycanthrope*

Lycanthropes are humans who can change into beasts (or in the case of wererats, beasts that can change into humans). They do not wear armor since it would interfere with their shapechanging. Any lycanthrope can summon 1d2 animals of its weretype; werewolves may summon bears, werewolves may summon wolves, and so forth. Summoned animals arrive in 1d4 rounds.

If any lycanthrope is hit by wolfsbane, it must roll a successful Saving Throw vs. Poison or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures. A lycanthrope returns to its "normal" form when killed. Some animals (such as horses) do not like the smell of lycanthropes and react with fear to their presence.

Animal Form: In animal form, a lycanthrope may be harmed only by magical weapons, silvered weapons, and magical spells. The lycanthrope cannot speak normal languages, though it can speak with normal animals of its weretype.

Human Form: In human form, a lycanthrope often looks somewhat like its weriform. Wererats have longer noses than most humans, werewolves are hairy, and so forth. In this form, they may be attacked normally, and they may speak any known languages.

Lycanthropy: Lycanthropy is a contagious disease. Any human character who loses more than half of his hit points in battle with a lycanthrope becomes a lycanthrope of the same type in 2d12 days. The



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	<i>Wererat</i>	<i>Werewolf</i>	<i>Wereboar</i>	<i>Weretiger</i>	<i>Werbear</i>
Armor Class:	7, (9) †	5, (9) †	4, (9) †	3, (9) †	2, (8) †
Hit Dice:	3* (M)	4* (M)	4+1* (M)	5* (L)	6* (L)
Move:	120' (40')	180' (60')	150' (50')	150' (50')	120' (40')
Attacks:	1 bite or weapon	1 bite	1 tusk slash	2 claws/1 bite	2 claws/1 bite
Damage:	1d4 or by weapon	2d4	2d6	1d6/1d6/2d6	2d4/2d4/2d8
No. Appearing:	1d8 (2d8)	1d6 (2d6)	1d4 (2d4)	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 3	Fighter: 4	Fighter: 4	Fighter: 5	Fighter: 6
Morale:	8	8	9	9	10
Treasure Type:	C	C	C	C	C
Alignment:	Chaotic	Chaotic	Neutral	Neutral	Neutral
XP Value:	50	125	200	300	500

† Parenthetical AC is while in human form.

target begins to show signs of the disease after half that time. The disease kills demihumans instead. It may be cured only by a high-level cleric, who does so for a suitable price or service. Any character who becomes a full werecreature becomes an NPC, to be run by the DM only.

Wererats: Wererats are different from most lycanthropes. They are intelligent, can speak Common in either form, and may use any weapon. Wererats usually prefer to use man-sized rat forms. They can become full-sized humans. Wererats are sneaky and often set ambushes, surprising on a roll of 1-4 (on 1d6). They summon giant rats to help them in battle. Only a wererat's bite causes lycanthropy.

Werewolves: These creatures are semi-intelligent and usually hunt in packs. Any group of five or more has a leader with 30 hit points. He attacks as a 5-Hit Die monster, adding +2 to damage rolls. Werewolves summon normal wolves to form large packs with them.

Wereboars: Wereboars are semi-intelligent and bad-tempered. In human form they often seem to be berserkers and may act the same way in battle (gaining +2 on hit rolls, never checking morale, and fighting to the death). Wereboars summon normal boars to help them in battle.

Weretigers: These relatives of the Great Cats often act like them, being very curious but becoming dangerous when threatened. They are good swimmers and quiet trackers, surprising their targets often (1-4 on 1d6). They may summon any type of Great Cat that is in the area (preferring tigers).

Werbears: Werbears are very intelligent, even in animal form. A werbear usually prefers to live alone or with bears. It might be friendly, however, if peacefully approached. In combat, werbears may hug for 2d8 points of damage (in addition to normal damage) if both paws hit the same target in one round. Werbears may summon any type of bear in the area.

Manticore

Armor Class:	4
Hit Dice:	6 + 1* (L)
Move:	120' (40')
Flying:	180' (60')
Attacks:	2 claws/1 bite or 6 spikes
Damage:	1d4/1d4/2d4 or 1d6 each
No. Appearing:	1d2 (1d4)
Save As:	Fighter: 6
Morale:	9
Treasure Type:	D
Alignment:	Chaotic
XP Value:	650

A manticore is a horrid monster with the body of a lion and leathery, bat-like wings. It has a human face with large, sharp fangs. It has 24 tail spikes and can shoot six each round even when flying (ranges 50/100/180). The creature regrows two spikes per day. Its favorite food is man.

Manticores usually live in wild mountain ranges, from which they sometimes delve into cavernous settings. They frequently track humans, ambushing with spike attacks when the party stops to rest.

Medusa

Armor Class:	8
Hit Dice:	4** (M)
Move:	90' (30')
Attacks:	1 snakebite + special
Damage:	1d6 + poison
No. Appearing:	1d3 (1d4)
Save As:	Fighter: 4 (see below)
Morale:	8
Treasure Type:	(V) F
Alignment:	Chaotic
XP Value:	175

A medusa looks like a human female with live snakes growing from her head instead of hair. The sight of a medusa turns a creature to stone unless the target rolls a successful Saving Throw. However, this affects only one character per round.

The medusa gets one hit roll for the bites of her snakes. If they hit, the target must roll a successful Saving Throw vs. Poison (in addition to receiving 1d6 points of damage) or die in one turn. A medusa often wears a robe with a hood for a disguise. This way she can trick her targets into looking at her.

A target can watch the reflection of a medusa in a mirror without danger. However, if a medusa sees her own reflection, she must roll a successful Saving Throw vs. Turn to Stone or she petrifies herself!

Anyone who tries to attack a medusa without looking at her gets a -4 penalty to his hit roll. The snakes attack this target with a +2 bonus to their hit roll. A medusa also gains +2 on all Saving Throws vs. Spell because of her magical nature. Medusae occasionally use weapons.

Minotaur

Armor Class:	6
Hit Dice:	6 (L)
Move:	120' (40')
Attacks:	1 gore/1 bite or 1 weapon
Damage:	1d6/1d6 or by weapon + 2
No. Appearing:	1d6 (1d8)
Save As:	Fighter: 6
Morale:	12
Treasure Type:	C
Alignment:	Chaotic
XP Value:	275

A minotaur is a large man with the head of a bull. It is larger than human size; it eats humans. A minotaur always attacks anything its size or smaller and pursues as long as its prey is in sight.

Minotaurs are semi-intelligent. Some use weapons, preferring a spear, club, or axe. When using weapons, minotaurs gain +2 to damage rolls due to their strength. If a minotaur uses a weapon, it cannot gore or bite. Minotaurs usually live in tunnels or mazes.

Mule

Armor Class:	7
Hit Dice:	2 (L)
Move:	120' (40')
Attacks:	1 kick or 1 bite
Damage:	1d4 or 1d3
No. Appearing:	1d2 (2d6)
Save As:	Normal Man
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	20

Mules are a crossbreed between a horse and a donkey. Mules are stubborn, and if bothered or excited they may either bite or kick. Mules can be taken into dungeons, if the DM wishes. A mule can carry a normal load of 3,000 coins (or 6,000 coins at most, with its move reduced to 60 feet/turn). Mules cannot be trained to attack, but they fight in their own defense. If encountered alone in a dungeon, mules may belong to an NPC party nearby.

Mummy*

Armor Class:	3
Hit Dice:	5 + 1** (M)
Move:	60' (20')
Attacks:	1 touch
Damage:	1d12 + disease
No. Appearing:	1d4 (1d12)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	D
Alignment:	Chaotic
XP Value:	575

Mummies are undead that lurk near deserted ruins and tombs. Every character seeing a mummy must roll a successful Saving Throw vs. Paralysis or stop, paralyzed with fear, until the mummy is out of sight. The touch of a mummy causes disease in addition to damage (no Saving Throw). This hideous rotting affliction prevents all magical healing and slows normal healing to 10% of the normal rate. The disease lasts until magically cured.

Mummies can be damaged only by spells, fire, or magical weapons, all of which cause only half damage. They are immune to *sleep*, *charm*, and *hold* spells.

NPC Party

Armor Class:	By NPC class
Hit Dice:	Variable
Move:	Variable
Attacks:	Weapons and spells
Damage:	1d4 or by weapon and spell effects
No. Appearing:	1 (1)
Save As:	NPC class and level
Morale:	8
Treasure Type:	(U + V)
Alignment:	Any
XP Value:	Variable

An NPC party is any group of non-player characters. Each NPC may be of any class, level, and alignment. All rules for player characters apply to NPCs. An NPC party can be created in great detail before a game or drummed up "on the fly."

Most parties (whether NPCs or PCs) do not want to fight other par-

ties, preferring monsters to challenge. The DM also may wish to avoid the large, complicated battle that could occur between two parties. If this is so, the DM can use the following chart to determine the actions of the NPC party.

For ease of play, the DM should give the NPC party the same number of members as in the PC party, plus 1d4 fighters (to discourage PC ideas of attack). You can assume similar classes and equipment, if the NPCs are nearly the same level of experience as the player characters.

NPC Reaction Chart

2d6 Roll	Result
2-5	Depart in anger
6-8	Negotiate
9-12	Offer to buy or sell information

The NPCs may offer to buy information about the dungeon, for 10 to 500 gp, or to sell similar information (for the same price range). Typical information could be monsters seen, traps found, stairs up or down, and other features. The DM should decide on the price offered by the NPCs, considering the value of the information sold. Of course, the information might not be accurate.

Ochre Jelly*

Armor Class:	8
Hit Dice:	5* (L)
Move:	30' (10')
Attacks:	1
Damage:	2d6
No. Appearing:	1 (0)
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	300

An ochre jelly is an ochre-colored, giant amoeba that can be harmed only by fire or cold. It can seep through small cracks. It destroys wood, leather, and cloth in one round, but it cannot eat through metal or stone. Attacks with weapons or lightning merely make 1d4 + 1 smaller (2 Hit Dice) ochre jellies. A normal ochre jelly causes 2d6 points of damage per round to exposed flesh. The smaller ochre jellies inflict only half damage.

Ogre

Armor Class:	5
Hit Dice:	4 + 1 (L)
Move:	90' (30')
Attacks:	1 club
Damage:	By weapon + 2
No. Appearing:	1d6 (2d6)
Save As:	Fighter: 4
Morale:	10
Treasure Type:	(S x 10) S x 100 + C
Alignment:	Chaotic
XP Value:	125

Ogres are huge, fearsome, human-like creatures, usually 8 to 10 feet tall. They wear animal skins for clothes and often live in caves. When encountered outside their lair, a group carries d6 × 100 gp in large sacks.

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Orc

Armor Class:	6
Hit Dice:	1 (M)
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2d4 (10d6)
Save As:	Fighter: 1
Morale:	8 or 6 (see below)
Treasure Type:	(P) D
Alignment:	Chaotic
XP Value:	10

Orcs are ugly, human-like creatures. They look like a combination of animal and man. Orcs are nocturnal omnivores that prefer to live underground. When fighting in daylight, they have a penalty of -1 to their hit rolls. Orcs have bad tempers and do not like other living things.

One member of each group of orcs is a leader with 8 hit points. He gains a +1 bonus to damage rolls. If this leader is killed, the morale of the group becomes 6 instead of 8. Orcs are afraid of anything larger or stronger than they are, but they can be forced to fight by their leaders.

Orcs are often used for army grunts by Chaotic leaders (both humans and monsters). They prefer swords, spears, axes, and clubs for weapons. They cannot use mechanical weapons (such as catapults), and only their leaders even understand how to operate such devices.

There are many different tribes of orcs. Each tribe has as many female orcs as males, with two children ("whelps") for every two adults. The leader of an orc tribe is a chieftain with 15 hit points. He attacks as a 4-Hit Die monster and gains +2 to his damage rolls. For every 20 orcs in a tribe, there may be an ogre with them (1 in 6 chance).

Owl Bear

Armor Class:	5
Hit Dice:	5 (L)
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	1d8/1d8/1d8
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	C
Alignment:	Neutral
XP Value:	175

An owl bear is a huge, bear-like creature with the head of a giant owl. It stands eight feet tall and weighs 15,000 cns. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2d8 points of damage. Owl bears have nasty tempers and are usually hungry, preferring meat. They are commonly found underground and in dense forests.

Rat

	<i>Normal</i>	<i>Giant</i>
Armor Class:	9	7
Hit Dice:	1 hit point (S)	1/2 (1-4 hit points) (S)
Move:	60' (20')	120' (40')
Swimming:	30' (10')	60' (20')
Attacks:	1 bite/pack	1 bite each
Damage:	1d6 + disease	1d3 + disease
No. Appearing:	5d10 (2d10)	3d6 (3d10)
Save As:	Normal Man	Normal Man
Morale:	5	8
Treasure Type:	L	C
Alignment:	Neutral	Neutral
XP Value:	2	5

Rats usually avoid humans and do not attack unless summoned (by a wererat, for example) or when defending their lair. Rats are good swimmers and may attack while in water. They are afraid of fire and run from it unless forced to fight by a summoning creature.

Rats eat almost anything, and some rats carry diseases. Anyone bitten by a rat has a 5% chance of being infected. (Check each time a rat successfully hits. If the rat was diseased, the XP award is 6.) The target can still avoid the disease by rolling a Saving Throw vs. Poison. If he fails, he either dies in 1d6 days (25% chance) or lies sick in bed (75% chance) for one month, unable to adventure.

Normal Rats: Normal rats have gray or brown fur and are from 6 inches to 2 feet long. They attack in packs of five to ten individuals. If there are more than ten rats, they attack several targets as packs of ten or less. A pack only attacks one creature at a time and makes one attack per round. Rats climb all over the creature they are attacking, often knocking the victim down.

Giant Rats: These creatures are 3 feet long or more and have gray or black fur. They are often found in the dark corners of dungeon rooms and in areas with undead monsters.

Rhagodessa

Armor Class:	5
Hit Dice:	4 + 2 (L)
Move:	150' (50')
Attacks:	1 leg/1 bite
Damage:	0 + suckers/2d8
No. Appearing:	1d4 (1d6)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	U
Alignment:	Neutral
XP Value:	125

A rhagodessa is a giant spiderlike carnivore, about the size of a small horse. It has an oversized head and jaws (mandibles) that are yellow and a dark brown thorax. It has five pairs of legs; the front pair end in suckers that help the creature grasp its prey. A hit with a leg causes no damage but means that the target is caught. In the next round of combat, the target is pulled to the mandibles and bitten (automatic hit).

Rhagodessae are nocturnal—they hunt only in the dark. They are normally found in caves and can climb walls.

Rust Monster

Armor Class:	2
Hit Dice:	5* (L)
Move:	120' (40')
Attacks:	1
Damage:	See below
No. Appearing:	1d4 (1d4)
Save As:	Fighter: 3
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	300

A rust monster has a body like a giant armadillo with a long tail and two long front antennae. If a rust monster hits a target with its antenna, any nonmagical metal armor or weapon hit immediately crumbles to rust.

The rust monster is attracted by the smell of metal. It eats the rust created by its attacks. It can be injured by any type of weapon. A successful hit roll means the rust monster's body is damaged. There is no ill effect to the weapon.

If the rust monster hits magical armor or a magical weapon with its antennae, there is a 10% chance the magic resists the rust effect. If the

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target fails, the magical item loses one "plus" per hit. If the item loses all of its pluses, it is no longer magical. For example, a *shield +1* has a 10% chance of surviving the attack. If the player rolls 11 or greater on d%, the shield is reduced to a normal shield. If hit again, it crumbles into rust.

Scorpion, Giant

Armor Class:	2
Hit Dice:	4* (L)
Move:	150' (50')
Attacks:	2 claws/1 sting
Damage:	1d10/1d10/1d4 + poison
No. Appearing:	1d6 (1d6)
Save As:	Fighter: 2
Morale:	11
Treasure Type:	V
Alignment:	Neutral
XP Value:	125

A giant scorpion is the size of a small horse. It lives in deserts, caves, and ruins. It usually attacks on sight. It fights by grasping a victim with its claws and stinging. If either claw hits, the hit roll for the stinger gains a +2 bonus. Anyone struck by the stinger must roll a successful Saving Throw vs. Poison or die.

Shadow*

Armor Class:	7
Hit Dice:	2 + 2* (M)
Move:	90' (30')
Attacks:	1
Damage:	1d4 + special
No. Appearing:	1d8 (1d12)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	F
Alignment:	Chaotic
XP Value:	35

Shadows are non-corporeal (ghost-like), intelligent creatures. They can be harmed only by magical weapons. They look like real shadows and can alter their shape slightly. Shadows are hard to see and usually gain surprise (1-5 on 1d6). If a shadow scores a hit, it drains 1 point of Strength in addition to inflicting normal damage. This weakness lasts for eight turns.

Any creature whose Strength is reduced to 0 becomes a shadow immediately. Shadows are not affected by *sleep* or *charm* spells; they are not undead and cannot be turned by clerics.

The DM should not use shadows unless the party has at least one magical weapon.

Shrieker

Armor Class:	7
Hit Dice:	3 (M)
Move:	9' (3')
Attacks:	See below
Damage:	Nil
No. Appearing:	1d8 (0)
Save As:	Fighter: 2
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	35

Shriekers resemble giant mushrooms. They live in underground caverns and move around slowly. They react to light (within 60 feet) and movement (within 30 feet) by emitting a piercing shriek that lasts for 1d3 rounds. For each round of shrieking, the DM rolls 1d6. A result of 4-6 means a wandering monster has heard the noise and arrives in 2d6 rounds.

Skeleton

Armor Class:	7
Hit Dice:	1 (M)
Move:	60' (20')
Attacks:	1
Damage:	By weapon
No. Appearing:	3d4 (3d10)
Save As:	Fighter: 1
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	10

Animated skeletons are undead creatures found near graveyards, dungeons, and other deserted places. They are often used as guards by the high-level magic-user or cleric who animated them. Since they are undead, they can be turned by clerics. They are not affected by *sleep* or *charm* spells, nor any form of mind reading. Skeletons always fight until "killed."

Snake

Snakes are found almost everywhere. They avoid only very hot and very cold places. Most snakes do not attack unless surprised or threatened. Some snakes have poisonous bites, and most are carnivores.

Spitting Cobra: A spitting cobra is a three-foot-long, grayish-white snake. It spits a stream of venom at its target's eyes, up to a distance of 6 feet away. If the spit hits, the target must roll a successful Saving Throw vs. Poison or be blinded. As with most small, poisonous snakes, a spitting cobra does not attack human-sized or larger opponents un-

	<i>Spitting Cobra</i>	<i>Giant Racer</i>	<i>Pit Viper</i>	<i>Giant Rattler</i>	<i>Rock Python</i>
Armor Class:	7	5	6	5	6
Hit Dice:	1* (S)	2 (M)	2* (M)	4* (M)	5* (L)
Move:	90' (30')	120' (40')	90' (30')	120' (40')	90' (30')
Attacks:	1 bite or spit	1 bite	1 bite	2 bites	1 bite/1 squeeze
Damage:	1d3 + poison	1d6	1d4 + poison	1d4/1d4 + poison	1d4/2d4
No. Appearing:	1d6 (1d6)	1d6 (1d8)	1d8 (1d8)	1d4 (1d4)	1d3 (1d3)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 2	Fighter: 3
Morale:	7	7	7	8	8
Treasure Type:	Nil	Nil	Nil	U	U
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value:	13	20	25	125	300

less startled or threatened. It can either spit or bite in one round, but not both; it usually spits. The damage given (1d3 points) applies only to the bite. If bitten, the target must roll a successful Saving Throw vs. Poison or die in 1d10 turns.

Giant Racer: This is an average type of giant snake, about 4 feet long. It has no special abilities, but it is faster than most other snakes. It is not poisonous, but its bite can be dangerous in itself. Larger racers average 2 feet long per Hit Die and inflict 1d8, 1d10, or even 2d6 points of damage per bite.

Pit Viper: A pit viper is a five-foot-long, greenish-gray, poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60 feet. The combination of pits and infravision makes it very hard to fight a pit viper; it is so quick that it always gains the initiative (no roll needed). Any target bitten by a pit viper must roll a successful Saving Throw vs. Poison or die.

Giant Rattlesnake: This ten-foot-long snake has brown and white scales set in a diamond pattern. On its tail is a dried, scaly rattle, which it often shakes to ward off intruders or attackers who are too large to eat. The victim of a giant rattlesnake bite must roll a successful Saving Throw vs. Poison or die in 1d6 turns. This snake is very fast and attacks twice per round, the second attack coming at the end of the round.

Rock Python: This 20-foot-long snake has brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, it coils around the victim and constricts in the same round. This squeezing causes 2d4 points of damage per round and occurs automatically until the snake dies or releases the victim.

Specter*

Armor Class:	2
Hit Dice:	6** (M)
Move:	150' (50')
Flying:	300' (100')
Attacks:	1 touch
Damage:	1d8 + double energy drain
No. Appearing:	1d4 (1d8)
Save As:	Fighter: 6
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	725

The ghostly specters are among the mightiest of the undead. They have no solid bodies and can be hit only by magical weapons; silver weapons have no effect. Like all undead, specters are immune to *sleep*, *charm*, and *hold* spells.

A hit by a specter inflicts 1d8 points of damage in addition to a double energy drain (victims lose two levels). A character slain by a specter rises the next night as a specter under the control of the slayer.

Spider, Giant

	<i>Crab Spider</i>	<i>Black Widow</i>	<i>Tarantella</i>
Armor Class:	7	6	5
Hit Dice:	2* (M)	3* (M)	4* (L)
Move:	120' (40')	60' (20')	120' (40')
In Web:	No webs	120' (40')	No webs
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8 + poison	2d6 + poison	1d8 + poison
No. Appearing:	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	8	8
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	50	125

All spiders can be dangerous, and many are poisonous. All are carnivores, either trapping their prey in webs or jumping at victims by surprise. However, they are rarely intelligent and often flee from fire.

Crab Spider: This five-foot-long spider has a chameleon-like ability to blend into its surroundings. It surprises targets on a roll of 1-4 (on 1d6). It clings to walls or ceilings and drops onto its prey. After the first attack, targets can see it normally. Any target of its bite must roll a successful Saving Throw vs. Poison or die in 1d4 turns. However, the poison is weak, and the target gains a +2 bonus to his Saving Throw roll.

Black Widow Spider: This vicious arachnid is 6 feet long, and has a red "hourglass" mark on its belly. It usually stays close to its webbed lair. Treat as the magic-user's *web* spell when targets attempt to break free once entrapped. The webs can also be burned away. Any target of the bite of a black widow spider must roll a successful Saving Throw vs. Poison or die in 1 turn.

Tarantella: A tarantella is a huge, hairy, magical spider that resembles a seven-foot-long tarantula. Its bite does not kill; instead, it causes the target (if he fails a Saving Throw vs. Poison) to have painful spasms that resemble a frantic dance.

This dance has a magical effect on onlookers. Anyone watching the dance must roll a successful Saving Throw vs. Spell or start to dance in the same way. The effects of the bite last for 2d6 turns. Affected watchers dance for as long as the original target. However, dancers drop from exhaustion in five turns, and they are then helpless against attacks. While they are dancing, victims suffer a -4 penalty to their hit rolls, and anything attacking them gains a +4 bonus to its hit rolls.

Sprite

Armor Class:	5
Hit Dice:	1/2* (1-4 hp) (S)
Move:	60' (20')
Flying:	180' (60')
Attacks:	1 spell
Damage:	See below
No. Appearing:	3d6 (5d8)
Save As:	Elf: 1
Morale:	7
Treasure Type:	S
Alignment:	Neutral
XP Value:	6

Sprites are small, winged people (about 1 foot tall) related to pixies and elves. Though shy, they are very curious and have a strange sense of humor. Five sprites acting together can cast one *curse* spell. This takes the form of a magical practical joke, such as tripping or having the target's nose grow. The exact effect of the curse is left to the DM's imagination. Sprites never cause death on purpose, even if they are attacked.

Stirge

Armor Class:	7
Hit Dice:	1* (S)
Move:	30' (10')
Flying:	180' (60')
Attacks:	1
Damage:	1d4
No. Appearing:	1d10 (3d6)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	L
Alignment:	Neutral
XP Value:	13

A stirge is a bird-like creature with a long beak. It attacks by thrusting its beak into the target's body (it feeds on blood). A successful hit (for 1d3 points of damage) means that it attaches itself to the target. It sucks for 1d3 points of damage per round until the target dies. A flying stirge gains a bonus of +2 on its first hit roll against any opponent because of its diving attack.

Thoul

Armor Class: 6
 Hit Dice: 3** (M)
 Move: 120' (40')
 Attacks: 2 claws or 1 weapon
 Damage: 1d3/1d3 or by weapon
 No. Appearing: 1d6 (1d10)
 Save As: Fighter: 3
 Morale: 10
 Treasure Type: C
 Alignment: Chaotic
 XP Value: 65

A thoul is a magical combination of a ghoul, a hobgoblin, and a troll. Except when a target is very close, a thoul looks exactly like a hobgoblin. It is sometimes found as part of the bodyguard of a hobgoblin king. A thoul's touch paralyzes (the same as a ghoul's touch). If it is damaged, a thoul can regenerate 1 hit point per round as long as it is alive. (After a thoul is hit, the DM adds 1 hit point to its total at the beginning of each round of combat.)

Troglodyte

Armor Class: 5
 Hit Dice: 2* (L)
 Move: 120' (40')
 Attacks: 2 claws/1 bite
 Damage: 1d4/1d4/1d4
 No. Appearing: 1d8 (5d8)
 Save As: Fighter: 2
 Morale: 9
 Treasure Type: A
 Alignment: Chaotic
 XP Value: 30

Troglodytes are intelligent, human-like reptiles. They have short tails, long legs, and spiny "combs" on their head and arms. Troglodytes walk upright and use their hands as well as humans. They hate most other creatures and try to kill anyone they meet. They have the chameleon-like ability to change colors. They use it to hide by rock walls, often surprising targets (1-4 on 1d6). A troglodyte secretes an oil that produces a stench, nauseating humans and demihumans unless they roll a successful Saving Throw vs. Poison. Nauseated characters have a -2 penalty to their hit rolls while in hand-to-hand combat with a troglodyte.

Troll

Armor Class: 4
 Hit Dice: 6 + 3* (L)
 Move: 120' (40')
 Attacks: 2 claws/1 bite
 Damage: 1d6/1d6/1d10
 No. Appearing: 1d8 (1d8)
 Save As: Fighter: 6
 Morale: 10 (8)
 Treasure Type: D
 Alignment: Chaotic
 XP Value: 650

Trolls are 8-foot-tall, thin, intelligent humanoids, with skin almost like rubber. They prefer human and humanoid beings to all other foods. They live nearly anywhere, often in the ruined dwellings of their victims.

A troll is very strong and rends its opponents with talons and sharp teeth. It has the power of regeneration—the ability to grow back together when damaged. It begins to regenerate three rounds after it is damaged. The troll's wounds heal themselves at a rate of 3 hit points per round. Severed limbs even crawl back to the body and rejoin.

The head and claws of a troll continue to fight as long as the creature has 1 hit point or more. However, the troll cannot regenerate damage from fire or acid. When attacked by these methods, the creature's mo-

rale score is 8. Unless totally destroyed by fire or acid, a troll eventually regenerates completely.

Undead

(See Ghoul, Skeleton, Vampire, Wight, Wraith, or Zombie)

The undead are evil creatures created by dark magic. They are not affected by things that affect living creatures (such as poison) or spells that affect the mind (such as *sleep* and *charm*). They make no noise when moving or fighting.

Vampire*

Armor Class: 2
 Hit Dice: 7-9** (M)
 Move: 120' (40')
 Flying: 180' (60')
 Attacks: 1 touch or special
 Damage: 1d10 + double energy drain or special
 No. Appearing: 1d4 (1d6)
 Save As: Fighter: 7-9
 Morale: 11
 Treasure Type: F
 Alignment: Chaotic
 XP Value: 1,250/1,750/2,300

Vampires are the most feared of the undead. They haunt ruins, tombs, crypts, and other places deserted by man. They are unaffected by *sleep*, *charm*, and *hold* spells. They can only be hit with magical weapons.

A vampire can take the form of a human, a dire wolf, a giant bat, or a gaseous cloud at will. Each change takes 1 round.

Whatever its form, a vampire regenerates 3 hit points per round, starting as soon as it is damaged. If a vampire is reduced to 0 hit points it does not regenerate, but becomes gaseous and flees to its coffin.

In dire wolf or giant bat form, the vampire's move, attacks, and damage are those of the animal. The vampire's AC, Hit Dice, Morale, and Saving Throws remain unchanged. In gaseous form, a vampire cannot attack. It can fly at the speed given above and is immune to all weapon attacks.

In human form, a vampire can attack by gaze or touch, or it can summon other creatures. The touch of a vampire inflicts a double energy drain (removing two levels of experience) in addition to damage. The creature's gaze can *charm*. Any target who meets the gaze must roll a successful Saving Throw vs. Spell to avoid the charm, but there is a -2 penalty to the roll.

The vampire can summon any one type of the following creatures; they come to its aid if they are within 300 feet (300 yards outdoors):

Rats	10-100	Giant Rats	5-20
Bats	10-100	Giant Bats	3-18
Wolves	3-18	Dire Wolves	2-8

Any character slain by a vampire returns from death in three days as a vampire under the control of the slayer.

Weaknesses of Vampires: A vampire cannot come within 10 feet of a strongly presented holy symbol, although it can move to attack from another direction. The odor of garlic repels a vampire; the creature must roll a successful Saving Throw vs. Poison or it must stay 10 feet from the garlic during that round.

A vampire cannot cross running water, either on foot or flying, except at a bridge or while in its coffin. During the day, a vampire usually rests in its coffin; failure to do so results in the loss of 2d6 hit points per day. These hit points are not regenerated until the vampire has rested in its coffin for a full day. A vampire casts no reflection and avoids mirrors.

A vampire may be destroyed by driving a wooden stake through its heart or by immersion in running water for one turn. If a vampire is exposed to direct sunlight, the creature must roll a successful Saving Throw vs. Death Ray each round or disintegrate. A *continual light* spell cannot disintegrate a vampire, but it does blind it (see spell description). If all of the vampire's coffins are blessed or destroyed, the vampire weakens, suffering 2d6 hit points of damage

Monsters

per day. It dies when its hit points are reduced to 0. A vampire always has several well-hidden coffins available.

Werecreature

(See Lycanthrope: werebear, wereboar, wererat, weretiger, or werewolf)

Wight*

Armor Class:	5
Hit Dice:	3* (M)
Move:	90' (30')
Attacks:	1
Damage:	Energy drain
No. Appearing:	1d6 (1d8)
Save As:	Fighter: 3
Morale:	12
Treasure Type:	B
Alignment:	Chaotic
XP Value:	50

A wight is an undead spirit living in the body of a dead human or demihuman. It can be hit only by silvered or magical weapons. Wights are greatly feared because they drain life energy when they strike a target. Each hit drains one level of experience or Hit Die. Any person totally drained of life energy by a wight becomes a wight in 1d4 days, under the control of his slayer.

Wolf

	<i>Normal Wolf</i>	<i>Dire Wolf</i>
Armor Class:	7	6
Hit Dice:	2 + 2 (M)	4 + 1 (L)
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1d6	2d4
No. Appearing:	2d6 (3d6)	1d4 (2d4)
Save As:	Fighter: 1	Fighter: 2
Morale:	8/6 (see below)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP Value:	25	125

Wolves: Wolves are carnivores that hunt in packs. Though they prefer the wilderness, they can occasionally be found in caves. Captured wolf cubs may be trained like dogs (if the DM permits), but with difficulty. If three or fewer wolves are encountered, or if a pack is reduced to less than 50% of its original numbers, their morale is 6 rather than 8.

Dire Wolves: Dire wolves are larger and more ferocious than normal wolves, and they are semi-intelligent. They are fierce enemies and usually hunt in packs. They can be found in caves, woods, and mountains. They are sometimes trained by goblins as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves.

Wraith*

Armor Class:	3
Hit Dice:	4** (M)
Move:	120' (40')
Flying:	240' (80')
Attacks:	1 touch
Damage:	1d6 + energy drain
No. Appearing:	1d4 (1d6)
Save As:	Fighter: 4
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	175

A wraith is an undead monster with no physical body. It appears as a pale, almost transparent, man-like figure of thick mist. It is immune to *sleep*, *charm*, and *hold* spells. A wraith can be hit only by silver or magical weapons. Silver weapons cause only half damage.

The successful touch attack of a wraith results in an energy drain of one level in addition to causing 1d6 points of damage. A victim slain by a wraith becomes a wraith in one day, under the control of the slayer. Wraiths dwell in deserted lands or in the dwellings of creatures they have slain or frightened away.

Wyvern

Armor Class:	3
Hit Dice:	7* (L)
Move:	90' (30')
Flying:	240' (80')
Attacks:	1 bite/1 sting
Damage:	2d8/1d6 + poison
No. Appearing:	1d2 (1d6)
Save As:	Fighter: 4
Morale:	9
Treasure Type:	E
Alignment:	Chaotic
XP Value:	850

A wyvern resembles a two-legged dragon with a long tail. In combat, a wyvern bites and arches its tail over its head to hit opponents in front of it. Targets stung by the tail must roll a successful Saving Throw vs. Poison or die. These beasts prefer to live on cliffs or in forests but may be found anywhere.

Yellow Mold

Armor Class:	Can always be hit
Hit Dice:	2* (L)
Move:	0
Attacks:	Spores
Damage:	1d6 + special
No. Appearing:	1d8 (0)
Save As:	Fighter: 2
Morale:	Not applicable
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	25

One of these deadly fungi covers an area of 10 square feet, and many may be found together. Yellow mold can be killed only by fire: A torch causes 1d4 points of damage each round. It can eat through wood and leather but cannot harm metal or stone. It does not actually attack, but if it is touched, even by a torch, the touch may (50% chance per touch) cause the mold to squirt out a 10' x 10' x 10' cloud of spores. Anyone caught within the cloud suffers 1d6 points of damage and must roll a successful Saving Throw vs. Death Ray or choke to death within six rounds.

Zombie

Armor Class:	8
Hit Dice:	2 (M)
Move:	90' (30')
Attacks:	1 claw or 1 weapon
Damage:	1d8 or by weapon
No. Appearing:	2d4 (4d6)
Save As:	Fighter: 1
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	20

Zombies are mindless, undead humans or demihumans animated by some evil magic-user or cleric. They may be turned by clerics but are not affected by *sleep* or *charm* spells. They can be harmed by normal weapons. Zombies are often placed to guard treasures because they make no noise. They are slow fighters and always lose initiative (no roll needed).

The coins, gems, jewelry, and magical items found by the characters during an adventure are all called treasure. Wealth (coins, gems, jewelry, and other items of value) is worth experience points. The amount of treasure found helps determine how fast the characters advance. A wealthy character may also buy better equipment, hire more retainers, and purchase special services—for example, buy magical cures from higher level clerics. Magical items are not counted for XP awards, but they are useful in other ways, especially during adventures.

Normally the characters find treasure in monster's lairs. But they can also gain treasure as a payment or a reward from an NPC for performing some task. What treasure the party finds is determined randomly or chosen by the DM.

The DM should always figure out the contents of a large treasure hoard before play. This way he can decide how best to hide and protect the treasure from theft. If the treasure includes magical items, the DM may want to allow the monsters to use the items—such as a bugbear wielding a magical *sword* +1.

Random Treasures

To determine a monster's treasure at random, use the following step-by-step procedure:

1. Find the Treasure Type listed in the monster's description.
2. Of the possible treasures given for the Treasure Type, roll d% to find which ones are actually present.
3. Determine the amount of each treasure present.
4. If magical items are possible, roll for the exact items on the Magical Item subtables.

Treasure Types Table (Group)

Type	1000s of Copper	1000s of Silver	1000s of Electrum	1000s of Gold	1000s of Platinum	Gems	Jewelry	Magical Items
A	25% 1d6	30% 1d6	20% 1d4	35% 2d6	25% 1d2	50% 6d6	50% 6d6	30% Any 3
B	50% 1d8	25% 1d6	25% 1d4	25% 1d3	Nil	25% 1d6	25% 1d6	10% 1 Sword, armor, or weapon
C	20% 1d12	30% 1d4	10% 1d4	Nil	Nil	25% 1d4	25% 1d4	10% Any 2
D	10% 1d8	15% 1d12	Nil	60% 1d6	Nil	30% 1d8	30% 1d8	15% Any 2 + 1 potion
E	5% 1d10	30% 1d12	25% 1d4	25% 1d8	Nil	10% 1d10	10% 1d10	25% Any 3 + 1 scroll
F	Nil	10% 2d10	20% 1d8	45% 1d12	30% 1d3	20% 2d12	10% 1d12	30% Any 3 (except weapons) + 1 potion + 1 scroll
G	Nil	Nil	Nil	50% 10d4	50% 1d6	25% 3d6	25% 1d10	35% Any 4 + 1 scroll
H	25% 3d8	50% 1d100	50% 10d4	50% 10d6	25% 5d4	50% 1d100	50% 10d4	15% Any 4 + 1 potion + 1 scroll
I	Nil	Nil	Nil	Nil	30% 1d8	50% 2d6	50% 2d6	15% Any 1
J	25% 1d4	10% 1d3	Nil	Nil	Nil	Nil	Nil	Nil
K	Nil	30% 1d6	10% 1d2	Nil	Nil	Nil	Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	50% 1d4	Nil	Nil
M	Nil	Nil	Nil	40% 2d4	50% 5d6	55% 5d4	45% 2d6	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil	Nil	40% 2d4 Potions
O	Nil	Nil	Nil	Nil	Nil	Nil	Nil	50% 1d4 Potions

Treasure Types Table (Individual)

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum	Pieces of Gold	Pieces of Platinum	Gems	Jewelry	Magical Items
P	3d8 per	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Q	Nil	3d6 per	Nil	Nil	Nil	Nil	Nil	Nil
R	Nil	Nil	2d6 per	Nil	Nil	Nil	Nil	Nil
S	Nil	Nil	Nil	2d4 per	Nil	Nil	Nil	Nil
T	Nil	Nil	Nil	Nil	1d6 per	Nil	Nil	Nil
U	10% 1d100	10% 1d100	Nil	5% 1d100	Nil	Nil	5% 1d4	2% Any 1
V	Nil	10% 1d100	5% 1d100	10% 1d100	5% 1d100	Nil	10% 1d4	5% Any 1

These four steps are described in the following sections.

1. Find the Treasure Type: Find the Treasure Type in the monster description. Now find the same letter on the Treasure Types tables. The row after that letter lists the possible types of treasure present. Each type gives a percentage, followed by a die code.

When the Treasure Type given is a letter from A to O, that treasure is found only in a full lair. To find these treasures, the players must find the monster's lair. Of course, they will also find the number of monsters listed as being in the lair!

Most monster lairs have too many creatures for a party of beginning characters to fight. You can say that the lair has already been partially raided, or that it is a new one just being built, or something like this. In such cases, the lair might have only half as many monsters as the description says. It would also have half as much treasure. You can adjust the capacity of the lair, and its treasure yield, as you see fit.

Treasure types P through V are carried on individuals and are found on monsters outside their lairs. When a monster is outside his lair, do not use treasure types A through O.

2. Roll Percentage Dice: Using percentage dice, if you roll a number equal to or less than the percentage given on the appropriate Treasure Types tables, that type of treasure is present. As you roll each percentage, make a note (on scrap paper) of the types of treasure actually present.

3. Roll the Indicated Dice: Roll the die code to find the exact amount of each type of treasure you found in step 2.

4. Determine Magical Items: If any magical items are present, use the Magical Item subtables to find the actual types.

Placed Treasures

You may choose treasures instead of rolling for them randomly. You may also choose a result if rolls give too much or too little treasure. Make these choices carefully because most of the experience characters get comes from treasure (usually 75% or more).

After running a few games, you may find it easier to first decide how many XP you want give out (considering the size and levels of experience in the party). Then you can place treasures to give the desired results. However, be sure to make the monsters tough so that the characters earn their treasure!

Other Treasure Types

You may create Treasure Types other than those listed. Some other valuable items could be rugs, wall hangings, or rare wines. You could include silverware and other kitchen items or even animal skins. You should give each item a value in gold pieces and an encumbrance.

Average Treasure Values

In case you want to know the value of a lair treasure first, the average values of each Treasure Type (in gp) are listed below. These averages do not include the possible magical items in the treasures. After rolling for treasures, you can refer to this list to see whether the treasure you've created is larger or smaller than average. You may then adjust the treasure, if you wish.

Average Treasure Value (gp)

A = 17,000	E = 2,500	I = 7,500
B = 2,000	F = 7,600	J = 25
C = 750	G = 25,000	K = 250
D = 4,000	H = 60,000	L = 225
		M = 50,000

Coins

All coins are about equal in size and weight. Each coin weighs about $\frac{1}{10}$ pound. Electrum is a mixture of silver and gold. The rate of exchange between coins is as follows:

Coin Conversion Chart

100 cp = 1 gp; 2 ep = 1 gp; 10 sp = 1 gp; 1 pp = 5 gp;
500 cp = 50 sp = 10 ep = 5 gp = 1 pp

Gems

To find the value of a gem, roll Percentage dice and refer to the following Gem Value table:

Gem Value Table (gp)

% Roll	Value	Example
01-20	10	Quartz, Turquoise
21-45	50	Citrine, Onyx
46-75	100	Amber, Garnet
76-95	500	Pearl, Topaz
96-00	1,000	Opal, Ruby

Examples of the kinds of stones you might typically find for the value are listed. Of course, a very large quartz crystal might be worth more than a very small ruby. You may wish to reveal a gem type rather than give its exact value for more realism in the adventure. If you do so, let the players discover the exact value later—at the town jeweller's shop, for example. The jeweller might charge 1 to 5% of the gem's value as an appraisal fee.

Optional: After finding the total value of all the gems in a treasure, you may combine or split them into different numbers of gems at any values. For example, five gems worth 100 gp each could instead be one pearl, or 50 onyx gems, or four garnets and ten pieces of turquoise.

Jewelry

To find the value of a piece of jewelry, roll 3d6 and multiply the total by 100 (for a total of 300-1,800 gp). Jewelry can be damaged by such disasters as very hot fire, lightning bolts, crushing, and other rough treatment. Damaged jewelry is worth only half normal value.

Jewelry Value Table (gp)

Value	Example
300-600	Bracelet, Pin
700-1,000	Brooch, Earring
1,100-1,400	Pendant, Necklace
1,500-1,800	Crown, Scepter



As with gems, you may use any type of jewelry as treasure and in whatever combination you like. You may choose to allow jewelry of greater value than is given.

When both gems and jewelry occur in the same treasure, you may combine them. For example, a single gem result of 1,000 gp along with a jewelry value of 1,500 gp could instead be “two gold crowns, each with a large pearl set in the front; each crown is worth 1,250 gp.”

Magical Item Subtables

If a magical item is present in a treasure, you can find the exact item, using the following three-step process:

1. Roll percentage dice to find which subtable to use as given on the Magical Item table.
2. Find the correct subtable and roll 1d20 to find the exact item.
3. Read the explanation of the item (on the following pages).

1. Roll Percentage Dice

Magical Item Table

D% Roll	Magical Item Subtable
01-20	A — Swords
21-30	B — Other Weapons
31-40	C — Armor and Shields
41-65	D — Potions
66-85	E — Scrolls
86-90	F — Rings
91-95	G — Wands, Staves, and Rods
96-00	H — Miscellaneous Magical Items

2. Roll on Magical Item Subtable

Subtable A—Swords (roll 1d20)

D20 Roll	Type of Sword
1-8	Sword +1
9-10	Sword +1, +2 against lycanthropes
11	Sword +1, +2 against spell users
12-13	Sword +1, +3 against undead
14-15	Sword +1, +3 against dragons
16	Sword +1, <i>light</i> spell 1/day
17	Sword +1, <i>cure light wounds</i> 1/day
18	Sword +1, locate objects
19	Sword +2
20	Sword +2, <i>charm person</i>

Subtable B—Other Weapons (roll 1d20)

D20 Roll	Type of Weapon
1-4	Arrows +1 (10 arrows)
5-6	Axe +1
7-9	Dagger +1
10	Dagger +2
11-13	Mace +1
14-16	Quarrels +1 (10 quarrels)
17	Sling +1
18-20	War hammer +1

Subtable C—Armor and Shields (roll 1d20)

D20 Roll	Type of Armor or Shield
1-2	Leather armor +2
3-4	Leather armor +1
5-9	Chain mail armor +1
10-11	Plate mail armor +1
12-17	Shield +1
18-19	Shield +2
20	Chain armor and shield (each +1)

Subtable D—Potions (roll 1d20)

D20 Roll	Type of Potion
1-4	Diminution
5-6	ESP
7-8	Gaseous Form
9-10	Giant Strength
11-12	Growth
13-16	Healing
17	Invisibility
18-19	Levitation
20	Poison

Subtable E—Scrolls (roll 1d20)

D20 Roll	Type of Scroll
1-4	Scroll of 1 spell
5-7	Scroll of 2 spells
8	Scroll of 3 spells
9-10	Curse (occurs when read)
11-13	Protection from Lycanthropes
14-16	Protection from Magic
17-18	Protection from Undead
19	Treasure Map: location of 1,000-4,000 gp value
20	Treasure Map: location of 1 hidden magical item

Subtable F—Rings (roll 1d20)

D20 Roll	Type of Ring
1	Cursed Ring
2-3	Animal Control
4-8	Fire Resistance
9-10	Invisibility
11-14	Protection +1
15-16	Telekinesis
17-18	Water Walking
19-20	Weakness

Subtable G—Wands, Staves, and Rods (roll 1d20)

D20 Roll	Type of Wand, Staff, or Rod
1-6	Wand of Enemy Detection
7-10	Wand of Magic Detection
11-12	Wand of Paralyzation
13	Wand of Secret Door Detection
14	Wand of Trap Detection
15-16	Staff of Healing
17	Staff of Striking
18	Snake Staff
19-20	Rod of Cancellation

Subtable H—Miscellaneous Magical Items (roll 1d20)

D20 Roll	Type of Magical Item
1-2	Bag of Devouring
3-4	Bag of Holding
5	Boots of Levitation
6	Crystal Ball
7-8	Elven Cloak
9-10	Elven Boots
11	Gauntlets of Ogre Power
12-13	Helm of Alignment Changing
14-16	Helm of Telepathy
17-18	Medallion of ESP
19-20	Rope of Climbing

3. Explanation of Magical Items

Identifying Magical Items: The only way to identify exactly what an item does is by testing it (trying on the ring, sipping the potion, etc.). If a retainer does this testing, the retainer expects to keep the item. A high-level NPC magic-user can be asked to identify an item. He will want money (100 gp or more) or a service in advance. He may take several weeks (game time, not real time) to do the job.

Types of Magical Items: There are two basic types of magic items. *Permanent items* are not used up (such as swords and armor). *Temporary items* are used either once (such as potions) or one charge at a time (such as wands).

Using Magical Items: A magical item is any object that a powerful wizard or supernatural being has given special properties.

Often, weapons are enchanted to make them more powerful. These enchantments take the form of a bonus, noted by a plus (+) sign following the weapon's name (*sword +1*). Add this bonus to both the hit roll and the damage roll of the character using the weapon.

Some weapons are enchanted for use against particular creatures (*sword +1, +3 against dragons*). When a character uses the weapon to attack the creature listed, use the second bonus instead of the first.

Occasionally, weapons are cursed. A cursed weapon is noted by a minus (-) sign following the weapon's name (*sword -1*). This means that instead of giving a bonus, the enchantment inflicts a penalty. Subtract this penalty from both the user's hit roll and damage roll. Cursed weapons occasionally come in handy because they are magical and can be used to damage monsters that can be hit only by magical weapons!

Like weapons, armor and shields can be enchanted to give the wearer a bonus (or penalty) to his Armor Class. These magical bonuses are noted by the + (or -) signs, just as with weapons. But remember that a low AC is better than a high one, so bonuses are *subtracted* from the character's AC. Penalties are added. For example, normal chain mail is AC 5. *Chain mail +2* is AC 3.

Special Actions: Often, PCs find weapons with special powers or objects that allow special actions. When this happens, look up the item's description in the rule book. As with magical spells, the description tells you what happens when the PC uses an item's magical powers.

Characters and Magical Items: To make a magical item work, the user must hold or wear it properly. If the item also has a special power that is not in constant effect, the user must concentrate on that effect. (For example, if a fighter has *sword +1, light spell 1/day*, he must concentrate on the *light spell* to start it up.) Unless

the item description says otherwise, items can only be used once per round. A character who is concentrating on using an item's special powers cannot do anything else that round.

Charges: There is no limit on the number of times most magical items can be used. The description of some items, however, states that they have a certain number of charges (this is especially true for magical wands). Each time a character uses one of these magical items, he uses one charge. When the last charge is used, the item is no longer magical. It cannot perform any more special actions or provide any more magical bonuses.

PCs can never find out how many charges a magical item has. Instead, you have to keep careful track of how many times they use such items. Items with charges can never be recharged.

Magical Item Descriptions

Subtable A—Swords: When a character uses a magical sword, the player adds the bonus to both hit and damage rolls. Some swords also have a special adjustment that is used only when fighting a specific type of opponent. Normal weapon restrictions for character classes also apply to magical weapons. For example, a cleric cannot use a sword, so a cleric cannot use a magical sword, either.

Two of the swords listed can cast clerical spells. Refer to those spells to find the exact effect. Each effect can only be used once each adventure (or day). No meditating is needed to gain the spellcasting ability. If you wish, you may add other spell abilities to swords, using either clerical or magic-user spells.

You may select the size of a sword (most are normal swords, but short and two-handed swords also exist) or determine it randomly.

Cursed Swords: Any sword may be cursed! After determining the specific type of magical sword that has been found, roll 1d20 again. If the result is 1-3, place a cursed sword in the treasure instead. It will seem to be a magical sword until used in deadly combat. At that time, the curse is revealed.

A cursed sword causes the player to subtract 1 from all hit and damage rolls when using that weapon, instead of giving a bonus. Once a character uses a cursed sword in battle, he cannot throw it away. If it is stolen or sold, the character is cursed with the desire to get it back. The character always uses that weapon when in battle. (DM, tell the player that this is what the character wants—and no arguments!) Only a high-level NPC magic-user or cleric can help a character get rid of the curse. After the curse is removed, the sword becomes an uncursed magical sword of whatever type was rolled.

Subtable B—Other Weapons: As with magical swords, the bonus number for other magical weapons is added to both hit and damage rolls. And as with swords, any item may be cursed, though there is less chance with these other weapons. Roll 1d20; if the result is 1-2, the item is cursed. The curse is handled in the same manner as a cursed sword.

Normal weapon restrictions apply. Since a magic-user cannot use a sling, a magic-user cannot use a magical sling, either.

Subtable C—Armor and Shields: Armor comes in many shapes and sizes. The better the armor, the lower the wearer's AC number. Magical armor and shields can lower the AC number even further. Any pluses are bonuses to the wearer's Armor Class (remember, bonuses are *subtracted* from the AC). Magical armor has one-half the encumbrance of nonmagical armor of the same type.

Subtable D—Potions: Potions are usually found in small glass vials, similar to holy water. Each potion has a different smell and taste—even two potions with the same effect! Unless stated otherwise, the effect of a potion lasts 1d6 + 6 turns. Only you, the DM, should know the exact duration, and you should keep track of it when the potion is used.

The entire potion must be drunk to have an effect. A potion may be sipped to discover its type and then used later. Drinking a potion takes one round. Sipping a potion does not decrease its effect or duration.

If a character drinks a potion while another potion is still in effect, that character becomes sick and is unable to do anything (no Saving Throw) for three turns (1/2 hour). Neither potion has any further effect. A potion of healing has no duration, so a character can drink another potion on the following round without becoming sick. Each type of potion is described in the following section.

Diminution: Anyone taking this potion immediately shrinks to 6 inches in height and can do no damage when physically attacking a creature larger than 1 foot tall. The user can slip through small cracks and has a 90% chance of not being seen when standing still. This potion negates a *potion of growth*.

ESP: This potion has the same effect as the magic-user spell *ESP*. The user may “hear” the thoughts (if any) of one creature within 60 feet, by concentrating for one full turn in one direction. The user may “hear” through 2 feet of rock, but a thin coating of lead blocks the ESP. Refer to the magic-user spell for more information.

Gaseous Form: Upon drinking this potion, the user’s body takes the form of a cloud of gas. Anything the user is carrying or wearing falls through the gaseous body to land on the floor. The user keeps control over his body; he can move through small holes in walls, chests, and so forth. Any creature or character in gaseous form cannot attack, but has an AC of –2 and cannot be harmed by non-magical weapons.

Giant Strength: The user gains the strength of a frost giant. However, the potion has no effect if a strength-adjusting magical item (such as *gauntlets of ogre power*) is worn. Otherwise, the user inflicts double normal damage with any weapons, and he may throw small boulders (ranges 60/130/200) for 3d6 points of damage.

Growth: This potion causes the user to grow to twice normal size, temporarily increasing Strength (doubling it, up to 18 maximum) and giving the ability to inflict double damage (twice the amount rolled) on any successful hit. The user’s hit points, however, do not increase. This potion negates a *potion of diminution*.

Healing: Like the clerical *cure light wounds* spell, drinking this potion restores 1d6 + 1 lost hit points or cures paralysis for one creature.

Invisibility: This potion has the same effects as the magic-user spell *invisibility*. The potion makes the user invisible. When a character becomes invisible, all the items (but not other creatures) carried and worn by that character also become invisible. Any invisible item becomes visible once again when it leaves the character’s possession (is set down, dropped, and so forth). See the magic-user spell for more information. The DM may allow players to drink small amounts of this potion six times, each drink being effective for only one turn.

Levitation: Drinking this potion has the same effects as the magic-user spell *levitation*. The user may move up or down in the air without any support. This potion does not enable the user to move side-to-side. The user could, however, levitate to a ceiling and move sideways by pushing or pulling. Motion up or down is at a rate of 60 feet per round. See the magic-user spell for more information.

Poison: Poisons look like normal magical potions. If any amount of this potion is swallowed, even a sip, the user must roll a successful Saving Throw vs. Poison or die! (If you wish, you may say that the poison does a set amount of damage if the Saving Throw fails.)

Subtable E—Scrolls: A scroll is a piece of old paper or parchment upon which a high-level magic-user, elf, or cleric has written a magical formula. To use a scroll, there must be enough light to read by, and the scroll must be read aloud. A scroll can be used only once. The words fade from the scroll as they are read aloud. A spell scroll can only be read by a magic-user, elf, or cleric (depending on the type of spell), but a *protection* scroll or a treasure map can be read by anyone.

Spell Scroll: These scrolls may have one, two, or three spells written on them. If more than one spell is written on a scroll, only the spell cast disappears when read. Spell scrolls may have either magic-user or clerical spells on them. To find the type, roll 1d4.

Type of Spell on Scroll

D4 Roll	Type
1	Cleric spell
2-4	Magic-user spell

Magic-user spells are written in a magical language and cannot be read until a *read magic* spell is cast. Clerical scrolls are written in the Common tongue, but only a cleric understands how to use the spells.

Magic-users and elves cannot use clerical scrolls, nor can clerics read magic-user scrolls.

You may either choose the spells on a scroll or determine them randomly. If you wish to choose them randomly, roll 1d6 for each spell the scroll contains and use the chart below to find the spell level. Then roll to determine the exact spell if not already listed, using the spell lists.

Level of Spell on Scroll

D6 Roll	Number
1-3	1st level
4-5	2nd level
6	3rd level

Number of Spells on Scroll

D6 Roll	Level
1-3	1
4-5	2
6	3

Cursed Scroll: Unfortunately, when any writing on a cursed scroll is even seen, the victim is immediately cursed. No reading is necessary! You, the DM, must make up each curse. Examples of a few common curses are as follows:

1. The reader turns into a frog (or some other harmless animal).
2. A wandering monster of the same level as the reader appears and attacks the reader by surprise (a free attack with bonuses).
3. One magical item owned by the reader disappears (the item is chosen or randomly determined by the DM).
4. The reader loses one level of experience, as if struck by a wight. (You should roll again for a 1st-level character to avoid unfair “instant death.”)

5. The reader's prime requisite must be rerolled.

6. Wounds take twice as long to heal, and healing spells restore only half normal amounts.

Only a *remove curse* spell can remove a curse of this nature. However, you can allow the cursed character to be cured by a high-level NPC cleric or magic-user. He demands that the character complete a special adventure or perform a worthy but difficult task.

Protection Scroll: A *protection* scroll can be read and used by any class. When read, it creates a circle of protection 10 feet across that moves with the reader at its center. It prevents any of the given creatures from entering this circle, but does not prevent spell or missile attacks from those creatures. The circle is broken if anyone protected attacks one of the given creatures in hand-to-hand combat.

Protection from Lycanthropes: When read, this scroll protects all those within the circle from a variable number of lycanthropes for six turns. The number of lycanthropes affected varies according to their type, as follows:

Wererats	1d10
Werewolves, Wereboars	1d8
Weretigers, Werebears	1d4

Protection from Magic: This scroll creates a circle of protection (ten-foot radius) around the reader. No spells or spell effects (including those from items) may enter or leave the circle. The effect lasts for 1d4 turns and moves with the reader.

Protection from Undead: When read, this scroll protects all those within the circle from a variable number of undead for six turns. The number of undead affected varies according to their type, as follows:

Skeletons, Zombies, Ghouls	2d12
Wights, Wraiths, Mummies	2d6
Specters (or tougher)	1d6

Treasure Map: The DM should make a treasure map for the PCs to find. This shows the location of some treasure hoard in the dungeon. The DM may choose any combination of treasures to equal the total value given. These treasures should be guarded by monsters. Sometimes maps are only partially complete or are written in the form of riddles. Some can be read only by using a *read languages* spell.

Subtable F—Rings: A magical ring must be worn on a finger or thumb to be used. A ring may also be carried and put on when desired. Only one magical ring can be worn on each hand. If a character wears more than one, none of the rings function, with the exception of a *ring of weakness* or a *cursed ring* (see below). Any ring may be used by any character class.

Cursed Ring: The wearer of a *cursed ring* has a -1 penalty to all Saving Throws. Since the ring does not emanate evil, the wearer is not likely to know that it is cursed. Once put on, the ring cannot be willingly discarded except by the aid of a high-level cleric.

Animal Control: The wearer of this ring may command 1d6 normal animals (or one giant-sized). The animals are not allowed a Saving Throw. The ring cannot control intelligent animal races or fantastic or magical monsters. The wearer must be able to see the animals to control them. The control lasts as long as the wearer concentrates on the animals and does not move or fight. When the wearer stops concentrating, the animals are free to attack their controller or run away (roll reactions with a penalty of -1 on the roll).

This ring can be used only once per turn.

Fire Resistance: The wearer of this ring is not harmed by normal fires. He gains a bonus of $+2$ to all Saving Throws vs. Fire Spells and vs. Red Dragon breath. In addition, the DM must subtract 1 point from each die of fire damage to the wearer (with a minimum damage of 1 point per die rolled to determine the damage).

Invisibility: The wearer is invisible as long as the ring is worn. If the wearer attacks or casts spells, he becomes visible. The wearer can only become invisible once per turn.

Protection +1: This ring improves the wearer's Armor Class by 1. For example, a magic-user with no armor (AC 9) would be AC 8 when wearing the ring. This item also adds a bonus of $+1$ to all of the wearer's Saving Throw rolls.

Telekinesis: The wearer may slowly move inanimate objects weighing up to 2,000 cns by concentration alone, up to a distance of 50'.

Water Walking: The wearer of this ring may walk on the surface of any body of water and not sink.

Weakness: When this ring is put on, the wearer becomes weaker; his Strength score becomes 3 within 1d6 rounds. The wearer cannot take off this ring. The ring may only be discarded with the help of a high-level cleric.

Subtable G—Wands, Staves, and Rods: A wand is a thin, smooth stick about 18 inches long. A rod is similar, but 3 feet long; and a staff is 2 inches thick and about 6 feet long. Wands may be used only by magic-users and elves, and staves may be used only by clerics. A wand contains 1d10 charges when found. Each item is described below.

Wand of Enemy Detection: When a charge is used, this item causes all enemies within 60 feet (even those hidden or invisible) to glow as if on fire.

Wand of Magic Detection: When a charge is used, this item causes any magical item within 20 feet to glow. If the item cannot normally be seen (within a closed chest, for example), the glow cannot be seen.

Wand of Paralyzation: This wand projects a cone-shaped ray when a charge is used. The ray is 60 feet long and 30 feet wide at its end. Any creature struck by the ray must make a Saving Throw vs. Wands or be paralyzed for six turns.

Wand of Secret Door Detection: This wand points at all secret doors within 20 feet, one at a time, at a cost of one charge per secret door found.

Wand of Trap Detection: This wand points at all traps within 20 feet, one at a time, at a cost of one charge per trap found.

Staff of Healing: This item heals 1d6 + 1 points of damage per use. It may be used only once per day on each person, but it can heal any number of persons once a day. It does not use charges.

Staff of Striking: This weapon inflicts 2d6 points of damage per charge if the hit is successful. Only one charge may be used per strike.

Snake Staff: This magical staff is a *staff +1*. It inflicts 1d6 + 1 points of damage per hit. Upon command, it turns into a snake (AC 5, Hit Dice 3, Hit Points 20, Movement 60 feet per turn, 20 feet per round) and coils around the creature struck. The command may be spoken when the target is hit. The target is allowed to roll a Saving Throw vs. Spell to avoid the serpent's coil. Any man-sized or smaller victim is held helpless for 1d4 turns (unless the snake is ordered by the owner to release the victim before that time). Larger creatures cannot be encircled.

When freed, the snake crawls back to its owner and becomes a staff once again. The snake is completely healed when it turns into a staff. If killed in snake form, it cannot return to staff form and loses all magical properties. This item does not use charges.

Rod of Cancellation: This rod is usable by any character. It works only once. It drains any magical item it hits, making that item forever nonmagical. The target is treated as having an Armor Class of 9. The DM may adjust the Armor Class of an item if it is being used in combat (such as when trying to hit a sword).

Subtable H—Miscellaneous Magical Items: Each of these items is special and is fully described below.

Bag of Devouring: This item looks like a normal small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch—if the contents are still there! If the contents are not removed within 1d6+6 turns, they are forever lost. The bag does not affect living creatures unless the entire creature is stuffed inside the bag. This is impossible to do except with very small creatures.

Bag of Holding: This item resembles a normal small sack, but anything placed within it disappears. Anyone may reach in and find the contents by touch. The bag actually holds treasures up to 10,000 cns in weight but only weighs 600 cns when full. An item to be placed inside the bag may be no larger than 10' x 5' x 3'. A larger item cannot fit inside.

Boots of Levitation: The wearer may levitate (as if using the magic-user spell). There is no limit to the duration.

Crystal Ball: This item can be used only by an elf or magic-user. Its owner may look into it and see any place or object thought of. It works three times per day, and the image lasts for only one turn. Spells cannot be cast through the crystal ball. The more familiar the object or area to be seen, the clearer the picture is.

Elven Boots: The wearer of these boots can move with nearly complete silence (roll 1d10; heard only on a 1).

Elven Cloak: The wearer of this cloak is nearly invisible (roll 1d6; he's seen only on a 1). The wearer becomes visible when attacking

or casting a spell and may not become invisible again for a full turn.

Gauntlets of Ogre Power: These gauntlets give the wearer a Strength score of 18, gaining all normal bonuses. If the wearer is not using a weapon in combat, he may strike with one fist each round for 1d4 points of damage and gaining a +3 on hit rolls (only).

Helm of Alignment Changing: This item resembles a fancy helmet. When the helm is put on, it immediately changes the wearer's alignment (the DM should determine the new alignment randomly). This device can be taken off only by using a *remove curse* spell. The wearer resists the removal. Once it is removed, the wearer's original alignment returns. The DM can allow the character to remove it by performing a special task or adventure.

Helm of Telepathy: This item resembles a fancy helmet. The wearer of this helm may send messages, by mere thought, to any creature within 90 feet. The creature receiving the thoughts messages can understand them. (The creature may refuse to respond.) The wearer may also read the thoughts of a living creature within range. To make the helm work, the wearer must concentrate on the creature, and he cannot move or cast spells. If the creature fails a Saving Throw vs. Spell (or permits the thought reading), the wearer then understands the creature's thoughts.

Medallion of ESP: This magical medallion is strung on a chain to be worn around the neck. If the wearer concentrates for one round, he may read the thoughts of any one creature within 30 feet. The wearer can move normally, but he cannot fight or cast spells while concentrating. The DM must roll 1d6 each time this item is used; it does not work properly on a roll of 1. Instead, it broadcasts the thoughts of the user to everyone within 30 feet! The DM can allow a Saving Throw vs. Spell to prevent the medallion from reading a creature's thoughts.

Rope of Climbing: This 50-foot-long, thin, very strong rope climbs in any direction upon the command of the owner. It may fasten itself to any protruding surface and can support up to 10,000 cns of weight.



Making a Dungeon

A dungeon is a group of rooms connected by corridors. It can be a cave, an abandoned mine, or a crypt. It can be an ancient temple, the basement of a stormy castle, or anything you can imagine—as long as it is filled with monsters and treasure!

But there is more to making a dungeon than drawing a map and filling the rooms. A good dungeon is carefully planned. There is a reason for it to exist. All of the puzzles, monsters, and traps fit together and hint at this reason.

It may sound difficult to design a dungeon like this, but it really isn't so hard. Just follow these step-by-step instructions:

1. Choose a scenario: A scenario is the idea or theme that gives the PCs a reason to explore the dungeon. For instance, a curious sage hires the party to map an unexplored cavern. Maybe the commander of the militia sends the PCs to investigate an enemy outpost. Perhaps the king asks the PCs to rescue a kidnapped princess.

Everything in the dungeon should fit into the scenario in a logical manner. This will make the adventure seem more interesting and fun.

2. Decide on a Setting: You should decide what type of dungeon best fits the scenario you have chosen: a cave, abandoned mine, castle basement, or any other setting that suits your purpose. Don't start making your map yet. Just decide what kind of setting you're going to use.

3. Select the Special Monsters: Based on the scenario, select some special monsters to inhabit the dungeon. If the scenario suggests that an evil intelligence is after the PCs, be sure to select this monster and some of his toughest associates. Special monsters should be 2-4 levels higher than the PCs, depending upon how tough you want to make the dungeon.

4. Draw the Map: Now, use a pencil and graph paper to draw a map of your dungeon. The first thing to do is select a scale. Usually, the scale is one square equals five feet. If that doesn't give you enough room, use one square equals ten feet, or any other scale you need.

Next, draw the outside shape of the dungeon. Fill the interior of the dungeon with rooms and connect them with corridors. This will be a map of one dungeon level. Draw separate levels on separate pieces of paper.

When you draw your map, show how the PCs can get from one level to another. Levels can be connected by stairs, slides, chutes, etc. Be sure they line up from one level to the next.

5. Stock the Dungeon: Place all the special monsters in their rooms or areas. Next, roll 1d6 for the remaining rooms and consult the following Room Contents table.

Room Contents Table

D6 Roll	Contents	Treasure Chance
1-2	Empty	10%
3	Trap	35%
4-5	Monster	50%
6	Special	Nil

At first, you should place monsters, traps, and special items randomly, by picking them from the lists. After you have mastered random placement, you can adjust the room contents to better fit your own scenario.

Treasure: When there is a chance that the room contains treasure, roll d%. If the roll is equal to or less than the chance listed, the room contains treasure.

When you are stocking a dungeon, try to abide by the rolls on the Room Contents table. If it says there is no treasure in a room, there isn't. Even if you have a monster that might have treasure in there, the Room Contents table is the result that counts.

Also, if the Room Contents table says to place a treasure in a room that has a monster, and the monster's description says it has a lair treasure, then this room is the monster's lair. It should have the lair treasure. It should also have as many monsters as are usually found in the lair, according to the monster's description.

If the Room Contents table says to place a treasure in a room with no monster, use the Random Treasures table in the "Treasures" chapter to determine the kind of treasure in the room.

Traps: A trap is a device someone has prepared to injure, delay, or confuse intruders. Traps can be concealed in nearly any location: a door, wall, ceiling, table, chest, on a coin, weapon, or even on an animal.

When you stock your dungeon, you can use the Room Contents table to pick trap locations randomly. But you should always carefully choose the kind of trap you use. Always select a trap that seems appropriate to the scenario. Try not to use traps that kill PCs in one swift blow (especially if your players are just learning the game).

When you use a trap, take into consideration your players' experience and their characters' levels. Here are some typical examples of traps:

Blade: A blade sweeps out, down, or up, causing 1d6 points of damage to anyone it hits. Save vs. Paralysis to dodge the blade and suffer no damage.

Dart: A tiny dart shoots out, striking anybody in its path. Target must roll a successful Saving Throw vs. Poison or suffer 1d4 points of damage and become so ill that he can do nothing for three turns.

Explosion: Something blows up, causing 1d6 points of damage to everyone within a ten-foot radius. Targets who Save vs. Dragon Breath take only half damage.

Falling Items: A block (or rubble) falls when something is touched (or at random), striking someone. The victim can Save vs. Wands to jump out of the way, or else he suffers 1d4 damage.

Illusion: Something strange happens (but not really; see *phantasmal force*, a magic-user's spell), and the characters are scared away (or the illusion may have some other effect, such as giving a false clue, luring characters toward another trap, etc.)

Light: A bright light flashes. All seeing it must roll a successful Saving Throw vs. Spell or suffer blindness for 1d4 rounds.

Pit: A small latch moves and a concealed trap door opens beneath the target. Targets suffer 1 point falling damage, and must climb back out.

Poison: The character has touched a sticky substance—contact poison! The poison makes the target extremely sick for three days, during which time his movement is halved and he suffers a -2 penalty to hit rolls and Saving Throws. Targets can roll a successful Saving Throw vs. Poison for just 1 point of damage and no sickness.

To design your own trap, decide what you want it to accomplish. Many traps just delay the party, confuse them, or force them to use up their supplies.

Next, decide what happens when the trap is triggered (the ceiling collapses, a poison needle pricks a PC, gas starts hissing into the room, etc.). If the trap inflicts damage, decide how much. This figure can be either a die roll or a set amount of damage, but the trap should not inflict enough damage to kill a healthy PC.

Finally, decide what kind of Saving Throw the characters can roll to lessen or avoid its affects (see the Saving Throw rules). Traps that don't allow Saving Throws should be very rare.

Special Items: A special item is anything unusual that you place in your dungeon. Like a trap, you may pick its location randomly, but you should select what kind of special item you use. A special item should not be an encounter or inflict damage directly, but it may increase the likelihood of either of these things happening.

Some examples of special items are the following:

Alarm: The PCs trigger an alarm that rings throughout the dungeon. Roll for wandering monsters every turn instead of every other turn.

Map Change: A shifting wall moves after the party passes, cutting off their exit. They must find another way out of the dungeon. The wall shifts back after a time (one turn, one hour, one day).

Movement: The room (or stairs, or door, or item) moves (turns, drops, closes, rises, etc.) unexpectedly. It might be stopped if a roll for surprise (often with a penalty) shows that the party reacts quickly enough to prevent it.

Pool: Magical water has a strange effect if touched (or drunk, or sprinkled on someone or something), such as healing, inflicting damage, changing an Ability Score, changing alignment, making something magical for a time, etc.

Sound: The room screams when the PCs step through the door. Nothing happens as a result.

Shifting Room: As the PCs enter a room, it turns 90°, so that the door opens into a different corridor than the one from which they entered. The PCs must roll a successful Saving Throw vs. Spell to notice the movement.

Statue: A large statue of a person, monster, or gadget (nearly anything you can imagine) is found. It may be valuable, magical, too heavy to move, alive, lonesome and willing to talk (maybe a liar), covering a trap door down, a treasure, etc.

Transportation: This could be a trap door leading up or down, secret stairs, elevator, magical portal to elsewhere, etc.

To design your own special item, simply decide what unusual or peculiar thing happens when the PCs enter the room (or corridor). The only requirement is that the special item should fit your scenario.

6. Fill in the Details: After stocking the dungeon, make notes of what kinds of things the PCs smell, hear, feel, see, etc., as they pass or look into a room. Usually, one or two details per room is enough.

7. Make a Wandering Monster List: Pick ten monsters the PCs might meet wandering through the dungeon. Try to pick monsters within two levels above or below your PCs. Assign each monster a number from 1 to 10. When an encounter with a wandering monster occurs in the normal turn sequence, roll 1d10 to determine which monster the party meets.

Alternatively, you may also use the Wandering Monster tables in the rule book. Select the table that matches the dungeon level that your PCs are on, or that you are stocking.

Roll 1d20 to determine the monster. If the monster doesn't fit your scenario, roll again (or select another monster). To see how many monsters there are, roll the indicated die. Consult the monster descriptions in the rule book to see how many Hit Dice they have, then determine their hit points normally.

Tips on DMing

Well, there you have it! You know how to create NPCs for yourself and PCs with your players. Combat and moving around are subjects you've mastered. Now you even know how to create your own dungeon setting to play in. It must be time to play!

But how do you become a good DM, one that players enjoy adventuring with and who enjoys the game himself? Well, there's nothing that experience won't teach you. Play a few games to get your feet wet. Don't let your players run the game, but listen to their advice as you play.

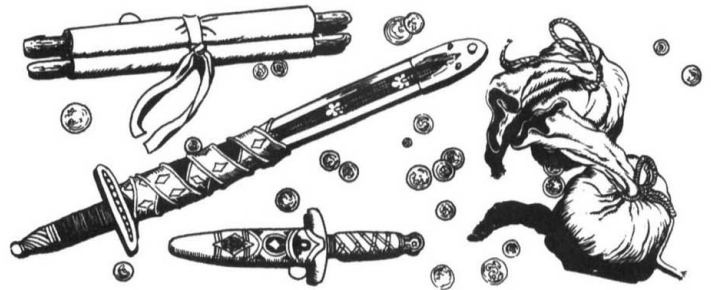
Just to get you started, here are a few final tips.

Fair Play: Be fair to your players. If you bash them with unsolvable traps and unbeatable monsters, they won't enjoy the game much. Also, if the dice are winning the game, don't use them—make some decisions of your own to save the party or even things out. Remember, it's your campaign. Of course, the flip side of the coin is also true—be fair to yourself. Don't let the PCs beat up everything in your campaign. Make sure they're challenged, too.

Balance the Challenges: Try to balance the situations you present to match the power of your adventuring party. Players get frustrated if they're constantly being bested by powerful monsters. However, they get bored with hack-and-slash adventures against little critters that pose no challenge. If your players like mysteries, try to include puzzles to solve. If they like mapping, send them into intricate mazes. If they like chivalry, let them rescue a princess or two!

Also, balance the rewards with the challenges. If the PCs can manage to destroy a foe that is far more powerful than they are, they should be rewarded with ample gold and magical treasures. However, killing smaller beasts that cannot possibly harm the PCs should gain them nothing.

Have Fun: Remember that beneath all the rules, between pages of maps and tables, and behind the illusion of a brilliant fantasy world, the DUNGEONS & DRAGONS® game is still just a game. It's you and your friends getting together to have a good time. Keep the game on a positive note and everyone will feel better for it!



Glossary

Alignment: The behavior code of monsters and characters.

Armor Class: The armor worn by a character or the natural protection a monster has against attacks.

Caller: The player who tells the DM what the party wants to do, based on what the other players tell him.

Caster: Any magic-user, cleric, elf, or monster who casts a spell.

Character Level: see experience.

Charge: The magical energy needed to use a wand once.

Class, Character: The type of character; often his job or his race.

Coin (cn): A unit of weight.

Concentration: The result of a character fixing all his attention on a single object or action; he becomes unable to do anything else; any distraction breaks his concentration.

Cover: Anything, except a shield, that one hides behind to gain protection from a missile attack.

cp: Copper pieces. There are 10 cp to one silver piece.

D# (d4, d6, d8, d10, d12, d20, d%): A symbol showing the number of sides on a type of die; a die code.

Damage: A die roll to decide how many hit points are lost.

Demihuman: A humanlike creature that is also a character.

Dungeon: Where characters adventure; often in ruins and underground.

Dungeon Level: How far underground the room or area is; also how tough the monsters found in the room or area are. The greater the dungeon level, the tougher the challenge.

Dungeon Master (DM): The referee who creates the dungeon and the monsters; the player who runs the game.

Duration: The length of time an effect lasts.

Effect: The area and those objects and creatures within the space which are affected by a spell or attack.

Encounter: A meeting between player characters and monsters or NPCs.

Encumbrance: The effect of the weight of equipment and treasure carried by a character.

Enchanted: Any creature that is magically *summoned*, *animated*, or *controlled* (as with a *charm* spell) or one that can be hit only by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

ep: Electrum piece. There are 2 ep per gold piece.

Evasion: The act of fleeing from a monster or party.

Experience Level: A measure of the power and ability of a character.

gp: Gold piece. The basic unit of money in the game.

Hit Dice (HD): The number and type of dice rolled to find how many hit points a character or monster has.

Hit Points (hp): The amount of damage a character or monster can take before it dies.

Hit Roll: The lowest number needed to hit an opponent.

Infravision: A character or creature's ability to see in the dark.

Key: The description (for the DM) of a dungeon and what is found inside; also, the explanation of symbols on a map.

Lair: A monster's home or nest.

Melee: Combat where the fighters stay within arm's length (five feet) using fists, hand-to-hand weapons or claws and teeth.

Missile Fire: Attacks using weapons that are shot or thrown from more than five feet away.

Monster Level: A measure of how tough a monster is, usually equal to its Hit Dice.

Morale: A measure of courage, loyalty, and high spirits; the willingness to face a battle or to run away.

Non-Player Character (NPC): Any character that is played by the DM.

Player Character (PC): A character who is controlled by a player.

pp: platinum piece. There are 5 gp per pp.

Quarrel: A shaft that is shot from a crossbow (also called a bolt).

Range: The maximum distance at which an attack can be made or a spell can be cast; or a measure of distance (short, medium or long).

Retainer: An NPC adventurer in the employ of a player character.

Retreat: The process of leaving an area or battle at full speed.

Saving Throw (save): A character's chance (by dodging, luck, will-power, etc.) to avoid or lessen the harmful effects of certain types of attacks.

Secret Door: A door that is hidden or disguised as something else; one that is hard to find.

sp: Silver piece. There are 10 silver pieces to one gold piece.

Spell Level: A measure of the difficulty and power of a spell.

THACO: "To Hit Armor Class 0"; an optional system for figuring attack rolls.

Turn: A cleric's ability, by the power of his faith, to make undead monsters run away.

Withdrawal: The process of backing up slowly while fighting.

Abbreviations

#AT: Number of Attacks

AC: Armor Class

AL: Alignment

C: Cleric

Cha: Charisma

Con: Constitution

cp: copper pieces

D: type of dice

D: Damage

D: Dwarf

Dex: Dexterity

DM: Dungeon Master

E: Elf

ep: electrum pieces

F: Fighter

gp: gold pieces

H: Halfling

HD: Hit Dice

hp: Hit points

Int: Intelligence

M: Magic-user

ML: Morale

MV: Movement speed

NA: Number Appearing

NM: Normal man

NPC: Non-Player Character

PC: Player Character

pp: platinum pieces

Save: Saving Throw Class & Level

sp: silver pieces

Str: Strength

T: Thief

Wis: Wisdom

XP: Experience Points

Wandering Monster Tables

Dungeon Level 1

D20 Roll	Monster	Number
1	Bat, Giant	1d3
2	Beetle, Fire	1d6
3	Ghoul	1d2
4-5	Goblin	1d6
6	Gnoll	1d3
7	Gnome	1d6
8	Hobgoblin	1d6
9-10	Kobold	2d6
11	Lizard Man	1d3
12	NPC Party	1 Party
13-14	Orc	1d6
15-16	Skeleton	1d10
17	Snake, Racer	1d2
18	Spider, Crab	1d2
19	Stirge	1d8
20	Zombie	1d3

Dungeon Level 2

D20 Roll	Monster	Number
1	Beetle, Oil	1d6
2	Carrion Crawler	1
3	Ghoul	1d4
4-5	Gnoll	1d4
6	Goblin	2d4
7	Gray Ooze	1
8	Harpy	1
9-10	Hobgoblin	1d6
11	Lizard Man	1d6
12	NPC Party	1 Party
13-14	Orc	1d10
15	Skeleton	2d6
16	Snake, Pit Viper	1d6
17	Spider, Black Widow	1
18	Wight	1
19-20	Zombie	1d6

Dungeon Level 3

D20 Roll	Monster	Number
1	Beetle, Tiger	1d4
2-3	Bugbear	1d6
4	Carrion Crawler	1d3
5	Doppelganger	1d2
6-7	Gargoyle	1d3
8	Gelatinous Cube	1
9	Harpy	1d3
10-11	Lycanthrope, Wererat	1d6
12	Medusa	1
13	NPC Party	1 Party
14	Ochre Jelly	1
15-16	Ogre	1d3
17	Shadow	1d4
18	Snake, Giant Rattler	1d4
19	Spider, Tarantella	1
20	Wight	1d3

Dungeon Levels 4 and 5

D20 Roll	Monster	Number
1	Basilisk	1
2	Bugbear	2d4
3	Cockatrice	1d2
4	Displacer Beast	1
5	Gargoyle	1d4 + 1
6	Giant, Hill	1
7	Harpy	1d4 + 1
8	Hellhound (3-5 HD)	1d4
9	Hydra (5-headed)	1
10	Leech, Giant	1
11	Lycanthrope, Werewolf	1d4
12	Medusa	1d2
13	Mummy	1d3
14	NPC Party	1 Party
15	Ochre Jelly	1
16	Rhagodessa	1d3
17	Rust Monster	1d2
18	Scorpion, Giant	1d3
19	Troll	1d2
20	Wraith	1d2

Dungeon Levels 6 and 7

D20 Roll	Monster	Number
1	Basilisk	1d3
2	Cockatrice	1d3
3	Giant, Hill	1d2
4	Giant, Stone	1d2
5	Gorgon	1
6	Hellhound (5-7 HD)	1d4
7	Hydra (6-8 heads)	1
8	Lycanthrope, Weretiger	1d3
9	Manticore	1
10	Minotaur	1d4
11	Mummy	1d4
12	NPC Party	1 Party
13	Ochre Jelly	1
14	Ogre	2d4
15	Rust Monster	2d2
16	Spectre	1d3
17	Spider, Tarantella	1d3
18	Troll	1d4 + 1
19	Vampire	1
20	Wyvern	1

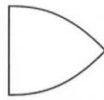
DUNGEONS & DRAGONS® Character Record Sheet

Player's Name _____

Dungeon Master

Character's Name _____ Alignment _____

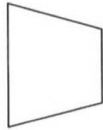
Class _____ Level _____



Armor Class

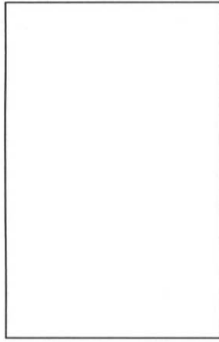


Hit Die



Hit Points

Character Sketch or Symbol



ABILITIES:

--	--	--	--	--	--

STRENGTH

_____ to melee hit, melee damage, open doors rolls

INTELLIGENCE

_____ (see Intelligence adjustments in rulebook for number of languages)

WISDOM

_____ on magic-based saving throws

DEXTERITY

_____ to missile fire hit rolls, modifies AC

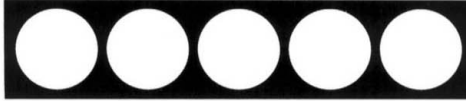
CONSTITUTION

_____ to hit die rolls for hit points

CHARISMA

_____ to reaction rolls, also determines retainer morale

SAVING THROWS:



POISON or DEATH RAY

MAGIC WAND

TURN TO STONE or PARALYSIS

DRAGON BREATH

SPELLS or MAGIC STAFF

LANGUAGES: _____

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

HIT ROLL TABLE

TARGET AC:	9	8	7	6	5	4	3	2	1	0		
HIT ROLL NEEDED												

HIT ROLL ADJUSTMENTS

Melee										
Missile										

EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

GEMS:

PP:

GP:

E

S

CP:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level:



What Is the DUNGEONS & DRAGONS® Game?

Imagine that you live in another time and place. The world is very different from the one you know: There are no electric lights, airplanes, or televisions. Instead, this world is one of swords and castles. Magic and wizards are real, elves and dragons stalk the depths of the wilderness, and mysterious forces of good and evil clash in daily struggle.

You are one of the heroes of this world. You make it your business to battle terrible monsters, to explore ancient castles, and to recover the lost treasures of forgotten kings.

The DUNGEONS & DRAGONS® game is a role-playing game set in this world of magic and high adventure.

What's a Role-Playing Game?

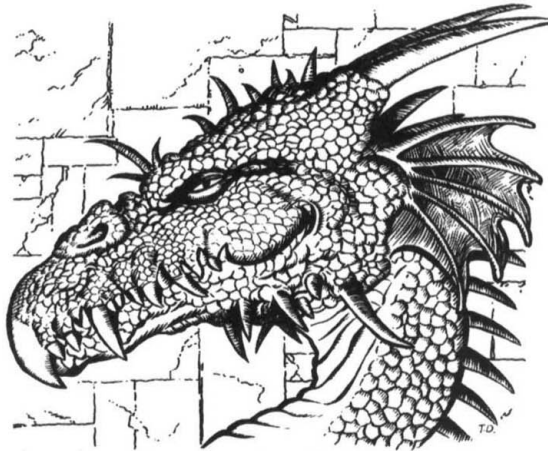
A role-playing game is sort of like reading a story, watching a movie, and playing a game all at once.

As children, most of us played role-playing games. We called them something else, like "cowboys and indians" or "cops and robbers," but these games of make-believe were role-playing games. We assumed the roles of characters who were different from ourselves, then we played out a story. We acted as we thought our characters would act—saying what they would say, doing what they would do. We even pretended to fight when they would fight. That's what role-playing is: pretending to be somebody else.

Have you ever played make-believe, when the cop said he shot the robber and the robber said he missed him? A big argument usually followed. Sometimes the game was over and everyone went home angry.

In adult role-playing games, such as the DUNGEONS & DRAGONS game, we have written rules to help us avoid these arguments. We use rules to determine whether the cop hits or misses when he shoots at the robber. We also use rules to determine other things the characters can do, such as casting magical spells or picking locks. Rules help solve arguments. They make role-playing more fun.

What about the reading-a-story-and-watching-a-movie part? Just as you pretend to have horses and wagon trains in "cowboys and indians" games, you pretend to be in a world of magic and heroes when you play the DUNGEONS & DRAGONS game. You and



the other players can describe all the wonderful sights you see, and all the exciting battles you fight, as if you were characters in a story. With your imagination, you can create your own movie scenes (you'll see more about this on other Dragon Cards).

In the DUNGEONS & DRAGONS role-playing game, you pretend to be a character, such as a proud warrior or a shrewd wizard. You and your friends use the rules to play out a story. Along the way, with a little bit of luck, you can earn fame, treasure, and power for your character.

How Do I Win?

How many games have you played where there is only one winner? Whoever reaches the end of the track first, earns the greatest number of points, or collects the most money wins. Everybody else loses.

The DUNGEONS & DRAGONS game is different. In it, the players work together instead of against each other. They win or lose as a team.

Then who do they play against? During your role-playing sessions, you and your friends will be presented with a challenge. You might be asked to chase an evil wizard out of town, to overpower a dragon, or to escape a deep, dark dungeon. If you and your friends overcome that challenge, you all win.

There is another way to win the DUNGEONS & DRAGONS game. We all play games to have fun, so as long as you're enjoying yourself, you're winning.

In the end, it doesn't matter whether you chase away the wizard or slay the dragon, as long as you have fun trying. This is the real difference between the DUNGEONS & DRAGONS game and most other games.

The Big Lizard

We've talked about what role-playing is, but experience is the best teacher. Let's play. In the read-along adventure below, we're going to skip the rules (for now) and get to the heart of role-playing: decision making.

Begin your adventure by reading section number 1. At the end of each section, you'll have a choice of decisions to make. After making your decision, continue the adventure by reading the next section the text tells you to read.

1. *You've come to the town market to meet a merchant who wants you to do an errand for him. When you reach his shop, he smiles. Then he hefts a four-foot-long lizard onto the counter. Around the beast's neck is a leash, and over its head is a burlap sack. The merchant says, "Deliver this to Zanzer Tem and he'll pay you a gold piece."*

He gives the lizard a shove. It flops onto the floor. As the merchant turns to other business, he issues a last warning. "No matter what, don't take the sack off its head!"

There are two ways to reach Zanzer's tower: If you follow the dark corridors of Thief's Alley, continue with section 2.

If you go through the crowded streets of Merchant's Parkway, continue with section 3.

2. *The lizard trots along at your heels like a well-trained dog. But it stops to poke its burlap-covered snout into every pile of garbage you pass. At one such stop, a group of unwashed children approach.*

They begin petting the lizard, asking why you have covered its head.

If you chase the children off, continue with section 4.

If you explain that you were told to leave its head covered, continue with section 5.

3. *The crowded streets of Merchant's Parkway are no place for a four-foot-long lizard with a bag over its head. The lizard keeps running into people's legs. People keep stepping on its tail. Finally, the lizard begins angrily clawing at the bag on its head.*

If you carry the lizard the rest of the way to Zanzer Tem's, continue with section 6.

If you try Thief's Alley instead, continue with section 2.

4. *"This lizard is no pet!" you say. "Go on! Leave it alone!"*

The children don't listen. One even rips the sack off the lizard's head. Immediately, the beast clamps its jaws around the boy's arm, and the youngster turns to stone!

His companions scatter. In the confusion that follows, the lizard bites its leash apart and disappears down the alley. You search for it for over an hour. Then things really go bad—six town guards walk around the corner and grab your arms.

"You're under arrest for keeping a dangerous animal," they say.

Continue with section 7.

5. *"I don't know why its head is covered," you answer. "But the man who gave it to me warned me not to take the sack off."*

"Must be a basilisk," says one of the children. "They'll turn you to stone."

The children let you continue on your way.

Continue with section 6.

6. *You reach Zanzer Tem's tower without any more trouble. Before you can knock, a black-haired wizard opens the door. "At last!" he says, eyeing the lizard. "Bring it inside."*

He leads the way into a small hallway, then fetches a gold piece from his pocket. "Here's your payment," he says. "A bright, shiny gold piece. Look at how it glitters! Concentrate on the gold piece. You're getting very sleepy..."

As Zanzer speaks, your eyelids begin to droop. Before you know it, you're asleep. Congratulations—you delivered the lizard, but it appears Zanzer has bigger plans for you!

7. *The guards tie your hands. "It's Zanzer's dungeon for you!"*

"Wait a minute!" you say. "I was delivering that lizard to Zanzer Tem!"

The guards just laugh, then one hits you over the head and knocks you out.

Too bad. You didn't deliver the lizard like you promised you would, but it looks like you're going to meet Zanzer Tem anyway.

What's a Dungeon Master?

On Dragon Card #1, *The Big Lizard* was a read-along adventure. A short section of text described what you saw or heard, then asked you to make a decision. You didn't need rules and you didn't have to make up what happened next. The read-along adventure did all that for you.

But read-along adventures usually aren't as much fun as regular adventures. That's because you can choose only the decisions the text provides, instead of ones you think up yourself. For example, if you had loaded the lizard into a cart in *The Big Lizard*, you could have avoided a lot of trouble. Unfortunately, the text didn't offer you that option, so you couldn't do it.

In a regular DUNGEONS & DRAGONS® game, however, you could have told the Dungeon Master what you wanted to do. He would have adjusted the adventure accordingly. Read-along adventures can't do this because the author can't predict what every reader will do. In regular adventures, though, the Dungeon Master is there to adjust the story. It's like having the adventure writer playing in your game.

So, what is a Dungeon Master? Think of *The Big Lizard* again. The text described what you saw, adjusted the story based on your decisions, and told you what other people said. This is what a Dungeon Master (or DM, for short) does—but, as a living person, he does it better than any read-along adventure can. The DM also applies the rules of the game, decides whether or not certain things are possible, and makes sure all the players are treated fairly and enjoy themselves.

The Dungeon Master is a cross between a referee and a storyteller. He interprets the game rules and plays the roles of all the people that the characters of the other players meet.

What Is the Most Important Thing to Remember as a Dungeon Master?

As the Dungeon Master, you will soon learn the rules of the DUNGEONS & DRAGONS game. No matter how many rules you remember, the most important rule of all is to *Be Fair!*

As the Dungeon Master, you must never take sides. You will play the roles of all the creatures in the dungeon. You must do so fairly, without favoring the monsters—or the



players. While you are pretending to be a monster, you will be tempted to think you are competing against the players. You may even find yourself wanting to bend the rules so that the monster's side has the advantage.

Don't. Always remember that the players are competing against the monsters they meet, not against you. Never forget the real way to win in the DUNGEONS & DRAGONS game: by having fun. If you favor the monsters, your players won't have any fun. Then everybody will lose.

On the other hand, you may be tempted to bend the rules in favor of the players. This is OK occasionally, but don't do it too often. If you help the players by frequently breaking the rules, you will take the excitement out of the game.

Zanzer's Dungeon

As a DM, you must adjust the story to fit the actions your players take. Imagine how the other side will react to the PCs' successes. And what if the PCs goof up? The read-along adventure below will help you learn to do this. It begins where *The Big Lizard* left off on Dragon Card #1.

Before you read section 1, unfold the map that came with your DUNGEONS & DRAGONS® game. Lay it on a table so that the Zanzer's Dungeon side is up. Pick a fold-up counter to represent your character and place it in Room 1. Assemble the fold-up counters labeled "Jerj" and "Axel." Place them in the hallway in front of Room 1.

1. *You awaken in a musty room. Three walls are solid stone, but the fourth is made of thick iron bars. You're in jail!*

A hairy monster enters the hallway in front of the jail. Following it is a brawny man with bound hands. The monster stops in front of your cell and fishes a key from its pocket, then starts to open the door.

If you try to escape when the monster opens the door, turn to section 2.

If you decide to wait in the cell and question the man, turn to section 3.

2. *As the monster turns its key, you move a little bit closer to the door, waiting for just the right moment to leap to freedom.*

The monster's name is Jerj. He's a hobgoblin Zanzer Tem hired to be a jailor. Jerj has been a jailor long enough to be careful when he opens the jail door. When he sees you moving toward the door, he knows you intend to escape.

If you think Jerj would open the door knowing that you'll try to escape, turn to section 4.

If you think Jerj would tell you to stand back before opening the jail door, turn to section 5.

3. *You stand back. The monster opens the cell door. He unties the man's hands and pushes him inside. After the monster locks the door and leaves, you turn to the man and ask, "Where are we?"*

Place the counter labeled "Axel" in the cell and remove the one labeled "Jerj" from the map.

The brawny man is Axel. He's a selfish con-artist. Axel never does anything for

anybody without getting paid.

If you think Axel would answer your question for free, turn to section 6.

If you think Axel would ask how much you would pay for an answer, turn to section 7.

4. *When Jerj opens the cell door, you rush out of the jail, down the hall, and fall into a trap. You die a few moments later.*

Turn to section 8.

5. *"I'm wise to your tricks, prisoner," Jerj says. "Stand back before I open this door."*

Turn to section 3.

6. *"We're in Zanzer Tem's dungeon," Axel says. "It's located at the edge of..."*

For no reason at all, Axel falls ill and dies.

A moment later, so do you.

Turn to section 8.

7. *"How much is it worth to you?" Axel asks.*

"I don't have any money," you answer, displaying your empty pockets.

Axel grins, then fishes a set of funny shaped dice out of his pocket. "Maybe you can win the answer," he says.

This adventure will be continued on the next Dragon Card. Perhaps everything hasn't gone the way you would like, but that's the way it is with adventures—they're a lot more fun when there's a little suspense.

8. *This adventure wasn't much fun, was it?*

You violated the most important rule in the DUNGEONS & DRAGONS game: be fair.

It wasn't fair to decide that Jerj would open the door and that Axel would answer your question just because you wanted them to. As the Dungeon Master, you should always make the fair decision, or your games won't be fun. Return to section 2 and try again.

How Do I Use Those Funny Dice?

Usually, when the players want their characters to do something, the Dungeon Master is the one who decides if it is possible. Some decisions are simple. Running down the street is possible; running up a rainbow is not.

Often, though, chance is involved, such as when a character tries to leap onto a galloping horse. If there is an element of chance, the DM uses dice to determine if the action succeeds.

You've seen six-sided dice in lots of games. In the DUNGEONS & DRAGONS® game, there are many different kinds of dice: four-, six-, eight-, ten-, twelve-, even twenty-sided dice. (If you have only one, it's a die. If you have two or more, you have dice.)

Four-Sided Dice

A four-sided die looks like a pyramid. Drop it on the table and look at the number closest to the bottom (on any side). Only this number is standing right-side up. It is the same on the three sides of the die that you can see. When you roll a four-sided die, you read this right-side up number as the result.

Other Dice

The best way to identify dice is to count the number of sides, or faces, they have. A six-sided die has six faces; an eight-sided die has eight faces, and so on.

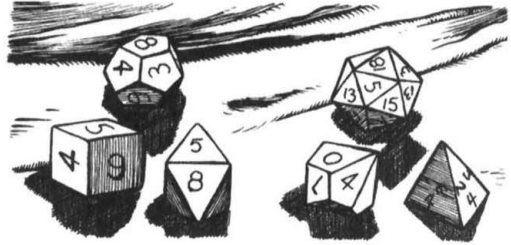
Any die with six sides or more, when you roll it, lands with one face up. You read the number on this face as the result.

There's a strange thing about the ten-sided die. Instead of being numbered from 1 to 10, it's numbered from 0 to 9! You read the zero as a ten unless you're rolling percentage dice.

Percentage Dice

You can use the ten-sided die to find a percentage (a number from 1 to 100). Roll the die once and read this result as the "tens" digit of the percentage, counting a zero as "no tens." Roll a second time, and count this roll as the "ones" digit of the percentage. If both rolls are zeroes, the result is 100 (00).

For example: a roll of 4 followed by 5 is 45%. A roll of 0 followed by 3 is 3%. A roll of 0 followed by another roll of 0 is 100%.



Abbreviations

In the DUNGEONS & DRAGONS game, we often use abbreviations. They're faster to say and to read. The standard abbreviation for a die is a "d" followed by the number of the die's sides. For example, "d6" refers to a six-sided die. We use a special abbreviation to refer to percentage dice: "d%."

The Dice Table below lists the abbreviations used for the different dice.

Abbreviation	Die	Abbreviation	Die
d4	four-sided	d12	twelve-sided
d6	six-sided	d20	twenty-sided
d8	eight-sided	d%	percentage
d10	ten-sided		

Rolling Multiple Dice

Often, a number appears before the "d" as well as after it in the abbreviation. This number represents the number of times you should roll the particular die. (So, 2d8 means roll the eight-sided die twice.)

When you roll a die more than once, add the results of the rolls. For example, a 3d6 roll of 3, 5, and 1 is 9 (3 + 5 + 1 = 9).

There is never a number in front of the abbreviation for percentage dice. Whenever you see d%, roll percentage dice as explained above.

Rolling Dice and Adding Modifiers

We also use modifiers in abbreviations. This is when the DUNGEONS & DRAGONS game starts to look like math homework! But actually, it's simple. 2d6 + 1 is a shortcut for saying "roll the six-sided die twice, and then add one to the result." The plus sign means to add, of course, and the minus sign means to subtract.

For example, if you are supposed to roll 2d10 - 2, you might get 7 and 5 for the rolls and 10 for the final result (7 + 5 = 12; 12 - 2 = 10). We'll explain when to use modifiers on later Dragon Cards.

Axel's Funny Dice

As DM, you will need to know the many different ways to use dice in the DUNGEONS & DRAGONS® game. During the read-along adventure below, Axel will help you learn more about using dice.

1. "We'll play for points," Axel says. "If you reach 100 first, I'll answer your question. If I get 100, you'll do my work."

Axel hands you a d4, then takes a d6 for himself. "You can roll first," he says.

"Then I'll roll. If I beat your number, I get five points. If I don't, you get five points. Nobody gets any points if we tie."

If you tell Axel his game is unfair, continue with section 2.

Otherwise, roll the d4. Then roll the d6 for Axel. Whoever rolls highest earns five points. Keep track of the score on a piece of paper. Keep rolling until either you or Axel get 25 points, then continue with section 3.

2. "Your game isn't fair," you say. "With a six-sided die, you'll usually roll highest." Continue with section 3.

3. "Okay, let's try a different game," Axel says. He puts his d6 away and picks up a d8.

"Still five points a win. You roll 2d4, and I'll roll 1d8. Whoever rolls lowest wins."

If you tell Axel his game is unfair, continue with section 4.

Otherwise, roll 2d4 (remember to add the results of the two rolls to get your total). Roll the d8 for Axel. Add five points to the score of whoever rolls lowest. Keep playing until either you or Axel reach a total of 50 points, then continue with section 5.

4. "No fair," you say. "You can roll a 1. But with 2d4, the lowest I can roll is 2." Continue with section 5.

5. "Different game," Axel growls. He gives you his d6 and picks up a d12. "You roll 2d6 and I'll roll 1d12. Whoever rolls 12 first wins 25 points."

If you tell Axel his game is unfair, continue with section 6.

Otherwise, roll 2d6 (and add the results). Roll 1d12 for Axel. Add 25 points to the score of the person who rolls 12 first. (If you both roll a 12 in the same round, add 25 points to

both scores.) Continue with section 7.

6. "This game isn't fair at all," you say. "You're more likely to roll 12 than I am." Continue with section 7.

7. "Let's try the game another way," Axel says. He takes the d10 for himself, then gives you the d20. "I'll roll 2d10, and you roll 1d20. We get five points for every 10." If you tell Axel his game is unfair, continue with section 8.

Otherwise, roll 1d20 for yourself, and 2d10 for Axel (add the results). Add five points to your score for each "10" you roll, and add five points to Axel's score for each "0" he rolls.

If Axel gets to 100 points first, turn to section 9.

If you reach 100 first, turn to section 10.

8. "This game is no fair," you say. "None of your dice games are." Continue with section 11.

9. "I win!" Axel screams, jumping up and down. "You'll make my cot every day." Continue with section 11.

10. "I win!" you scream. "Where are we?" Axel eyes you suspiciously. "You must be a good cheater to beat me, because I'm a good cheater myself. But I'll still answer.

"We're in Zanzer Tem's dungeon.

We're going to be slaves in his salt mine." Continue with section 11.

11. As you've probably guessed, Axel was cheating by taking advantage of the odds. There can be several ways to roll the same number, depending on the kind of die you roll. Each way stands a different chance. For instance, when Axel used a d12 and gave you 2d6, he was three times as likely to roll a 12 as you were. This is why you must always follow dice-rolling instructions carefully.

What Is a DUNGEONS & DRAGONS® Game Character?

In *The Big Lizard* and *Zanzer's Dungeon*, you pretended to be somebody else. You were playing a character.

A character is the person you pretend to be when you role-play. But in the DUNGEONS & DRAGONS® game, there is more to a character than what you think he's like. We must define your character's abilities, so that we can use the game rules to see if he succeeds or fails when he tries to do something difficult.

To do this, we use statistics. Statistics define such things as how strong, smart, and handsome a character is.

A DUNGEONS & DRAGONS character is defined by your imagination—and his statistics.

What's the Difference Between a Player and a Character?

It's important to remember that there's a difference between players and characters. Players are you and your friends—the people who play the game. Characters are the persons you and they pretend to be. Just as if you are acting in a play, you and your character are two different people.

Because of this, players and characters have two different sets of knowledge. For example, as players, you know that magic doesn't really work. Characters, though, believe it does. When pretending to be your character, you should act as if magic works.

Also, if you realize something that your character has no way of knowing, it's not fair to have the character behave as if he knew what you figured out. For example, when a player knows that a monster paralyzes victims by looking into their eyes, but his character has never even heard of such a creature, it's not fair for the character to avoid the monster's gaze when they first meet.

One way to remind yourself and your friends of this difference is to signal clearly when you are speaking "in character," and when you are speaking as a player. You might want your character to have a different tone of voice. If everybody remembers that there is a difference between players and characters, then you will all have more fun.



What Are Player Characters?

In the DUNGEONS & DRAGONS game, we've already mentioned the two kinds of characters: those controlled by the players, and those controlled by the Dungeon Master. Each player pretends to be one very special hero, while the DM pretends to be everybody that the players' heroes happen to meet—evil wizards, hungry monsters, greedy thieves, and so on.

The player's hero is called a Player Character, or PC. The PC is a very special character in the DUNGEONS & DRAGONS game. The whole gaming world is made just for him.

The Dungeon Master strives to create an interesting place for the PC to adventure, and the player spends just as much devotion and energy in bringing his PC to life.

Player Characters are the characters that players pretend to be. They are the heart of the DUNGEONS & DRAGONS game. On the next Dragon Card, we'll explain all about the statistics that make each PC unique.

Who the player characters are:
Ability Scores, PCs, NPCs, Monsters, Reactions.

4



Dinner

In the read-along adventure below, your character and Axel are still cell mates. Just react as you think your character would.

1. *You sit in your cell with nothing to do. Finally, Axel asks, "What's your name? How do you make a living? How old are you?"*

On a piece of paper, write a name for your character—any name you like. Decide how he made a living before becoming Zanzer's prisoner. Was he a stableboy? A wizard's apprentice? A street urchin? Pick any job you like, but your character shouldn't be too powerful. Instead of being a famous knight, for instance, he would be a squire. Pick an age that fits his job—around 16–20 years old. Now you have a character!

After a while, Jerj the hobgoblin brings in two bowls of gruel. He slips them through a slot in the door. Axel immediately goes over and takes both bowls.

"Hey!" you say. "Isn't one bowl mine?" "It is if you can take it away from him," Jerj answers, as he is leaving.

"Go ahead and try," Axel says. "Or maybe you'd rather play dice for them."

If you agree to play dice for your dinner, continue with section 2.

If you try to take your bowl away from Axel, continue with section 3.

2. *Axel gives you a d4, then takes a d8 for himself. "Whoever rolls highest gets both bowls of gruel," he says. "Unless you'd rather try taking one from me."*

If you try to take your bowl from Axel, continue with section 3.

Otherwise, roll 1d4 for yourself and 1d8 for Axel. If you roll higher, continue with section 4. If Axel rolls higher, continue with section 5.

3. *You reach for the gruel. Axel cocks a leg as if he is going to kick you.*

If you try to grab Axel's leg and push him over, continue with section 6.

If you step back where Axel can't kick you, continue with section 7.

4. *Axel looks at the dice with a scowl, then shrugs and offers you one bowl. "You win," he says. "Here's your gruel."*

"The game was for both bowls," you say.

"Tough." Axel still holds out one bowl.

If you try to take the other bowl of gruel, continue with section 3.

If you decide one bowl of gruel is more than enough, continue with section 8.

5. *"You lose," Axel sneers. He steps toward the far side of the cell with both bowls.*

If you try to take a bowl of gruel because Axel was cheating, continue with section 3.

If you let Axel keep both bowls, continue with section 9.

6. *You wait for Axel to kick. He plants his foot squarely in your stomach. Still, you manage to catch his leg, then push him over. As he falls to the floor, both bowls of gruel spill all over him. "Now you've done it," he says. "We'll both go hungry tonight."*

"Good. Maybe you'll give me my bowl next time," you say.

To be continued on the next Dragon Card.

7. *You step back as Axel kicks. He falls, and you step forward to grab your bowl of gruel. Axel lands on the floor, spilling his bowl all over himself.*

"You'll regret this," Axel says.

Continue with section 8.

8. *The gruel tastes awful. You make a sour face, then look at Axel. "I don't know why you tried to take my gruel," you say. "Nobody could eat two bowls of this stuff."*

To be continued on the next Dragon Card.

9. *Axel goes off to his side of the cell with both bowls of gruel. As soon as he starts eating, he says, "This stuff is awful. I'll never be able to eat both bowls."*

Instead of giving you back your bowl, he dumps it out on the floor. If you're not going to starve to death, you'll have to do something about Axel.

To be continued on the next Dragon Card.

Is Making Up a PC Hard?

At first, creating a Player Character might seem hard. After all, you must make up a name, decide how strong he is, and keep track of a zillion other things, right?

Wrong. Making up a PC is easy. All you need is a pencil, your dice, and a Character Record Sheet—and a healthy dose of imagination.

What's a Character Record Sheet?

On the back of the rule book, you'll find a Character Record Sheet. It's the page with many spaces, boxes, circles, and other shapes to write numbers in. You can photocopy it if you want, or you can write down the information it asks for on a piece of lined paper. There are even pads of blank Character Record Sheets available where you bought your DUNGEONS & DRAGONS® game.

This is where you and your players keep track of PC statistics, how much treasure they have, what kind of equipment they carry, and so on. By helping you keep track of all these details, the Character Record Sheet makes playing a PC easy.

What Are Ability Scores?

The most important numbers on the Character Record Sheet are Ability Scores. Ability Scores measure a character's natural abilities, such as how strong, smart, and agile he is. In the DUNGEONS & DRAGONS game, we use six Ability Scores to define a character's abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Ability Scores are determined by rolling 3d6, so they range from 3 to 18. The higher the score, the better it is. For example, a character with a Strength score of 3 can barely lift himself out of bed, while a character with a Strength score of 18 can probably lift a boulder.

For the most part, what Ability Scores measure is clear from their names. Strength measures how strong a person is, while Intelligence measures how fast he learns and figures things out. Wisdom measures how much common sense a person has. Dexterity measures his quickness and agility. Constitution measures how healthy he is, and Charisma how attractive and friendly others find him.



What If a Character Has a Very High or Very Low Ability Score?

Characters with very high or very low Ability Scores have strengths and weaknesses that are beyond the normal range. To note these exceptions, there is a space next to each Ability Score labeled "adjustment." These adjustments, either bonuses or penalties, apply to certain die rolls in the game (we'll tell you exactly which ones on later Dragon Cards).

When you start filling in your character's statistics on the sheet, the adjustments are simple. Find the score your PC has for each ability on the Bonuses and Penalties for Ability Scores table below. Then read across the table to find the appropriate adjustment (if there is one). Finally, note that number on the adjustment line of your Character Record Sheet.

Bonuses and Penalties for Ability Scores

Ability Score	Adjustment
3	-3 Penalty
4-5	-2 Penalty
6-8	-1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus

Breakfast

In the read-along adventure below, Axel may discover he's not so tough.

1. *You and Axel pass more hours evaluating each other in hungry silence. You decide Axel is pretty strong. But he's also awkward and slow. He's not very smart, but he has spent enough time on the streets to have lots of common sense. From what you can see, he seems healthy. But he is so ugly that few people will befriend him.*

Let's see what kind of character you are.

Take out the sheet of paper with your character's name, job, and age on it. Write "Strength:" near the left-hand margin. Roll 3d6 and record the result next to Strength. Below Strength, write "Intelligence:", then roll 3d6 and record the result next to Intelligence. Now do the same thing for Wisdom, Dexterity, Constitution, and Charisma.

Look at the Bonuses and Penalties for Ability Scores table (on the other side of this card or on the DM's screen), then write down the bonuses and penalties that apply to your Ability Scores.

You've just made a Character Record Sheet. Continue with section 2.

2. *Finally, Jerj returns. He carries a single loaf of bread. "Breakfast!" he says, tossing the bread through the bars. The loaf lands on the floor between you and Axel.*

"Stay away. It's mine!" Axel snarls.

Unfortunately, you are too hungry to let Axel the Bully have all of the bread.

If you think your character is strong enough to fight for the bread, continue with section 3.

If you think your character is smart enough to trick Axel, continue with section 4.

If you think your character is fast enough grab the bread first, continue with section 5.

3. *As you reach for the bread, Axel tries to push you away. You push him back.*

If your Strength score is 14 or higher, continue with section 6.

If your Strength score is 13 or less, continue with section 7.

4. *Axel reaches for the bread. You look over his head and smile, then say, "Go ahead."*

If your Intelligence score is 10 or higher, continue with section 8.

If your Intelligence score is 9 or less, continue with section 9.

5. *You leap forward and grab for the bread.*

If your Dexterity score is 11 or higher, continue with section 10.

If your Dexterity score is 10 or less, continue with section 11.

6. *You push Axel away and pick up the loaf.* Continue with section 12.

7. *Axel pushes you away from the loaf.* Continue with section 13.

8. *Axel frowns, then asks, "Why are you giving me the bread? Is Jerj bringing something better?" He turns around to look. You quickly pick up the loaf. You are smarter than Axel.* Continue with section 12.

9. *Axel is as smart as you. When you try to trick him, he takes the loaf anyway.* Continue with section 13.

10. *You are quicker than Axel. You grab the bread first.* Continue with section 12.

11. *Axel is too quick for you. He grabs the bread first.* Continue with section 13.

12. *"There's enough bread for both of us," you say, ripping the loaf in two and tossing half to Axel. "When will you learn it's easier to be friends than enemies?"*

To be continued on the next Dragon Card.

13. *"I'm the king of this cell," Axel laughs. "I eat first." Unfortunately, there's nothing left when Axel finishes.*

To be continued on the next Dragon Card.

What Are Non-Player Characters?

During a DUNGEONS & DRAGONS® game, the PCs meet many people. As the DM, you play the roles of all of them. Anybody you pretend to be is a Non-Player Character (or NPC, for short).

At first, playing so many roles may seem difficult. But NPCs aren't as important as PCs, so they don't have to be as well-detailed. Often, they don't even have statistics.

How Does the DM Know What the NPCs Are Like?

With so little information, how do you know what an NPC is like? The answer is simple. You use common types of people that you and your players already know. Have you ever met a blacksmith? Maybe not, but from TV or fairy tales, you might expect a strong, sweaty fellow who spends all day hammering steel.

To complete your NPC, just add a detail or two to this description. Your smith might be friendly and speak in a booming voice, for example. There's no need to add more; NPCs come alive as you play them.

How Will the NPCs React to the PCs?

Deciding this is easy as pie. Just ask yourself how you would feel about meeting the PCs if you were the NPC.

Usually, this means the NPC's feelings are a result of how the Player Characters behave. For example, if the PCs want to fight, the NPC would be angry or afraid.

Also, ask yourself what the NPC wants from the Player Characters. If the PCs are buying a sword from the blacksmith, for example, he would want a gold piece or two in exchange. The blacksmith would drive a hard bargain.

Are Monsters NPCs, Too?

So far, we've been discussing human NPCs. But monsters such as goblins and ghouls are NPCs, too. When the PCs meet a monster, you must play its role just like you play any other NPC.

There is one small difference, though. Monsters usually behave differently than people. They can often do things humans can't. Therefore, you must know more about monsters than about human NPCs. This is why



the rule book contains descriptions and statistics for many different monsters. When you play a monster, you should read its description so you know what it's like. (Don't worry about the statistics yet. You'll learn to use them on later Dragon Cards.)

What Are Monster Reaction Rolls?

Just as you decide how human NPCs feel about the Player Characters, you can also decide how monsters feel about them. But when the PCs meet a monster, they often wait to see what it will do. In such cases, have the monster react first. When you aren't sure how the monster feels, make a monster reaction roll. Roll 2d6 and consult the Monster Reaction Chart below.

Monster Reaction Chart

Roll	Reaction
2-3	Monster attacks
4-6	Monster growls, roll again in one round, subtract 4 from the result
7-9	Monster cautious, roll again in one round
10-11	Monster friendly, roll again in one round, add 4 to the result
12 +	Monster is friendly

You may need to make more than one roll on the Monster Reaction Chart. When the result says to roll again in one round, allow the PCs another chance to react to the monster. If they do something to get a specific reaction, go with it. Don't bother rolling on the chart anymore.

If they muddle about without a clear plan, roll again (making any subtractions or additions called for by the chart). Don't roll more than three times, however. If the PCs don't do something to get a reaction (talk or attack or put it to sleep or something) by the third roll, the monster attacks if the roll was 9 or less. It just leaves if the result was between 10 and 12.

Axel's Job

So far, you've spent most of your time playing just your Player Character. But as DM, you'll have to play many different Non-Player Characters. This read-along adventure will help you learn how to do this.

1. *After breakfast, you watch Axel and he watches you. You don't know much about your cell mate, so you ask, "What do you do for a living, Axel?"*

As DM, you will be asked many questions like this. How would you respond if one of your PCs had asked this question? Consider what you and the players already know about Axel:

- he's strong, but slow and clumsy.
- he's not very smart, but he is streetwise.
- he looks fairly healthy, but not handsome.
- he's a bully who likes to cheat at dice games.

Think of a job for Axel and write it down on a piece of paper. Anything you make up is fine, as long as it doesn't contradict what you and the players already know.

For instance, Axel could be a grave-digger, since someone who spends all day digging holes would be strong like Axel. Or you might decide that he is gambler, since he likes to cheat at dice. One choice is as good as another.

After you decide on Axel's job, decide how he answers the question your character asked. Would Axel keep his job secret (perhaps he's ashamed of it, or does something illegal) or would he be willing to reveal it?

If you think Axel would tell your character what his job is, continue with section 2.

If you think Axel would hide his job from your character, continue with section 3.

2. *Axel shrugs, then says, "There's no reason to keep my job secret." He tells you what his job is, then adds, "If I don't get out of here, I'll lose my job. My wife and children will starve."*

"I didn't take you for a father, Axel," you comment, surprised to discover that Axel the Bully is a family man.

"You got a problem with that?"

"No," you answer. "But if we work together, you stand a better chance of escaping and returning to your family."

Axel studies you for several moments, then finally nods. "I'd do anything to see

my kids again. OK, we're partners."

Notice that we're making up more about Axel as we go along. This is how most NPCs develop. We haven't changed anything that we already know about Axel. We've just added to it.

Remember that your character and Axel are partners.

To be continued on the next Dragon Card.

3. *Axel scowls at your question, then says, "My job is none of your business. Why do you want to know?"*

He stands, then narrows his eyes. "Are you a spy? Are you trying to get me to admit to something?" he demands suspiciously.

From his response, it seems that Axel is trying to hide something. His job is probably something illegal.

Notice that we're making up more about Axel as we go along. This is how most NPCs develop. We haven't changed anything that we already know about Axel. We've just added to it.

This adventure will be continued on the next Dragon Card.



What Happens When There's a Fight?

The PCs and the NPCs meet. But maybe they don't like each other. Chances are, there's a fight.

With all the whirling blades, clanging armor, and magical fireballs, combat can be kind of confusing. It's also one of the most exciting parts of the DUNGEONS & DRAGONS® Game. The key to making sense of all this madness is the combat round.

What's a Combat Round?

A combat round is about ten seconds of game time. Game time is the time that passes in the make-believe world of the characters, not in the real world of the Dungeon Master and players. Game time and real time are different. A round of game time always takes ten seconds, but several minutes of real time may pass while you play one round of game time.

During a round, a character may perform one action: move, attack, cast a spell, talk, or any other single action that a person could do in ten seconds. A character cannot do two things in a single round, such as run 20 feet and then attack. He would have to run the 20 feet on his first round, then attack on the next round.

In real life, it might seem possible to do more than one thing in ten seconds. But in the DUNGEONS & DRAGONS game world, characters can only take one action during a round. This is because combat is confusing and frantic. What somebody can do in a calm state might be impossible when a dragon is swinging its wicked claws at him.

Of course, not everyone in a fight plants his feet and slugs it out toe-to-toe. When a character attacks during a round, we assume that he is maneuvering for position. He can scuffle and dance around up to 5 feet while he's fighting. Maneuvering like this does not count as an action during the round.

What Is the Combat Sequence?

It's easy to say that every character can take only one action per round. But what if you have four PCs faced with seven giant bats? Even at one action per character, that's 11 actions! It's very confusing. Who gets to swing first? What happens if somebody tries to use a bow and arrow, or cast a spell?

The Combat Sequence is like a checklist for the DM. Every type of action a PC or an NPC can take has a place in the Combat Sequence. The DM can read it through step by step, and he won't accidentally skip over an important blow or a magical spell.

Every time you run a combat, the steps go in the same order. This helps everyone who's playing keep track of the action.

Look at the Combat Sequence printed below. Don't be concerned if you don't recognize some of the terms used; these will be fully explained later.

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first:
 1. Monsters and NPCs make Morale Checks.
 2. Those who are moving do so.
 3. Characters using Missile Fire attack
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
 4. Characters using Magic cast their spells
 - a. They choose targets.
 - b. Targets make Saving Throws.
 - c. The DM applies the results.
 5. Characters fighting Hand-to-Hand attack
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
- C. The side that lost initiative completes all the steps listed under "B."
- D. The DM declares the results.

You'll learn how to use the Combat Sequence as you progress through the Dragon Cards. We'll take it one step at a time, starting with the most important rules.

These are the basic points: First, you see which side goes first. Then everyone on that side moves. Next, everyone on that side who didn't move gets to attack or use magic. Then the other side gets to move and attack. Finally, the DM recaps the action.

You'll be running combats like a pro in no time!

What happened during combat:
Combat Sequence, Movement, Hit Points, Surprise.



Jerj's Mistake

Unfold the big map sheet that came with your DUNGEONS & DRAGONS® game. Lay it flat on a table. Select a fold-up counter to represent your character and place it in the jail (Room 1). Assemble the fold-up counters labeled Axel and Jerj. Place Axel's counter in the jail. Put Jerj's counter in the hallway outside the jail (Room 2).

1. *Jerj the hobgoblin enters the hallway carrying the jail key. He puts the key into the lock and growls, "Axel, come with me."*

Axel gives you a quick glance and winks. He steps toward the cell door, then suddenly collapses. He curls up into a tiny ball, crying, "Don't take me to the salt mine!"

Jerj scowls at Axel. "Get up!" When Axel just keeps whimpering, the hobgoblin enters the cell. Leaving the key in the lock, he goes over to Axel.

This is the end of round 1. Notice that both Jerj and Axel moved this turn, but did not do any fighting. Place Jerj's counter next to Axel in the jail. Continue with section 2.

2. *You know what Axel is doing. He is distracting Jerj's attention so you can attack from behind. You stand up and push Jerj over from behind.*

"Good work!" Axel says. He quickly stands up and kicks the hobgoblin. Roaring in anger, Jerj jumps back to his feet and tries to hit Axel, but misses.

This is the end of round 2. All three of you made attacks. You all maneuvered for position, but nobody moved more than 5 feet.

If you run for the exit, continue with section 3.

If you stay to fight Jerj, continue with section 4.

3. *Jerj swings at Axel again, this time connecting with a solid punch. To your amazement, Axel does not fall down.*

"Let's go!" you say, leaving the cell.

Axel is right behind you. As you step into the hallway, Axel pushes the door shut. He asks, "Should we lock it?"

This is the end of round 3. Place your counter and Axel's counter in Room 2, but leave Jerj's counter in Room 1. Because Jerj attacked, he could not follow when you and



Axel moved out of the cell.

If you think you should lock the cell, continue with section 5.

If you think you should just run, continue with section 6.

4. *You hit Jerj in the stomach, making him growl in anger. At the same time, Axel runs out of the cell. "Sorry," he calls. "You should know better than to trust me!"*

Instead of chasing Axel, Jerj decides to fight you. He smashes a hairy fist into your jaw, and then everything goes black.

This is the end of round 3. Place Axel's counter in Room 2, but leave your counter and Jerj's counter inside the cell. While you and Jerj fought, Axel moved out of the cell. Because you cannot fight and move in the same round, neither of you could follow Axel.

This adventure will continue when you wake up (on the next Dragon Card).

5. *"Good idea!" you say. As you turn the key in the lock, a hairy fist flies between the bars, catching you square in the nose. Everything goes black.*

This is the end of round 4. While you took your action to lock the jail door, Jerj took his to attack.

This adventure will continue when you wake up (on the next Dragon Card).

6. *"There's no time for locking doors," you say. "Run!"*

"Okay!" Axel says.

You both run toward the only door leading from the hall. Jerj sticks his arms between the jail's bars, trying to catch you.

This is the end of round 4. You and Axel took your actions to move, and Jerj took his action to try to grab you. This adventure continues on the next Dragon Card.

How Do I Use the Initiative Roll?

When a fight breaks out in a **DUNGEONS & DRAGONS®** game, one of the most important things to decide is which side acts first. The process of deciding who acts first is called *determining initiative*.

Determining initiative is easy. At the beginning of each combat round, ask one of the players to roll 1d6 for the PCs' side. You roll 1d6 for the NPCs or monsters fighting the PCs. The side that rolls the highest number wins the initiative and is the first to follow the steps outlined in section "B" of the Combat Sequence.

If both sides roll the same number, nobody wins initiative. Instead, their actions are simultaneous—they happen at the same time. For example, both the NPCs and the PCs make attacks at the same time.

Even when the two sides in a combat have simultaneous initiative, the steps in the Combat Sequence still occur in order. For example, if the PCs and the monsters have tied for the initiative roll, all the PCs and all the monsters who are moving do so. Then all the PCs and all the monsters using missile weapons shoot. Next, all the PCs and all the monsters casting spells start their magic, and so on until everybody has completed the sequence.

When Do Players Have to Decide What Their Characters Are Doing?

A wizard armed with a dagger has many options when a combat round starts: He can move, throw his dagger like a missile weapon, cast a spell, or attack somebody standing close by in hand-to-hand combat. His player does not need to decide what he is going to do the instant a combat round starts. Instead, the player can wait to see which side wins initiative, who moves, and so on. But the longer he waits, the fewer options he has. Once a step in the Combat Sequence is past, it is too late to go back.

For example, our wizard might be planning on casting a spell. But after everybody else moves and uses their missile weapons, this is no longer such a good idea. His options at this point are to cast the spell anyway or wait until the Hand-to-Hand step and attack with his dagger. He cannot go back to the previous steps and move or throw his dagger like a missile weapon.



What Is a Surprise Roll?

Has anyone ever snuck up behind you and yelled, "Surprise!" in your ear? When a fight breaks out, there is always the possibility that one side or the other is not prepared for it. Therefore, at the beginning of the first round of combat, both sides must make a special surprise roll. The surprise roll is not listed as a step on the Combat Sequence. This is because you only make surprise rolls at the very start of combat.

To make a surprise roll, each side rolls 1d6. If either side rolls a 1 or a 2, all the characters on that side are surprised. A surprised side cannot do anything on the first round of combat. The characters on the other side can do anything they could normally do: move, attack, use spells, talk, even run away. The side that is surprised can do nothing to defend themselves or to stop the other side from taking actions.

If both sides are surprised, then both sides spend the first round of combat doing nothing. They just stare at each other in disbelief. Neither side can act, so you proceed immediately to the second round of combat.

As the DM, you have control of the story. If you think the PCs are just too cautious (this time) to be surprised, you can skip their side's surprise roll. Only roll for the monsters. If the monsters are being cautious, or more likely, are lying in wait around the corner, you can skip both rolls. It's your choice.

The Goblin's Surprise

Lay the map sheet on a table with Zanzer's Dungeon facing up. Assemble a fold-up counter labeled "goblin" and put it in Room 3.

If Jerj knocked you out in *Jerj's Mistake* (the last adventure), put your character's counter and Axel's counter in Room 1. Jerj's counter is not on the map. Start *The Goblin's Surprise* with section 1.

If you and Axel were running away from Jerj at the end of *Jerj's Mistake*, put your counter and Axel's counter in Room 2. Put Jerj's counter in Room 1. Start *The Goblin's Surprise* with section 2.

1. "Wake up!" Axel says. "We can escape!"

You open your eyes to see Axel's face. It is covered with bruises. "What?" you ask.

"Jerj left the door unlocked," Axel says.

As you stand, Axel opens the cell door.

"After you," he says.

"Why do I have to go first?" you ask.

"Because I figured out that we can still escape," Axel replies.

You shrug, then leave the cell and go to the only door leading out of the hall.

When you try to push it open, it seems stuck.

- Move your counter and Axel's counter into Room 2. Continue with section 3.

2. When you try to open the door, it seems stuck. "Trouble!" you say.

Axel reacts quickly, slamming the jail door shut. He barely manages to turn the key before Jerj tries to jerk it open.

Continue with section 3.

3. You lay your shoulder against the door and give it a hard push. It flies open, revealing a narrow hall. In the hall is a short, ugly creature with livid gray skin and beady, glowing red eyes. It's a goblin!

This is the beginning of a new fight. Make a surprise roll for each side. Roll 1d6 for you and Axel, and 1d6 for the goblin. If either side rolls a 1 or 2, continue with section 4.

Otherwise, roll 1d6 for each side (again) to determine initiative. If your side rolls higher than the goblin, continue with section 5. If your side rolls equal to the goblin, continue with section 6. If your side rolls less than the goblin, continue with section 7.

4. Somebody is surprised. If your side rolled 1 or 2, you and Axel must stand still for one round. The goblin escapes through the door leading to Room 4. Take the goblin counter off the map and continue with section 8.

If the goblin rolled 1 or 2, it stands still for one round. You toss the little monster into Room 2 and bar the door. Move the goblin counter to Room 2 and continue with section 9.

If both sides rolled 1 or 2, then both sides stand still for one round. Roll 1d6 for each side (again) to determine next round's initiative. If you roll higher, continue with section 5. If you roll equal to the goblin, continue with section 6. If you roll lower, continue with section 7.

5. You and Axel act first. Thinking fast, you grab the goblin and lock it in Room 2.

Move the goblin counter to Room 2.

Continue with section 9.

6. The goblin runs into Room 4 and tries to close the door, but you and Axel are right behind it. When the goblin sees that it cannot escape, it turns and cries, "Please, don't hurt me! I surrender!"

You lock it in Room 2.

Move the goblin counter to Room 2.

Continue with section 9.

7. The goblin runs into Room 4, slamming the door behind it. You start to follow the goblin through the door, but Axel says, "Wait! There might be something in there."

Remove the goblin counter from the map. Continue with section 8.

8. You listen at the door, but hear nothing on the other side. You step into Room 4.

To be continued on the next Dragon Card.

9. You and Axel step into Room 4.

To be continued on the next Dragon Card.

How Fast Can My Character Move?

When a fight breaks out, one of the most important things to know is how fast the characters and monsters can move. Usually, PCs and human NPCs move 40 feet per round. (We'll tell you what might slow them down on a later Dragon Card.)

Monsters move at different speeds. Look at one of the monster descriptions in the rule book. In the list of statistics under the monster's name, the third one from the top is "Move." Next to this are two numbers with foot marks ('). The second number is smaller and appears inside parentheses. This number is how far (in feet) the monster moves in one combat round. That's the important number for now. For example, an ogre moves 30' in one round, a minotaur moves 40', and an owl bear moves 40'.



What If Something Is in the Way?

Unfortunately, dungeons are often cluttered. When the PCs come upon a monster, they may not have a lot of maneuvering room. A closed door, a table, a casket—all of these things are obstacles. The PC must go around them. That takes time. Moving through a space blocked by an obstacle ends a character's movement for the round. It's one thing to stride 40 feet and something completely different to climb over furniture or open doors.

What If My Character Runs?

Characters may run at three times their normal speed. So, for example, a human character could run 120 feet per round. An ogre could run 90 feet per round.

Running makes characters tired. They can only run for 20 rounds before becoming exhausted. Then they are forced to rest for 30 minutes of game time (that's 180 rounds!). If they're forced to fight while exhausted, they will suffer a -2 penalty to their hit rolls (you will learn how to apply this penalty later).

What If My Character Wants to Withdraw or Retreat from a Fight?

There are two different ways to leave a fight: by withdrawal or retreat. Which one a character uses depends on how badly he wants to leave.

When a character withdraws, he leaves carefully, with an eye on the combat. He doesn't want to get stabbed in the back. A withdrawing character can move only 5 feet. When he stops, he can engage in combat again, if the attacker followed him. Withdrawing is a special kind of maneuvering.

When a character retreats, he turns and runs away at his top speed. He cannot retreat and attack in the same round.

How Do I Move Characters on the Map?

Unfold the map that came with your DUNGEONS & DRAGONS® game and look at the side labeled "Zanzer's Dungeon." Notice that all of the rooms and corridors are divided into one-inch squares. On the map, each of those squares equals 5 feet. To determine how many squares a character (or monster) can move on the map, simply divide his movement rate by five. The result is how far the character can move. (A character with a movement of 30 feet per round could move six squares in a round, because $30 \div 5 = 6$.)

Characters can move forward and backward and sideways. They can also move diagonally from square to square. If another PC is in the square the character wants to move through, they can pass each other but cannot stop in the same square. If an unfriendly character occupies a square, the PC must stop and fight the character.

Frightened Kobold

Lay the map sheet out with Zanzer's Dungeon facing up. Assemble a fold-up counter labeled "kobold" and place it in Room 4 on space A. Place your counter next to the door leading to Room 3, and place Axel's counter in Room 3 just behind your counter. Begin with section 1.

1. *As you step into Room 4, you see a small humanoid with scaly, rust-brown skin and a dog-like snout standing next to you, trying to open a door. When it sees you, the kobold shrieks and stops tugging at the door.*

This is the beginning of a new combat round. Make a surprise roll for yourself and the kobold. If you are surprised, continue with section 2. If the kobold is surprised, continue with section 3. If neither side is surprised, or if both sides are, continue with section 4.

2. *The kobold runs away, screaming, "Help!"*

Move the kobold's counter to space B. Continue with section 5.

3. *You grab the kobold. Then Axel tries to come into the room. He bumps you, and you drop the kobold.*
Continue with section 7.

4. Each side rolls 1d6 to determine initiative. If you win (roll higher), continue with section 6. If you lose or tie, continue with section 7.

5. Roll 1d6 for each side to determine initiative. If you win (roll higher), continue with section 8. If you lose or tie, continue with section 7.

6. *You grab the kobold. Then Axel tries to come into the room. He bumps you, and you drop the kobold. The kobold runs away, screaming, "Help!"*

It is the beginning of a new round. Roll 1d6 for each side to determine initiative. If you win or tie, turn to section 8. If you lose, continue with section 7.

7. *The kobold goes to a corner of the room and screams, "Help! Guards! Help!"*

Move the kobold's counter to space B, if it is not there already. If you ignore the kobold

and try to open the door, continue with section 9. If you attack it, continue with section 8.

8. *You run over to the kobold to attack.*

Unfortunately, you cannot move and attack in the same round. Roll initiative again. If you win, continue with section 10. If you lose, continue with section 11.

9. *You push on the door and find it locked.*

That is your action for this round. Roll initiative for the next round. If you win or tie, continue with section 12. If you lose, continue with section 11.

10. *You grab the kobold and say, "Be quiet!" When the monster stops yelling, you lock it in the hall in front of the jail (Room 2). "Now what?" asks Axel.*

Remove the kobold's counter from the map.

To be continued on the next Dragon Card.

11. *The kobold runs to the opposite corner of the room. "Give up!" it screams.*

You follow the kobold. Axel finally joins the fray and circles to the other side, boxing it in.

Move the kobold's counter to space C. Place your counter and Axel's counter to either side of it. Unfortunately, you can't move and attack in the same round, so you can't silence the kobold right now. Roll initiative for the next round. If you win, continue with section 10. If you lose, continue with section 13.

12. *You run over to the kobold, but you can't move and attack in the same round. The kobold, which has not moved, bites your knee.*

Place your counter next to space B. Roll initiative for the next round. If you win, continue with section 10. If you lose, continue with section 11.

13. *When it sees that it's surrounded, the kobold surrenders.*

Continue with section 10.

How Does My Character Hit His Opponent?

In the DUNGEONS & DRAGONS® game, there are many different ways to damage an opponent during a fight. A PC might cast a spell or throw something at him. Right now, we're going to learn about one of the most basic ways to attack an opponent: hitting him in hand-to-hand combat.

Look at the Combat Sequence again (either on the DM's screen, in the rule book, or on Dragon Card #7). You already know step A, determining initiative, and step B2, moving. But we have skipped step B1, making morale checks.

Now, we're going to leap straight ahead to step B5, hand-to-hand fighting, because it's the most common kind of fighting.

The word *melee* (pronounced may-LAY) means two or more people fighting toe-to-toe. Melee fighters use their fists, clubs, swords, or any other weapon they can hold in their hands to hit their opponent.

Here are some more useful terms. At any time in combat, the character who is trying to inflict damage is called the *attacker*. The character who is getting attacked is called the *defender* or *target*. Just like in a real fight, your character will be both the attacker and the defender at different times.

How Do I Run Melee?

Running a melee is simple. Just follow the steps in the Combat Sequence:

5. Characters fighting Hand-to-Hand attack
 - a. They choose targets.
 - b. They make hit rolls.
 - c. They roll damage for successful hits.

In Step 5a, each attacker on the side with initiative chooses a target. If the attacker is a PC, ask the player what target his character is trying to hit. If the attacker is an NPC or a monster, tell the players what target the NPC is trying to hit.

In Step 5b, each attacker makes his hit roll. You will need two numbers here: The target's Armor Class is one, and the result of a d20 roll is the other. We'll tell you about Armor Class, or AC, on a later Dragon Card. For now, you just need to know that the basic Armor Class is 9.

Now find the target's AC (9) on the Character Hit Roll table. The number listed below it is the lowest number the attacker can roll



on a d20 to hit a target with Armor Class 9. As you can see, the number we are looking for is 10.

Character Hit Roll Table

Target AC	9	8	7	6	5	4	3	2	1	0	-1
d20 Roll	10	11	12	13	14	15	16	17	18	19	20

Now each attacker rolls 1d20. If the result of the attacker's d20 roll is lower than 10, the attacker misses his target. If the result is equal to or greater than 10, the attacker hits his target.

In Step 5c, each attacker who made a successful hit in Step 5b now rolls damage. He rolls 1d4 to see how many points of damage he caused the target. On the next Dragon Card, you will learn what to do with the result of this roll.

After all the characters on the side that won initiative make their hand-to-hand attacks, all the characters on the side that lost initiative get their turn to make hand-to-hand attacks.

How Does Combat Work So Far?

You have learned to do three of the most important things in the Combat Sequence: determine initiative, move, and fight hand-to-hand. The Combat Sequence so far is this:

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first:
 2. Those who are moving do so.
 5. Characters fighting Hand-to-Hand attack
 - a. They choose targets.
 - b. They make hit rolls.
 - c. They roll damage for successful hits.
- C. The side that lost initiative completes all steps listed under "B."

Guards

Lay the map sheet on the table, with Zanzer's Dungeon facing up. Place your counter and Axel's counter in Room 4, in the two spaces closest to the door leading to Room 3 (but not in space A). Assemble two of the fold-up counters labeled "guards." Place one of them on space A and the other in one of the spaces next to space A (that you or Axel are not standing in).

1. *Two guards rush into the room from Room 5. Fortunately, they aren't wearing armor or carrying weapons.*

This is the beginning of a new round. Use the Combat Sequence to run the fight.

This is the first round of a fight, so you must roll for surprise. Roll 1d6 for each side. If either side rolls 1 or 2, they cannot do anything during the first round. The other side gets a free attack.

If both sides are surprised, play goes to the second round of combat and you proceed with the Combat Sequence as normal.

Combat Sequence

A. Each side rolls 1d6 to determine initiative. Roll 1d6 for your side and 1d6 for the guards' side.

B. The side with initiative acts.

Whoever rolled highest in Step A gets the initiative and completes Steps B2 and B5 first. (Remember, we are skipping Steps B1, B3, and B4 for now.) If both sides roll the same, initiative is tied. Both sides complete each of the steps together.

B2. Those who are moving do so.

If you have initiative, you may move your counter or Axel's. You cannot move through any space the guards occupy. Opening any door ends your movement for that round. Moving more than 5 feet (one square) also prevents you from attacking this round.

When they have initiative, the guards do not move except to follow you and Axel. If initiative is tied and you move away, the guards will attack as you leave.

B5. Characters fighting Hand-to-Hand attack.

If your side has initiative, you and Axel may attack now (as long as you did not move more than 5 feet in Step B2). If the guards have initiative, they attack now (as long as they don't have to move more than 5 feet to be next to you or Axel).

B5a. Choose targets.

If your side has initiative and you and Axel are attacking, decide which guard each of you is attacking. If you are both standing next to the same guard, you may both attack one target.

If the guards have initiative, one attacks you and one attacks Axel.

B5b. Make hit rolls.

Everybody's Armor Class is 9. Consulting the Character Hit Roll Table, everybody needs a 10 or more on 1d20 to hit. Roll 1d20 for anybody who is attacking now. Remember whether or not they rolled high enough to hit. (Note: Nobody has any weapons, so everybody is fighting with fists.)

B5c. Roll damage for successful hits.

Roll 1d4 for any character who hit in Step 5b. On a piece of scratch paper, write down the name of the target (use Guard #1 and Guard #2 for the guards), then record the result of the damage roll. If a target has been hit more than once, add the results of all damage rolls recorded under his name.

When the total damage written under a guard's name is 3 or more, the guard falls unconscious. When the total number written under your name (or Axel's) is 6 or more, you (or Axel) fall unconscious.

C. The side that lost initiative completes all steps listed under "B."

If your side had initiative first, it is the guards' turn. If the guards had initiative first, it is your turn.

If initiative was tied, or if both sides have had it, you have completed one round. If at least one character on each side is still standing, return to Step A and start the next round (but do not roll for surprise).

Keep repeating the Combat Sequence until everybody on one side is unconscious. This adventure will be continued on the next Dragon Card. Remember whether the guards were all knocked out, or you and Axel were knocked out.

What Is the Danger of Being Hit in Combat?

During a hand-to-hand fight, the PCs and the monsters are swinging fists, clubs, and swords at each other. When someone gets hit, it's bound to hurt. That's why the attacker gets to roll damage when he makes a successful attack. But what do you do with that damage result?

The answer is simple. The damage result is subtracted from the defender's hit points.

What Are Hit Points?

Hit points are a measure of how much damage a character or monster can take. The more hit points a character has, the more damage he can take. When a character or monster is hit, he subtracts 1 hit point, or hp, for each point of damage the attacker rolled in combat.

When a character or monster loses all of his hit points, he is dead. So, hit points also keep track of exactly how much damage a character or monster has suffered so far. We will get into the details of hit points in the Blue Dragon section. For now, though, let's say everybody has 6 hit points.

If a PC loses hit points, the person playing that character should write down the hit points he lost on his Character Record Sheet. If an NPC or monster takes damage, then you should write down the hit points he lost in your DM notes.

If a character or monster loses all of his hit points in combat, at the end of that step he collapses to the ground and dies. He can only complete whatever he was doing in the step in which he died. If he was in the middle of doing something that takes several steps to finish, he does not live to complete the task.

What Happens in Step D of the Combat Sequence?

Just like an instant replay in sports, Step D in the Combat Sequence is a chance to recap the action. You should take a moment to think about what happened in the combat round. If any monsters were killed or ran away, remind the players. If anything unusual happened during the round, tell the players what their PCs saw (or heard or felt). Basically, Step D is a time to pause and make sure that everybody has a clear idea of what happened during the round. You can make sure

the story is dramatic and exciting by retelling the highlights here. Then you go back to Step A of the Combat Sequence and start again.

What Happens After the Battle is Over?

After several rounds of combat, the fight will end. The PCs will need to rest and regroup.

Use this time to make a note of the battle's outcome. List all the monsters the PCs fought and what happened to them. Did the PCs slay the monsters? Did they run away from the monsters? Did (shudder) the monsters slay any of the PCs? These notes don't need to be long or complicated as long as they help you remember what happened.

Also have the PCs make a note of any supplies they used (for instance, if they threw a flask of holy water on a zombie), any arrows they lost, any wounds they suffered, etc. Often, if the PCs defeat a monster, they will find some of the treasure it has stolen from other unlucky characters over the years. They should make a note of any treasure they recover.

What If a PC Gets Killed During the Battle?

Since monsters fight back, Player Characters get killed sometimes. It's only fair; after all, monsters get killed more often than not. At first, the player whose character dies may be disappointed. He feels like he's lost the game.

This isn't true. Remember, the real way to win in the DUNGEONS & DRAGONS® game is to have fun. The player should simply assume the role of a new character. You should make up a reason for the other PCs to meet this new adventurer as soon as possible. (Perhaps he is chained up in the next room they enter or is running from the next monster they meet.)

It is likely the PCs will want their new friend to tell them about the dungeon. What do you do if they want too much information? The new PC could have amnesia. He could be ignorant of any room beyond the one he's in.

After you read the adventure on the back side of this Dragon Card, you are ready for your first group adventure! Read the four-page folder entitled "Escape from Zanzer's Dungeon, Part I." This folder is located at the end of the Green Dragon section, in this pack.



Cleaning Up the Details

Congratulations! You've had your first DUNGEONS & DRAGONS® game combat. Now that it's over, all that's left is cleaning up the details—and recovering from the fight.

Lay the map sheet on the table with the Zanzer's Dungeon side face-up. If all the guards were knocked out place your counter, Axel's counter, and the counters of the two guards in Room 4. Begin the adventure with section 1.

If the guards knocked out you and Axel, place your counter and Axel's counter in Room 4 alone. Begin the adventure with section 2.

1. *After the last guard falls, you and Axel spend several minutes recovering your breath.*

You and Axel each have 6 hit points. This means you can take 6 points of damage before you die. Write "Hit Points: 6" on both your Character Record Sheet and on the paper you are using to keep track of Axel's information.

Write the amount of damage you suffered during the fight next to your hit points. Do the same for Axel. This is the hit points of damage that you suffered during the fight.

Continue with section 3.

2. *"Oooh, my aching head!" Axel says. He leans over and shakes you until you wake up. "Are you okay?"*
"I think so," you say, opening your eyes. To your surprise, you are still in Room 4. "Why aren't we dead?" you ask.

"We should be," Axel says, getting to his feet. "But dead men don't make good salt miners. The guards must have saved our lives. They've probably gone to get some help before they drag us back to our cells."

You and Axel each have 6 hit points. This means you can take 6 points of damage before you die. Write "Hit Points: 6" on both your Character Record Sheet and on the paper you are using to keep track of Axel's information.

During your fight with the guards, both of you took 6 or more points of damage, so you should be dead. Fortunately for you, the guards wanted you alive to work in the salt mines. They used a magical potion to keep you from dying. This potion makes it so that you each suffered only 5 points of damage

during the fight. Next to your Hit Points, write 5. This number is the points of damage that you suffered during the fight.

Continue with section 3.

3. Note that hit points are used in two ways. First, they indicate the maximum amount of damage a character can take. When we talk about a character's hit points, we are referring to the maximum amount of damage he can take before dying. This amount will increase as your character grows more experienced, but it will not change very often. In your case and Axel's, it is 6 hit points.

Second, hit points indicate how much damage has actually been done to the character. When a character is hit, he suffers a certain number of points of damage. You add to these points as the character receives more damage, and you subtract from them as he is healed. A character's number of points of damage will change very often during an adventure, but when it equals or exceeds his number of hit points the character dies.

Continue with section 4.

4. *Axel looks around the room. He spies two vials of amber liquid lying near the door. He quickly grabs the vials, then drinks one down. He hands the other to you, saying, "Drink this."*

You scowl at the vial. "What is it?"

"You're new to this, aren't you?" he says. "It's a healing potion." He waits for you to finish drinking the foul-tasting liquid, then adds, "At least I hope it is."

Axel was right. The two vials, which the guards dropped, contained magical healing potions. Erase the points of damage recorded next to the Hit Points on both your Character Record Sheet and the paper you are keeping for Axel. You're both fully recovered.

To be continued on the next Dragon Card.

Now read "Escape from Zanzer's Dungeon, Part I," and get ready for your first group adventure!

What Kind of Characters Can the Players Be?

By now, you know the difference between NPCs and PCs. But what about the differences between clerics and fighters, thieves and dwarves, elves and halflings?

In the DUNGEONS & DRAGONS® game, there are many different character classes for the players (and the DM) to play. Creating these characters is half the fun of playing.

By the time you finish the Blue Dragon section, you will be able to create your own fighters, clerics, thieves, elves, halflings, or dwarves. But first, you need to learn about hit dice and alignment.

What Are Hit Dice?

Hit dice are the dice you roll to find out how many hit points your character has. In the Green Dragon section, each character had 6 hit points. But not everybody is equally tough. Football players are generally tougher than poets. To show these differences, the hit dice of tough characters, such as fighters, are d8s; the hit dice of weaker characters, such as thieves, are d4s. The description of each character class lists the kind of hit dice to roll to determine hit points.

Hit dice for monsters work differently. All monsters use d8s as hit dice. But monsters aren't equally tough, any more than characters are. Instead of using different kinds of dice to reflect how tough they are, monsters use different numbers of hit dice.

Look at any monster description in the rule book. In the statistics, the second line is "Hit Dice." This is the number of d8s you roll to determine the monster's hit points.

Sometimes, the monster's hit dice number is followed by a + or - and another number. This adjustment makes the monster just a little bit tougher or weaker than its hit dice indicate. When a + or - follows the hit dice number, add or subtract that adjustment to the hit points rolled for the monster. For example, a monster with 2 + 1 hit dice rolls 2d8 and adds 1 point to the result.

Does Alignment Affect How I Play My Character?

In real life, most people behave according to a code of behavior. They have rules about being polite, helping or hurting other people, causing trouble in public, and so on. The



same thing is true in the DUNGEONS & DRAGONS game.

The code that characters (and monsters) follow is called *alignment*. In the D&D® game, there are three alignments: lawful, chaotic, or neutral. Every character and monster behaves according to one of these alignments.

Lawful characters believe that obeying rules is the natural way of life. They always try to tell the truth. They are fair to others and keep their promises. Lawful characters put the good of the group above their own welfare, and they generally behave in a manner that most people would consider good.

Chaotic characters are the opposite of lawful characters. They believe life is random. They think luck rules the world and laws are made to be broken. To them, keeping promises is not important, and telling lies can be useful at times. They think they are more important than anybody else, and they generally behave in a manner most people would consider bad.

Neutral characters believe there should be a balance between law and chaos. To them, the individual is important, but so is the group. They tend to treat others as others treat them, and they usually look out for themselves first. They expect others to do the same. They prefer to rely on their own abilities, rarely trusting their fate to luck or another character.

Each alignment has its own language consisting of simple words, hand signals, and other body motions. PCs and human NPCs always know how to speak their alignment language. Monsters can also know the alignment language if they are capable of speaking.

When you and your players create a character, choose an alignment that seems appropriate to the character you are making. As you play that character, try to make him behave in accordance with the alignment you have chosen. Remember that monsters have alignments, too, and will behave according to the one listed in their monster description.

More About Axel

Your character and Axel have been through a lot together. You've broken out of jail, confronted a goblin and a kobold, and even fought a couple of guards. By now, Axel probably doesn't seem like a stranger any more. He has become an important NPC, so, as a DM, you should probably know a little bit more about him.

1. So far, you've been keeping track of Axel on a piece of scratch paper. Because he has become so important, you should make a Character Record Sheet for him now.

- A. Write his name on top of a piece of paper.
- B. Beneath his name, write down the job you picked for him on Dragon Card #6.
- C. Write "Character Class:" and leave a blank space. You will fill this in later.
- D. Write "Hit Die:" and leave a blank space.
- E. Write "Hit Points: 6."
- F. Write "Alignment:" and leave a blank space.
- G. Write down his Ability Scores and adjustments. Axel's Ability Scores are already determined, but if you were making up your own NPC, you could either make up his Ability Scores or determine them by rolling 3d6. Here are Axel's Ability Scores and adjustments:

Ability Score	Adjustment
Strength: 14	+1 to hit, damage, open doors
Intelligence: 10	None
Wisdom: 12	None
Dexterity: 11	None
Constitution: 13	+1 per hit die
Charisma: 8	-1 to reaction rolls

Notice that Axel receives several bonuses and penalties that we have not taken into consideration in our adventures so far. This is because he was a minor NPC. We had not decided what his Ability Scores were. Now that we know what his Ability Scores are, we will take these adjustments into consideration from now on. When you are dealing with an NPC, it is okay to make minor adjustments like these as the game goes on.

Now you are ready to fill in one of the blanks on Axel's character sheet. Let's start with alignment. What do you think Axel's

alignment is?

If you think it's chaotic, continue with section 2.

If you think it's neutral, continue with section 3.

If you think it's lawful, continue with section 4.

2. You're right! Axel *is* more concerned about himself than anything else, and he does not hesitate to cheat, lie, or steal to get what he wants. Write "Chaotic" in Axel's "Alignment" space.

To be continued on the next Dragon Card.

3. Neutral characters tend to treat others as others treat them. Axel has tried to cheat at dice, steal your food, and let you take most of the risks during the escape. Since you have not done anything like that to him, this description does not fit Axel very well. Reread the section on alignments, then try again.

If you think Axel's alignment is chaotic, continue with section 2.

If you think Axel's alignment is lawful, continue with section 4.

4. Lawful characters obey rules, try to tell the truth, and be fair to others. That hardly sounds like Axel! Reread the section on alignments, then try again.

If you think Axel's alignment is chaotic, continue with section 2.

If you think Axel's alignment is neutral, continue with section 3.

What Are Prime Requisites?

You might expect someone who is good at fighting to be strong. In the DUNGEONS & DRAGONS® game, this is true. To show that Strength is, in fact, the most important ability a fighter character can have, we call it his *prime requisite*.

Each character class has a prime requisite. Each character class also has a special talent, such as fighting, healing, sneaking about, etc. The higher a character's score in his prime requisite, the more skill he has in his class's special talent. The prime requisite for each character class is listed in the class's description.

In addition to the normal benefits of having a high Ability Score, if a character's prime requisite is above average (13 or more), he will advance in his class more rapidly. If it is below average (8 or less), he will advance more slowly. (Character advancement will be explained later.)

Because prime requisites are so important, a player can improve on the number he first rolls—but only while he is creating the new character. For every 2 points the player subtracts from other Ability Scores, he may add 1 point to the character's prime requisite. There are a few restrictions on this exchange:

1. Only prime requisite scores may be improved in this manner.
2. Constitution and Charisma scores can never be altered using this rule.
3. Dexterity can only be raised; it can never be lowered.
4. No score can be lowered below 9 in order to improve the prime requisite.

How Do I Use Ability Score Adjustments?

We told you about Ability Score adjustments in Dragon Card #5. Do you remember the following table?

Bonuses and Penalties for Ability Scores

Ability Score	Adjustment
3	-3 Penalty
4-5	-2 Penalty
6-8	-1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus



Each ability has its own adjustment. For instance, in hand-to-hand combat, the ability in question is the attacker's Strength score. The adjustment (bonus or penalty) applies to both the attacker's hit roll and to the damage he inflicts if he hits. Add or subtract the correct adjustment (bonus or penalty) to the number the attacker rolls on 1d20 when he makes a hit roll. If the result is equal to or higher than the number he needed to hit his target, then he succeeds. Now he makes a damage roll.

Add or subtract the same bonus or penalty to the damage roll to find how much damage he does. For example, a fighter with a Strength score of 16 adds two to both his hit and damage rolls.

A bonus adjustment for Intelligence means the character can learn extra languages. He knows one extra language for each bonus point he has. A -3 penalty adjustment to Intelligence means he cannot read or write, and he has trouble speaking. A -2 adjustment means he cannot read or write. A -1 adjustment means he can write only a few simple Common words—but he can at least read.

You'll learn the Wisdom score adjustments when you read about Saving Throws on Dragon Card #25.

You'll learn the Dexterity score adjustments when you read about Armor Class on Dragon Card #20 and about Missile combat on Dragon Card #24.

The Charisma score adjustment changes how a monster reacts to the PC. On Dragon Card #6, we gave you the Monster Reaction Table. When rolling 2d6 for the reaction, add or subtract any bonus or penalty adjustment the PC has. Don't tell him the result you rolled. (Remember, though, that no amount of Charisma can make up for the way the character acts. If a very handsome man treats a monster badly, it will still attack.)

Constitution score adjustments are applied to a PC's hit dice. This adjustment is made every time a character rolls a new hit die (explained on Dragon Card #42).

Picking a Character Class

In the DUNGEONS & DRAGONS® game, there are seven character classes: Fighter, Cleric, Thief, Magic-User, Dwarf, Elf, and Halfling. One of the most important factors in deciding what class to make a character is the prime requisite. It is usually wisest to pick a class whose prime requisite is the same as your character's highest Ability Score. Below is a list of the prime requisites for the character classes:

Prime Requisite	Character Class
Strength	Fighter, Dwarf
Wisdom	Cleric
Intelligence	Magic-User
Dexterity	Thief
Strength & Intelligence	Elf
Strength & Dexterity	Halfling

Axel's highest score is Strength. Since Strength is the prime requisite for fighters and dwarves, Axel could be either one. Let's make him a fighter. On his Character Record Sheet, write "Fighter" next to "Character Class."

Now, look at the Character Record Sheet for your own character. Consider what your highest Ability Scores are, then pick a class for your character. (Note that Constitution and Charisma are not prime requisites for any class. These are useful to all character classes.)

The demihuman classes (the dwarf, elf, and halfling) have minimums for certain Ability Scores. To be a dwarf, your Constitution must be at least 9; to be an elf, your Intelligence must be at least 9; and to be a halfling, both your Dexterity and Constitution must be at least 9.

After looking at your character's Ability Scores, decide what class he should be. The other six Blue Dragon Cards explain the classes. Read the Dragon Card that explains your character class. (Note: There is no card here for the magic-user. To be a magic-user, you must wait until the Gold Dragon section.)

Once you have read the card explaining your character class, you may improve your prime requisite. For every 2 points you subtract from other Ability Scores, you may improve your prime requisite score by 1 point. Remember that you can improve only a prime requisite; that you cannot lower Constitution, Charisma, or Dexterity scores;

and that you cannot lower any Ability Score below 9.

Next, you must record Ability Score adjustments. Consult the Ability Score Adjustment table and record any bonuses or penalties your character receives.

If your character receives an adjustment for his Strength score, note that it applies to hit rolls, damage rolls, and open door rolls. If your character receives an adjustment for his Constitution score, note that it applies to any hit die rolls he makes to determine hit points. If your character receives an adjustment for his Charisma score, note that it applies to any reaction rolls the DM makes.

If your character receives an adjustment for any other Ability Score, you can note what it applies to (if you know), or just the number. You will learn to apply adjustments for other Ability Scores later.

Ability Score adjustments should be added to or subtracted from the appropriate die roll. Axel's Ability Score adjustments have already been noted on his Character Record Sheet.

Now, select an alignment for your character and write it down. Under Languages, write down that he speaks the alignment language and Common.

Finally, note the Hit Dice that your character class uses. (This information is found on the Dragon Card explaining each class.) Since Axel is a fighter, he uses a d8 for hit dice. Write "d8" in the space following "Hit Dice" on Axel's Character Record Sheet. Look up the kind of hit dice your character class uses, then record it next to Hit Dice on your record sheet.

Normally, you would roll your hit die to see how many hit points your character has, modifying the result by any Constitution adjustment. Your hit points have already been listed as 6, however. This may actually be more points than your character class would normally have. Don't worry about this for now; it's due to the magic of creating your first character.

What Is a Fighter?

(Any player who wishes to create a fighter should read this card.)

A fighter is a human trained for combat. He usually has a high Strength score. High Dexterity and Constitution scores are also good for him. Because of his special combat training, in a battle he hits opponents more often than other character classes. Often, he also inflicts more damage when he hits.

Fighters are tougher than other character classes. They tend to have more hit points, and they usually wear better armor to protect themselves.

Because of their ruggedness, fighters are usually the ones who lead the way down any deep, dark tunnel. That way, if a monster leaps out and surprises the group, the character most likely to survive such an attack will take the first hit. If you have enough fighters, it is usually wise to put one at the rear of your group, too—just in case a monster sneaks up and attacks from behind.

When a battle breaks out, the fighters should be the first into combat. They should try to keep opponents from harming other members of their party. They make especially good “big brothers” to magic-users and thieves.

Fighters are the combat experts, so the players running them should understand how the Combat Sequence works. The DM should explain all the steps in the Combat Sequence to the fighters, especially the difference between “Withdrawing” and “Retreating” in the movement step. If the DM agrees, it is OK to let the person playing a fighter read the cards in the Green Dragon folder.

Although it is never wise to enter a dungeon with just one character, or with a group containing just one kind of character, the fighter is one of the few character classes that might get away with doing this. Fighters are tough enough that they might survive all the traps and hazards that other character classes would help them avoid.

Still, they are not very good at avoiding or resisting magic. A smart magic-user might be able to defeat an entire party of fighters.

Fighters are good for more than just fighting, too. They can use their strength in many different situations. They are handy when a stuck door needs opening or when a huge boulder needs moving.



When the group finds a cache of treasure, the fighter should look for two things. Magical healing potions are especially useful to him, since he often gets hurt in battles. Also, magical weapons are good, because they add bonuses to his hit and damage rolls in a fight.

Prime Requisite

The fighter's prime requisite is Strength. If he has a Strength score of 13 or more, he will advance in skill and power more quickly. If he has a Strength score of 8 or below, he will advance more slowly. Characters with low Strength scores usually don't make good fighters, so the player should consider making them some other character class.

Hit Dice

Because he is so tough, the fighter uses d8s for hit dice. If you don't understand what hit dice are, ask the DM to explain them to you. (Hit Dice are discussed on Dragon Card #12.)

How to Make a Fighter

You've had your first adventure. Now it's time to develop your character more and decide what he's going to be. Follow the steps below to make your fighter. If you have any trouble, ask your Dungeon Master for help.

1. Character Record Sheet

Ask your Dungeon Master to give you a DUNGEONS & DRAGONS® Character Record Sheet or to show you how to make one. Using a pencil, write your name in the space labeled "Player's Name." Write the Dungeon Master's name in the space labeled "Dungeon Master."

2. Ability Scores

Roll 3d6 and record the result in the box labeled "Strength." Do the same for Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

3. Prime Requisite

The most important Ability Score for a fighter is his Strength. This is called his prime requisite. A fighter with a Strength of 13 or more will advance in skill and power faster than most. A fighter with a Strength of 8 or less will advance slower than most. If your character has a low Strength score, you may wish to make him some other character class.

If you still want your character to be a fighter, you may increase his Strength score by 1 point for every 2 points you subtract from his Intelligence and Wisdom scores. You cannot lower either Intelligence or Wisdom below 9, however. You cannot increase his Strength score beyond 18.

4. Class

Write "Fighter" in the space labeled "Class." Write "1st" in the space labeled "Level." (You will learn more about levels later. All you need to know for now is that your character is a 1st-level fighter.)

5. Ability Score Adjustments

If any Ability Score is above 12 or below 9, your character may receive certain bonuses or penalties to die rolls based on that Ability Score. Ask your DM to consult the Bonuses and Penalties for Ability Scores table, then note any adjustments in the space next to the appropriate Ability Score.

6. Hit Points

Roll an eight-sided die (d8) to determine your fighter's hit points. Adjust the result by any bonus or penalty listed next to the Constitution score. Write the result in the box labeled "Hit Points." This is the number of hit points of damage your fighter can suffer before dying.

7. Armor Class

Write "9" in the shield labeled "Armor Class." If you have an adjustment listed next to his Dexterity score, or if he finds armor to wear, you will adjust this number when you learn more about Armor Class. For now, however, leave it as 9.

8. Hit Roll Table

Fill in the blank boxes on your hit roll table as shown below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

If your character has an adjustment listed next to his Strength score, note this number next to Melee Hit Roll Adjustments. Add or subtract this adjustment to your die roll when you make a hit roll in hand-to-hand combat.

As your fighter grows more experienced, his hit rolls will improve.

9. Saving Throws

Fill in the blank Saving Throw circles as follows: Death Ray or Poison—12; Magic Wands—13; Paralysis or Turn to Stone—14; Dragon Breath—15; Rods, Staves, or Spells—16.

Saving Throws will be explained later.

10. Character Name

Make up a name for your character. Write it in the "Character's Name" space.

11. Alignment

Choose either Lawful, Chaotic, or Neutral as an alignment for your character. Your Dungeon Master can tell you more about alignments.

12. Languages

Under "Languages," write "Common" and the name of the alignment you have chosen for your character.

You are now ready to take your fighter adventuring.

What Is a Cleric?

(Any player who wishes to create a cleric should read this card.)

A cleric is a human who has dedicated his life to a great and worthy cause. Often, this cause is to spread the belief in the cleric's alignment. A lawful cleric, for example, would be dedicated to spreading law and order in the world of the game.

Although clerics are not as good in a battle as fighters, they are tough enough to hold their own. When a fight breaks out, they should not be the first to charge in. But they shouldn't hang back and hide, either.

Prime Requisite

The cleric's prime requisite is Wisdom. If he has a Wisdom score of 13 or more, he will advance in skill and power quickly. If he has a Wisdom score of 8 or below, he will advance slowly. Characters with low Wisdom scores don't make good clerics, so the player should consider playing some other character class.

Hit Dice

The cleric uses d6s for hit dice. If you don't understand what hit dice are, ask the DM to explain them to you. (Hit Dice are discussed on Dragon Card #12.)

Restrictions

Because of their beliefs, clerics cannot use weapons with sharp edges or points (like swords, spears, arrows, and daggers). Instead, they must use blunt weapons like clubs, maces, war hammers, slings, etc. They may wear any type of armor they wish.

Special Abilities

As a cleric grows in experience, the strength of his dedication enables him to cast clerical spells. A beginning cleric cannot use spells right away, although he may use some magical items. You will learn about casting clerical spells later.

In addition to casting clerical spells, the cleric can *turn undead*. When a cleric meets undead monsters, such as skeletons, zombies, ghouls, and wights (these are all described in the rule book), he can try to force them away. To do this, the cleric steps boldly forward during the Movement step of the Combat



Sequence. The player tells the DM that he's "turning undead."

The player rolls 2d6 and finds the monster the cleric faces on the Turning Undead table:

Turning Undead Table

	Skeleton	Zombie	Ghoul	Wight
2d6 Roll	7	9	11	N

If the dice roll is less than the number listed below the type of undead he is trying to turn, he fails and the undead attack. (Below the Wight there is an "N" instead of a number. This is because a 1st-level cleric is not yet powerful enough to turn wights.)

If the dice roll is equal to or higher than the number listed below the type of undead the cleric was trying to turn, the attempt succeeds.

Now the DM rolls 2d6. The result is how many Hit Dice-worth of undead the cleric effects. But since different kinds of undead have different hit dice, the DM goes one step further. He uses the rule book to look up how many Hit Dice each of the undead monsters have, then divides the number he rolled by the number of Hit Dice each monster has (round leftovers up). The result is how many undead monsters the cleric turned. For example, your character meets six zombies. In the movement phase of the Combat Sequence, you tell the DM your PC is going to turn undead. You roll a 10 on 2d6, which is enough to succeed. The DM rolls 2d6 to see how many Hit Dice worth of zombies you force away. His result is five. He looks up zombies in the rule book. They each have two Hit Dice. When he divides 5 by 2 and rounds up, he gets 3. Three zombies run away, but the other three attack.

Remember, turning undead counts as your PC's action for the round. He cannot cast spells, fight, or take any other action during the same round. He may turn more undead every round, however, as long as he doesn't fail. Once a cleric fails an attempt to turn undead, all his other attempts during the same battle also fail.

How to Make a Cleric

You've had your first adventure. Now it's time to develop your character more and decide what he's going to be. Follow the steps below to make a cleric. If you have any trouble, ask your Dungeon Master for help.

1. Character Record Sheet

Ask your Dungeon Master to give you a DUNGEONS & DRAGONS® Character Record Sheet or to show you how to make one. Using a pencil, write your name in the space labeled "Player's Name." Write the Dungeon Master's name in the space labeled "Dungeon Master."

2. Ability Scores

Roll 3d6 and record the result in the box labeled Strength. Do the same for Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

3. Prime Requisite

The most important Ability Score for a cleric is his Wisdom. This is called his prime requisite. A cleric with a Wisdom of 13 or more will advance in skill and power faster than most. A cleric with a Wisdom of 8 or less will advance slower than most. If your character has a low Wisdom score, you may wish to make him some other character class.

If you still wish him to become a cleric, you may increase his Wisdom score by 1 point for every 2 points you subtract from his Intelligence and Strength scores. You cannot lower either Intelligence or Strength below 9, however. You cannot increase his Wisdom score beyond 18.

4. Class

Write "Cleric" in the space labeled "Class." Write "1st" in the space labeled "Level." (You will learn more about levels later. All you need to know for now is that your character is a 1st-level cleric.)

5. Ability Score Adjustments

If any Ability Score is above 12 or below 9, your character may receive bonuses or penalties to certain die rolls. Ask your DM to consult the Bonuses and Penalties for Ability Scores table, then note any adjustments in the space next to the appropriate Ability Score.

6. Hit Points

Roll a six-sided die (d6) to determine your cleric's hit points. Adjust the result by any

bonus or penalty listed next to his Constitution score. Write the result in the box labeled "Hit Points." This is the number of hit points of damage your cleric can suffer before dying.

7. Armor Class

Write "9" in the shield labeled "Armor Class." If you have an adjustment listed next to his Dexterity score, or if he finds armor to wear, you will adjust this number when you learn more about Armor Class. For now, however, leave it as 9.

8. Hit Roll Table

Fill in the blank boxes on your hit roll table as shown below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

If your character has an adjustment listed next to his Strength score, note this number next to Melee Hit Roll Adjustments. Add or subtract this adjustment to your die roll when you make a hit roll or a damage roll in hand-to-hand combat. As your cleric grows more experienced, his hit rolls will improve.

9. Saving Throws

Fill in the blank Saving Throw circles as follows: Death Ray or Poison—11; Magic Wands—12; Paralysis or Turn to Stone—14; Dragon Breath—16; Rods, Staves, or Spells—15.

Saving Throws will be explained later.

10. Character Name

Make up a name for your character. Write it in the "Character's Name" space.

11. Alignment

Choose either Lawful, Chaotic, or Neutral as an alignment for your character. Your Dungeon Master can tell you more about alignments.

12. Special Skills

In the space labeled "Special Skills," write "Turn Undead: Skeleton 7; Zombie 9; Ghoul 11; Wight N." When your cleric grows more experienced, this is where you will record the clerical spells he learns before each adventure.

13. Languages

Under "Languages," write "Common" and the name of the alignment you have chosen for your cleric.

What Is a Thief?

(Any player who wishes to create a thief should read this card.)

A thief is a human specializing in stealth, lockpicking, trap removing, and other sneaky activities. A thief also takes things that don't belong to him—though not from fellow PCs, if he wants to be invited on the next adventure!

Thieves are useful to adventuring parties, for they can do many things that others can't: pick locks, find and remove traps, pick pockets, etc. They are seldom good in a fight, however.

Prime Requisite, Hit Dice, and Restrictions

The thief's prime requisite is Dexterity. He uses d4s for hit dice. If you don't understand what hit dice are, ask the DM to explain them to you. (Hit Dice are discussed on Dragon Card #12.)

Because thieves must move quietly, they wear only leather armor. They must also keep one hand free, so thieves cannot carry shields. Thieves can use any missile weapon. They can use only those melee weapons that are wielded in one hand. (The difference between missile and melee weapons will be explained later.)

Special Abilities

Every thief belongs to a guild that instructs its members in the special talents required to be a thief. When a thief wants to use his special talents, he tells the DM. The DM rolls d%. If the result is equal to or less than the thief's score for the talent, the thief succeeds. Otherwise, he fails.

The thief's talents are described below. The percentage in the parentheses is your thief's score for that talent.

Open Locks (15%): With lockpicking tools, a thief can try to open closed locks. He may try to open a lock only once (unless he becomes more experienced and his Open Locks score changes).

Find Traps (10%): A thief may search hallways, doors, walls, etc., for traps. He may search only once per area, but if he succeeds, he finds all the traps. Finding a trap and removing it are two different things, however.

Remove Traps (10%): When a thief finds a



trap, he may try to remove it. Failure means that the trap goes off.

Climb Walls (87%): The thief can attempt to climb any steep or sheer surface, such as a cliff, wall, battlement, etc. The DM must make one d% roll for every 100 feet the thief climbs. If the roll is higher than the thief's score, the thief falls from the midway point of the climb, taking 1d6 damage for each ten feet fallen (round up).

Move Silently (20%): The thief can try to move across any floor without making any noise. The DM should not let the thief see the result of this roll, for the thief always thinks he is moving silently. Only the DM will know for sure whether somebody has heard him.

Hide in Shadows (10%): The thief may attempt to hide in any dark area. He can move while he is hiding, but he cannot attack and remain hidden. The thief always thinks he is successfully hidden. Only the DM will know for sure whether somebody can see him.

Pick Pockets (20%): The thief can attempt to take something out of another character's pocket without the victim realizing it. Failure means that the thief could not get what he wanted. If the roll fails by twice the thief's score or more (40% or more), he is caught in the act. The victim's reaction is sure to be unfavorable!

Hear Noise (30%): The thief can listen at any wall, door, corner, etc. If the roll is successful and there is anything to hear, the thief will hear it. This ability cannot be used during a battle (fights are too noisy).

Backstabbing: If the thief can work his way around behind another character or monster without being noticed, he can backstab the victim. To do this, the DM may require a move silently and/or a hide in shadows roll, unless the victim has no reason to expect an attack.

Once the thief works himself into the proper position (and assuming the victim still does not know the thief is there), he makes a hit roll with a +4 bonus. If he hits the target, he does twice the normal damage (multiply the damage roll by two).

How to Make a Thief

You've had your first adventure. Now it's time to develop your character. Follow the steps below to make a thief. If you have any trouble, ask your Dungeon Master for help.

1. Character Record Sheet

Ask your Dungeon Master to give you a DUNGEONS & DRAGONS® Character Record Sheet or to show you how to make one. Using a pencil, write your name in the space labeled "Player's Name." Write the Dungeon Master's name in the space labeled "Dungeon Master."

2. Ability Scores

Roll 3d6 and record the result in the box labeled "Strength." Do the same for Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

3. Prime Requisite

The most important Ability Score for a thief is his Dexterity. This is called his prime requisite. A thief with a Dexterity of 13 or more will advance in skill and power faster than most. A thief with a Dexterity of 8 or less will advance slower than most. If your character has a low Dexterity score, you may wish to make him some other character class.

If you still wish him to become a thief, you may increase his Dexterity score 1 point for every 2 points you subtract from his Intelligence, Wisdom, and Strength scores. You cannot lower Intelligence, Wisdom or Strength below 9, however. You cannot increase his Dexterity score beyond 18.

4. Class

Write "Thief" in the space labeled "Class." Write "1st" in the space labeled "Level." (You will learn about levels later.)

5. Ability Score Adjustments

If any Ability Score is above 12 or below 9, your character may receive bonuses or penalties to certain die rolls. Ask your DM to consult the Bonuses and Penalties for Ability Scores table, then note any adjustments in the space next to the appropriate Ability Score.

6. Hit Points

Roll a four-sided die (d4) to determine your thief's hit points. Adjust the result by any bonus or penalty listed next to his Constitution score. Write the result in the box labeled

"Hit Points." This is the number of hit points your thief can suffer before dying.

7. Armor Class

Write "9" in the shield labeled "Armor Class." If you have an adjustment listed next to his Dexterity score, or if he finds armor to wear, you will adjust this number when you learn more about Armor Class. For now, however, leave it as 9.

8. Hit Roll Table

Fill in the blank boxes on your hit roll table as shown below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

If your character has an adjustment listed next to his Strength score, note this number next to Melee Hit Roll Adjustments. Add or subtract this adjustment to your die roll when you make a hit roll or a damage roll in hand-to-hand combat. As your thief grows more experienced, his hit rolls will improve.

9. Saving Throws

Fill in the blank Saving Throw circles as follows: Death Ray or Poison—13; Magic Wands—14; Paralysis or Turn to Stone—13; Dragon Breath—16; Rods, Staves, or Spells—15.

Saving Throws will be explained later.

10. Character Name

Make up a name for your character. Write it in the "Character's Name" space.

11. Alignment

Choose either Lawful, Chaotic, or Neutral as an alignment for your character. Your DM can tell you more about alignments.

12. Special Skills

In the space labeled "Special Skills," write "Thief Special Abilities: Open Locks 15%; Find Traps 10%; Remove Traps 10%; Climb Walls 87%; Move Silently 20%; Hide in Shadows 10%; Pick Pockets 20%; Hear Noise 30%." As your thief grows more experienced, these special abilities will improve. Also write "Backstab: +4, double damage" in this space.

13. Languages

Under "Languages," write "Common" and the name of your character's alignment.

What Is a Dwarf?

(Any player who wishes to create a dwarf should read this card.)

A dwarf is a demihuman. Demihumans are beings (and character classes) that are not quite human, but they resemble humans closely.

Dwarves are short and stocky, standing about 4 feet tall. Male dwarves have long beards. Their skin is a tawny brown and their hair ranges in color from gray to brown to black.

Dwarves are usually stubborn but practical, and they are always fond of good food and drink. They have a great love of gold for its own sake. They respect fine craftsmanship.

A dwarf is shorter than a fighter class human, but he is played much the same. They both have lots of hit points and are good in combat. Dwarves have one advantage over fighters, however, for they are more resistant to magic and poison (reflected in better saving throws). Thus they are welcome additions to most adventuring parties.

Prime Requisite and Minimum Constitution

The dwarf's prime requisite is Strength. If he has a Strength score of 13 or more, he will advance in skill and power faster than most. If he has a Strength of 8 or less, he will advance slower than most.

Hit Dice

The dwarf uses d8s for hit dice. If you don't understand what hit dice are, ask the DM to explain them to you. (Hit Dice are discussed on Dragon Card #12.)

Restrictions

Dwarves are usually very healthy and resistant to disease. To reflect this, their Constitution score must be at least 9. If your character's Constitution is less than 9, he cannot be a dwarf.

Also, dwarves may use only small or medium-sized weapons, such as daggers and swords. They may not use large weapons, such as two-handed swords and long bows. Like fighters, they are free to wear any type of armor and carry a shield.



Special Abilities

Dwarves have infravision. Characters with infravision can see up to 60 feet away in the dark. When they use their infravision, they see heat (or the lack of heat). Warm things appear to be red, and cold things appear to be blue. Even objects such as tables and doors have a temperature of their own, so they can also be dimly seen. Infravision is useless in any sort of light, however. When they are in a brightly lit area, dwarves use their normal vision.

Because they live deep underground, dwarves are experts at mining. They can sometimes use their expertise to detect sliding walls, sloping corridors, and new constructions in a dungeon. When your dwarf wants to look for such things, tell your DM that you are detecting. The DM will roll 1d6.

On a result of 1 or 2, he will tell you what you found—if there was anything to find. You may detect in an area (room, 60-foot-long corridor, etc.) only once.

Dwarves are adept at languages. In addition to speaking the normal languages—Common and their alignment tongue—they speak dwarf, gnome, goblin, and kobold. Just because they can speak a language doesn't mean they can read or write it, however. The ability to read and write a language is determined normally (explained later in the Dragon Cards).

How to Make a Dwarf

You've had your first adventure. Now it's time to develop your character. Follow the steps below to make a dwarf. If you have any trouble, ask your Dungeon Master for help.

1. Character Record Sheet

Ask your Dungeon Master to give you a DUNGEONS & DRAGONS® Character Record Sheet or to show you how to make one. Using a pencil, write your name in the space labeled "Player's Name." Write the Dungeon Master's name in the space labeled "Dungeon Master."

2. Ability Scores

Roll 3d6 and record the result in the box labeled "Strength." Do the same for Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

3. Prime Requisite

The most important Ability Score for a dwarf is Strength. This is called his prime requisite. A dwarf with a Strength of 13 or more advances faster than most. A dwarf with a Strength of 8 or less advances slower than most. If your character has a low Strength score, maybe you should make him some other character class. Additionally, a dwarf must have a Constitution score of 9 or more. If your character has a Constitution of 8 or less, he cannot be a dwarf.

If you still wish him to become a dwarf, you may increase his Strength score 1 point for every 2 points you subtract from his Intelligence and Wisdom scores. You cannot lower Wisdom or Intelligence below 9, however. You cannot increase his Strength score beyond 18.

4. Class

Write "Dwarf" in the space labeled "Class." Write "1st" in the space labeled "Level." (You'll learn more about levels later.)

5. Ability Score Adjustments

If any Ability Score is above 12 or below 9, your character may receive bonuses or penalties to certain die rolls. Ask your DM to consult the Bonuses and Penalties for Ability Scores table, then note any adjustments in the space next to the appropriate Ability Score.

6. Hit Points

Roll an eight-sided die (d8) to determine your dwarf's hit points. Adjust the result by

any bonus or penalty listed next to his Constitution score. Write the result in the box labeled "Hit Points." This is the number of hit points of damage your dwarf can suffer before dying.

7. Armor Class

Write "9" in the shield labeled "Armor Class." If you have an adjustment listed next to your Dexterity score, or if he finds armor to wear, you will adjust this number when you learn more about Armor Class. For now, however, leave it as 9.

8. Hit Roll Table

Fill in the blank boxes on your hit roll table as shown below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

If your character has an adjustment listed next to his Strength score, note this number next to Melee Hit Roll Adjustments. Add or subtract this adjustment to your die roll when you make a hit roll or a damage roll in hand-to-hand combat. As your dwarf grows more experienced, his hit rolls will improve.

9. Saving Throws

Fill in the Saving Throw circles as follows: Death Ray or Poison—8; Magic Wands—9; Paralysis or Turn to Stone—10; Dragon Breath—13; Rods, Staves, or Spells—12.

Saving Throws are explained later.

10. Character Name

Make up a name for your character. Write it in the "Character's Name" space.

11. Alignment

Choose either Lawful, Chaotic, or Neutral as an alignment for your character. Your Dungeon Master can tell you more about alignments.

12. Special Skills

In the space labeled "Special Skills," write "Infravision; detect traps, sliding walls, sloping corridors, and new constructions."

13. Languages

Under "Languages," write "Dwarf, Gnome, Goblin, Kobold, Common," and the name of the alignment you have chosen for your character.

What Is an Elf?

(Any player who wishes to create an elf should read this card.)

An elf is a demihuman. Demihumans are beings (and character classes) that are not quite human, but they resemble humans closely.

Elves are slender and graceful, with delicate features and pointed ears. They stand 5 to 5½ feet tall and weigh about 120 pounds. Most elves prefer to spend their time feasting and frolicking in the woods; they rarely visit human cities. They are fascinated by magic. They never grow tired of collecting spells and magical items, especially if the magical items are beautifully crafted.

Elves are a cross between fighters and magic-users. They are fairly good with weapons, but they don't have as many hit points as fighters do. They are sometimes wiser to stay back from combat and cast spells, as do magic-users.

Prime Requisites

An elf has two prime requisites: Strength and Intelligence. If he has a score of 13 or more in both Abilities, he will advance in skill and power faster than most. If he has an Intelligence of 16 or more, he will advance especially fast. If his Strength is 8 or less, however, he will advance slower than most.

Hit Dice

The elf uses d6s for hit dice. If you don't understand what hit dice are, ask the DM to explain them to you. (Hit Dice are discussed on Dragon Card #12.)

Restrictions

To be an elf, a character must have an Intelligence score of 9 or more. Elves can use any type of armor, shield, or weapon.

Special Abilities

Elves have infravision. Characters with infravision can see up to 60 feet away in the dark. When they use their infravision, they see heat (or the lack of heat). Warm things appear to be red, and cold things appear to be blue. Even objects such as tables and doors have a temperature of their own, so they can also be dimly seen. Infravision is useless in



any sort of light, however. When they are in a brightly lit area, elves use their normal vision.

Because of their knowledge of woodlore, elves can find secret or hidden doors better than other characters. If your elf wants to search for a secret door, tell the DM. The DM will roll 1d6.

On a result of 1 or 2, he will tell you if there are any secret doors in the area you searched. You may search an area only once.

In addition to speaking Common and their alignment language, elves can speak elf, gnoll, hobgoblin, and orc. Just because an elf can speak a language, however, doesn't mean he can read or write it. The ability to read and write a language is determined normally (explained later in the Dragon Cards).

Normally, a certain undead monster called a ghoul can paralyze defenders when it hits them. Elves, however, are immune to the ghoul's paralysis attack—but other types of paralysis still affect them.

The elf can also cast spells, just like a magic-user. You will learn more about this special ability later, when magic is explained.

How to Make an Elf

You've had your first adventure. Now it's time to develop your character. Follow the steps below to make an elf. If you have any trouble, ask your Dungeon Master for help.

1. Character Record Sheet

Ask your Dungeon Master to give you a DUNGEONS & DRAGONS® Character Record Sheet or to show you how to make one. Using a pencil, write your name in the space labeled "Player's Name." Write the Dungeon Master's name in the space labeled "Dungeon Master."

2. Ability Scores

Roll 3d6 and record the result in the box labeled "Strength." Do the same for Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

3. Prime Requisite

The most important Ability Scores an elf has are Strength and Intelligence. These are called his prime requisites. An elf with a Strength and Intelligence of 13 or more advances faster than most. An elf with a Strength of 8 or less advances slower than most. If your character has a low Strength score, maybe you should make him some other character class. Additionally, an elf must have an Intelligence score of 9 or more. If your character has an Intelligence of 8 or less, he cannot be an elf.

If you still wish him to become an elf, you may increase his Strength and/or Intelligence score 1 point for every 2 points you subtract from his Wisdom score. You cannot lower his Wisdom below 9, however. You cannot increase either Strength or Intelligence beyond 18.

4. Class

Write "Elf" in the space labeled "Class." Write "1st" in the space labeled "Level." (You'll learn more about levels later.)

5. Ability Score Adjustments

If any Ability Score is above 12 or below 9, your character may receive bonuses or penalties to certain die rolls. Ask your DM to consult the Bonuses and Penalties for Ability Scores table, then note any adjustments in the space next to the appropriate Ability Score.

6. Hit Points

Roll a six-sided die (d6) to determine his

hit points. Adjust the result by any bonus or penalty listed next to his Constitution score. Write the result in the box labeled "Hit Points." This is the number of hit points of damage your elf can suffer before dying.

7. Armor Class

Write "9" in the shield labeled "Armor Class." If you have an adjustment listed next to his Dexterity score, or if he finds armor to wear, you will adjust this number when you learn more about Armor Class. For now, however, leave it as 9.

8. Hit Roll Table

Fill in the blank boxes on your hit roll table as shown below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

If your character has an adjustment listed next to his Strength score, note this number next to Melee Hit Roll Adjustments. Add or subtract this adjustment to your die roll when you make a hit roll or a damage roll in hand-to-hand combat. As your elf grows more experienced, his hit rolls will improve.

9. Saving Throws

Fill in the Saving Throw circles as follows: Death Ray or Poison—12; Magic Wands—13; Paralysis or Turn to Stone—13; Dragon Breath—15; Rods, Staves, or Spells—15.

Saving Throws are explained later.

10. Character Name

Make up a name for your character. Write it in the "Character's Name" space.

11. Alignment

Choose either Lawful, Chaotic, or Neutral as an alignment for your character. Your Dungeon Master can tell you more about alignments.

12. Special Skills

In the space labeled "Special Skills," write "Infravision, detect secret doors, immune to ghoulish paralysis." When you learn about magic, your elf will also be able to cast spells, so leave space to write the names of a few spells.

13. Languages

Under "Languages," write "Elf, Gnoll, Hobgoblin, Orc, Common," and the name of the alignment you have chosen for your character.

What Is a Halfling?

(Any player who wishes to create a halfling should read this card.)

A halfling is a demihuman. Demihumans are beings (and character classes) that are not quite human, but they resemble humans closely.

A halfling resembles a human child with slightly pointed ears. Halflings stand about 3 feet tall and weigh about 60 pounds. They rarely have beards, and their skin is usually rather smooth. Though halflings are outgoing and friendly, especially toward elves, they are not brave. They have a certain love for treasure, but mainly as a means of buying comforts for their beloved homes.

Halflings do well in combat, but they should never forget that they are smaller and have fewer hit points than fighters and dwarves. They are most effective when they use their special abilities (see below) to gain an advantage. Like dwarves, halflings are more resistant to magic and poison than other character classes.

Prime Requisites

A halfling has two prime requisites. If either his Strength or Dexterity is 13 or greater, he will advance in skill and power quickly. If they are both 13 or greater, he will advance very quickly. If his Strength is 8 or less, however, he will advance slowly.

Hit Dice

A halfling uses d6s for hit dice. If you don't understand what hit dice are, ask the DM to explain them to you. (Hit Dice are discussed on Dragon Card #12.)

Restrictions

To be a halfling, a character must have a score of 9 or greater in both Dexterity and Constitution. Halflings can use only small-sized weapons, such as daggers, short swords, and short bows. A halfling cannot use any medium- or large-sized weapons, such as normal swords, pole-arms, battle axes, crossbows, long bows, and two-handed swords. Halflings can wear any type of armor and carry a shield, providing the armor and shield have been especially made for halflings. (Even dwarven armor is too large for them.)



Special Abilities

Because of their small size, halflings gain several bonuses in combat:

- When attacked by creatures larger than man-sized, they receive a -2 bonus to their Armor Class (Armor Class will be explained later).
- When they use any missile weapon, they gain a $+1$ bonus to their Hit Roll (missile weapons will be explained later).
- If they are the only attacker on their side, or if their side consists only of halflings, they receive a $+1$ bonus to their Initiative Roll.

Halflings are also good at hiding. Outdoors, they can vanish into the woods or underbrush, and there is only a 10% chance that anyone searching for them will succeed.

In dungeons, if there are shadows, or objects to hide behind, they can "freeze." As long as they remain motionless, they have a chance of not being seen. The DM will roll 1d6.

On a result of 1 or 2, your halfling has successfully hidden (as long as he doesn't make any noise and stays motionless). Halflings cannot carry a light source (such as a lit torch) when they are trying to hide. Also, if someone casts a magical light spell in the area where a halfling is "frozen" in the shadows, the shadows disappear and the halfling's presence is automatically discovered.

How to Make a Halfling

You've had your first adventure. Now it's time to develop your character. Follow the steps below to make a halfling. If you have any trouble, ask your Dungeon Master for help.

1. Character Record Sheet

Ask your Dungeon Master to give you a DUNGEONS & DRAGONS® Character Record Sheet or to show you how to make one. Using a pencil, write your name in the space labeled "Player's Name." Write the Dungeon Master's name in the space labeled "Dungeon Master."

2. Ability Scores

Roll 3d6 and record the result in the box labeled "Strength." Do the same for Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

3. Prime Requisites

The most important Ability Scores for a halfling are Strength and Dexterity. These are called his prime requisites. A halfling with a Strength or Dexterity of 13 or more advances faster than most. Also, a halfling must have both a Strength and Dexterity score of 9 or more. If your character has a Strength or Dexterity of 8 or less, he cannot be a halfling.

If you still wish him to become a halfling, you may increase your character's Strength and/or Dexterity score 1 point for every 2 points you subtract from his Intelligence and Wisdom scores. You cannot lower his Intelligence or Wisdom below 9, however. You cannot increase either his Strength or Dexterity beyond 18.

4. Class

Write "Halfling" in the space labeled "Class." Write "1st" in the space labeled "Level." (You'll learn more about levels later.)

5. Ability Score Adjustments

If any Ability Score is above 12 or below 9, your character may receive bonuses or penalties to certain die rolls. Ask your DM to consult the Bonuses and Penalties for Ability Scores table, then note any adjustments in the space next to the appropriate Ability Score.

6. Hit Points

Roll a six-sided die (d6) to determine your halfling's hit points. Adjust the result by any

bonus or penalty listed next to your Constitution score. Write the result in the box labeled "Hit Points." This is the number of hit points of damage your halfling can suffer before dying.

7. Armor Class

Write "9" in the shield labeled "Armor Class." If you have an adjustment listed next to his Dexterity score, or if he finds armor to wear, you will adjust this number when you learn more about Armor Class. For now, however, leave it as 9.

8. Hit Roll Table

Fill in the blank boxes on your hit roll table as shown below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

If your character has an adjustment listed next to his Strength score, note this number next to Melee Hit Roll Adjustments. Add or subtract this adjustment to your die roll when you make a hit roll or a damage roll in hand-to-hand combat. As your halfling grows more experienced, his hit rolls will improve.

9. Saving Throws

Fill in the Saving Throw circles as follows: Death Ray or Poison—8; Magic Wands—9; Paralysis or Turn to Stone—10; Dragon Breath—13; Rods, Staves, or Spells—12.

Saving Throws are explained later.

10. Character Name

Make up a name for your character. Write it in the "Character's Name" space.

11. Alignment

Choose either Lawful, Chaotic, or Neutral as an alignment for your character. Your Dungeon Master can tell you more about alignments.

12. Special Skills

In the space labeled "Special Skills," write "hide in dungeon on d6 roll of 1 or 2; combat bonuses: -2 to AC when attacked by larger than man-sized creatures; +1 bonus to hit roll when using any missile weapon." You'll learn about Armor Class and missile weapons later.

13. Under "Languages," write "Halfling, Common," and the name of the alignment you chose for your character.

What Is Armor Class?

How often you get hit in dodgeball depends on how good you are at dodging—avoiding the ball. How often your character gets hit in the DUNGEONS & DRAGONS® game depends on his dodging skill, too. But it also depends on what type of armor he's wearing, and on how tough he is. In the game we combine these three things into one score. Armor Class, abbreviated AC, is a measure of how well a character or monster is defended from physical attack.

The lower a character's AC, the better protected he is. The worst Armor Class is 9. There is no absolute limit on the best AC, and AC can be measured in negative numbers. It is not unheard of for a character or monster to have an AC of -1 or -2 .

This rule may sound kind of backwards. Armor Class is the only statistic in the DUNGEONS & DRAGONS game in which you subtract the bonuses and add the penalties. Look at the examples carefully, and you'll soon get used to this.

How Does Armor Affect AC?

There are three different kinds of armor: leather, chain mail, and plate mail. Basic AC is determined by the kind of armor a character wears (or whether he wears any at all). The table below lists basic Armor Classes.

Armor Class Table

Armor Type	Basic AC	Armor Type	Basic AC
No armor	9	Chain mail	5
Leather	7	Plate mail	3

How Can Basic Armor Class Be Modified?

A character's basic AC can be modified. He can carry a shield, wear magical armor, or get a bonus adjustment from his Dexterity.

Characters carrying shields get a bonus of 1 to their AC. This means they subtract 1 point from the AC their armor gives them. For example, a fighter in chain mail and carrying a shield would have AC 4 instead of AC 5 ($5 - 1 = 4$).

Magical armor and shields give the wearer an additional bonus to his AC. Even though they are subtracted from the character's AC number, these magical bonuses are noted by a plus (+) sign to show that the number is



good. Someone wearing *chain mail* +2 would have AC 3 ($5 - 2 = 3$).

Sometimes, armor and shields can be magically *cursed* to make a character's AC worse. Cursed armor gives the wearer an additional penalty to his AC. These penalties are noted by a negative (-) sign to remind you they are bad. Add them to the character's AC.

Dexterity score adjustments affect a character's AC. Look at the Bonuses and Penalties for Ability Scores Table (on Dragon Card #13, on the DM's screen, or in the rule book). Just as you did with magical armor, you subtract a bonus adjustment number from the character's AC.

Example: A fighter with Dexterity 18, wearing *plate mail* +2, is AC -2 . The basic AC for plate mail is 3. Subtracting his +3 Dexterity bonus and his +2 magical armor bonus gives a result of -2 ($3 - 3 = 0$; $0 - 2 = -2$).

If the PC has a penalty adjustment, he's probably kind of clumsy. This makes him easier to hit. Add the penalty adjustment to his AC.

Example: A fighter with Dexterity 4, wearing *chain mail* -1 , is AC 8. The basic AC for chain mail is 5. Adding his -2 Dexterity penalty and his -1 cursed armor penalty gives us a result of 8 ($5 + 2 + 1 = 8$).

Remember that with Armor Class, the lower the number, the better the protection.

What Is My Hit Roll Number?

Look at the Character Hit Roll Table below.

Character Hit Roll Table

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2
D20 Roll	10	11	12	13	14	15	16	17	18	19	20	20

When a character makes a hit roll, compare the result to the number beneath the AC of the target. The result of his d20 roll must be equal to or greater than this number for him to hit the target successfully. Note that a roll of 20 hits a target regardless of the target's AC.

Suits of Armor

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your character's counter and Axel's counter in Room 4. Assemble two hobgoblin fold-up counters and set them aside.

1. *Axel rummages through the junk in the middle of the room. "Armor!" he cries, slipping into a long shirt of chain mail. Sorting through the pile, you find a leather jerkin and a chain mail shirt that fit, as well as a shield of the right size. As you lift the jerkin, you feel a scratch—there's an opal brooch pinned to the inside. It must be worth 800 gold pieces! You stuff it in your pocket.*

Erase the 9 in Axel's AC shield and replace it with a 5. When selecting your own armor, remember character class restrictions. Change the number in your AC shield to reflect your new Armor Class, modifying it by your Dexterity adjustment. Remember, plus (+) adjustments are subtracted from your AC. Minus (−) adjustments are added to your AC. If you keep the shield, subtract 1 more point from your AC. This table will help you decide what to get.

Armor	Armor Class	Prohibited Classes
Chain Mail	5	Magic-User, Thief
Leather	7	Magic-User
Shield	+1 bonus	Magic-User, Thief

Write the 800-gp brooch on your sheet.
Continue with section 2.

2. *Two hobgoblins walk into the room. Put the two hobgoblin counters in Room 4. They attack when they see you and Axel. Run combat normally: Roll for surprise, then follow the Combat Sequence.*

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side with initiative acts.
 2. Those who are moving do so.
 5. Characters fighting hand-to-hand attack:
 - a. They choose targets.

One hobgoblin attacks you, the other attacks Axel.

- b. They make hit rolls.

The hobgoblins have Armor Classes of 6. On the hit roll table on your Character Record Sheet, the number directly beneath AC 6 is 13. To hit the hobgoblins, you and Axel need to roll 13 or higher on 1d20. Remember to add Axel's +1 Strength bonus to his roll, and to modify your roll by any Strength adjustment.

Look up the hobgoblins' hit roll number on the Monster Hit Table. The appropriate portion is reproduced here:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	9	10	11	12	13	14	15	16	17	18

c. They roll damage for successful hits. Anybody who hit now rolls 1d4 to determine how much damage he did. Remember to add Axel's +1 Strength bonus to his damage roll, and to modify your roll by any adjustment listed next to your character's Strength.

- C. The side that lost initiative completes all steps listed under "B."
- D. The DM handles the results.
The hobgoblins take 3 points of damage each before being killed.

If you and Axel destroy the hobgoblins, continue with section 3.

If the hobgoblins beat you and Axel, continue with section 4.

3. *"It's a good thing we found this armor," Axel says, searching the hobgoblins. He pulls a vial of amber liquid out of each monster's pocket. "And these healing potions." He drinks one, then hands the other to you.*

Erase the damage from the Character Record Sheets of Axel and your character. To be continued on the next Dragon Card.

4. *You wake in a hobgoblin's arms. It is pouring a healing potion down your throat. "Boss want slaves, not corpses," it growls.*

As soon you finish the healing potion, Axel knocks the hobgoblin unconscious with a shield, then says, "The other one's not here. He must have gone for help. We'd better get out of here, fast!"

Erase the damage from the Character Record Sheets of Axel and your character. To be continued on the next Dragon Card.

What Kind of Weapons Can My Character Use?

There are many different weapons in the DUNGEONS & DRAGONS® game. Not every character class can use every weapon. Sometimes, a weapon's nature conflicts with the restrictions of the character class. Sometimes, it is just impossible for a character to use certain types of weapons. For instance, clerics cannot use swords because their beliefs prohibit using edged weapons. Halflings cannot use two-handed swords because the swords are bigger than they are.

The weapons that a character class cannot use are noted in that class's description in the Blue Dragon section. Here is a list of the weapons a character class can use.

Fighter: Any

Cleric: Mace, club, sling, staff, war hammer

Thief: Club, dagger, sling, hand axe, mace, sword (short or normal), spear, war hammer, bow (any), crossbow

Dwarf: Battle axe, hand axe, crossbow, short bow, dagger, sword (short or normal), mace, club, hammer, spear, sling

Elf: Any

Halfling: Dagger, short sword, sling, hand axe, short bow

How Does a PC Choose a Weapon?

A player chooses weapons based on which ones his character can use and whether the weapon fits the PC's personality. For instance, a fighter who was once a woodsman might use a large axe. The player can also consider how much damage the weapon does, how much it costs, and the disadvantages of using that weapon.

The list below tells how much damage each weapon does and how much it would cost to buy that weapon. To make it easier to tell which weapons dwarves and halflings can use, the list is also divided according to the weapon's size.

Weapon Damage and Cost Table

Small Weapons:

Type	Damage	Cost
Miscellaneous object	1d4	Varies
Dagger	1d4	3
Silver dagger	1d4	30
Sling (missile)	1d4	1
Short Sword	1d6	7
Hand Axe	1d6	4
Short bow (missile)*	1d6	25

Medium Weapons:

Type	Damage	Cost
Club	1d4	3
Mace	1d6	5
Spear	1d6	3
War hammer	1d6	5
Crossbow (missile)*	1d6	30
Sword	1d8	10

Large Weapons:

Type	Damage	Cost
Long bow (missile)*	1d6	40
Battle axe*	1d8	7
Two-handed sword*	1d10	15
Pole-arm*	1d10	7
Staff*	1d6	2

Missile Ammunition:

Type	Damage	Cost
20 arrows & quiver	See bow	5
1 silver-tipped arrow	See bow	5
30 crossbow quarrels	See crossbow	10
30 sling stones	See sling	1

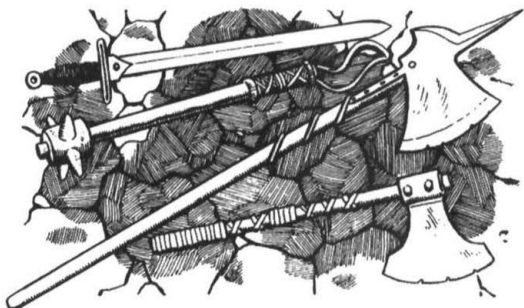
When a character hits an opponent, find the weapon he was using on the table (either here, on the DM's screen, or in the rule book). To find the damage inflicted, roll the die listed under the Damage column for that weapon.

The number listed under the "Cost" column is the number of gold coins a character would have to pay if he wanted to buy that weapon. Money will be discussed later in the Dragon Cards.

The weapons marked with an asterisk (*) suffer a disadvantage. Because it takes two hands to fight with them, characters using those weapons cannot use a shield.

The word "missile" follows some weapons. This means that the weapon is a missile weapon. Missile weapons are explained on the next card.

A miscellaneous object is anything a character picks up and can reasonably use as a weapon: a rock, a lamp, a vase, etc.



Armed and Dangerous

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your character's counter and Axel's counter in Room 5, near the door leading to Room 4. Assemble a gnomish fold-up counter and set it aside.

1. *Axel follows you into the next room. Both walls are lined with weapon racks. Axel gives a cheerful yell, then goes to one of the weapon racks and picks up a huge sword. You find a dagger, mace, sword, and battle axe.*

"Take only one weapon," Axel says.

"We've got to be careful about carrying too much."

Remember that some character classes cannot use some weapons. Once you have picked a weapon, write its name down in the space labeled normal items on your Character Record Sheet. Also note how much damage it does. This list will help:

Weapon	Damage	Prohibited Classes
Dagger	1d4	Cleric
Short sword	1d6	Cleric, magic-user
Mace	1d6	Halfling, magic-user
Sword	1d8	Cleric, halfling, magic-user
Battle axe	1d8	Dwarf, cleric, thief, halfling, anyone with a shield

Continue with section 2.

2. *A tall humanoid with a furry face rushes into the room. It has a spotted snout and round ears standing on top of its head like a dog's. It carries a hand axe as a weapon.*

Put the gnomish counter in Room 4. Run combat normally (roll for surprise, then follow the Combat Sequence).

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side with initiative acts.
 2. Those who are moving do so.
 5. Characters fighting hand-to-hand attack.
 - a. They choose targets.

The gnomish takes turns attacking you and Axel.

- b. They make hit rolls.

The gnomish's AC is 5. Use your hit table to

determine your hit roll number. Here is the gnomish's hit table:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	9	10	11	12	13	14	15	16	17	18

c. They roll damage for successful hits. *Axel's weapon is a two-handed sword. Roll 1d10 to determine how much damage he inflicts and add his +1 Strength bonus to the result. Roll the die indicated for your weapon and modify the result by any adjustment from Strength. When the gnomish hits you or Axel, he causes 1d6 + 1 points of damage.*

C. The side that lost initiative completes all steps listed under "B."

D. The DM handles the results.

The gnomish can take 8 points of damage before being killed.

If you and Axel destroy the gnomish, continue with section 3.

If the gnomish beats you and Axel, continue with section 4.

3. *"That thing was tough," Axel comments, searching the gnomish's pockets. He withdraws two vials of amber liquid. "More healing potions," he says. "Great!" He drinks one and hands the other to you.*

Erase the damage from the Character Record Sheets of Axel and your character. This adventure is continued on the next Dragon Card.

4. *You wake in the gnomish's arms. It is pouring liquid down your throat. "Healing potion," it growls. "Boss want slaves, not corpses." Axel is also awake.*

The gnomish lays you down, then sets the remainder of the healing potions just out of reach. "Wait here," it says. "Go get help."

The gnomish leaves. Axel crawls over to the healing potions and drinks one, then passes the other to you. "Drink up," he says. "We'll be gone before that dumb beast gets back."

Erase the damage from the Character Record Sheets of Axel and your character. This adventure is continued on the next Dragon Card.

What Is the Difference Between Missile Weapons and Melee Weapons?

When a fight starts and the combatants are standing right next to each other, they take out their swords and start hacking on each other. As we have said, this kind of hand-to-hand fighting is called *melee combat*. Weapons used in *melee combat*, such as swords and maces, are called *melee weapons*.

But sometimes the combatants are many feet apart when the fight begins. They use bows, crossbows, and slings or even throw things at each other. This kind of combat is *missile combat*. Weapons used in *missile combat*, such as bows and crossbows, are called *missile weapons*.

Missile weapons are used to attack from a distance. On the Weapon Damage and Cost table (see the DM's screen, rule book, or Dragon Card #21), the word "missile" follows the name of any weapon that is a missile weapon.

Sometimes, *melee weapons* become *missile weapons*, such as when a dagger or spear is thrown. Things that aren't normally weapons can also be thrown, such as oil flasks and vials of holy water. When this happens, whatever is thrown temporarily becomes a *missile weapon*.

How Far Can Missile Weapons Travel?

Characters can fire or throw *missile weapons* only a limited distance. This distance is called the weapon's *range*. But most weapons don't have the same effect when you use them close up or far away. So we divide weapon ranges into three categories: *short range*, *medium range*, and *long range*. The different ranges for each *missile weapon* are listed on the *Missile Fire table* below.

Missile Fire Table

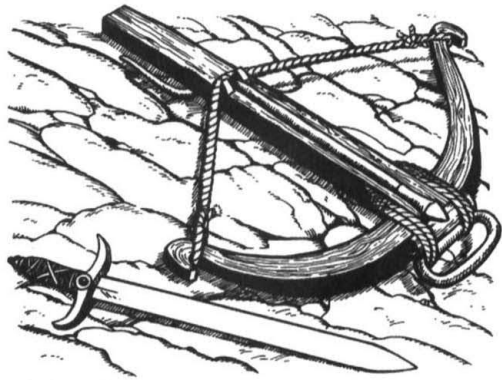
	Range (in Feet)		
	Short	Medium	Long

Fired Weapons:

Long bow	6-70	71-140	141-210
Crossbow	6-60	61-120	121-180
Short bow	6-50	51-100	101-150
Sling	6-40	41-80	81-160

Thrown Weapons:

Spear	6-20	21-40	41-60
Oil, Holy water	6-10	11-30	31-50
Hand axe	6-10	11-20	21-30
Dagger	6-10	11-20	21-30
Misc. object	6-10	11-20	21-30



The effect of range on *missile combat* is explained on Dragon Card #24.

Notice that *missile weapons* are divided into two kinds: *fired* and *thrown*. *Fired weapons* cannot be used if the target is within 5 feet. *Thrown weapons* can be used if the target is within 5 feet, but they become *melee weapons* at such distances. Both kinds of weapons cause the damage listed on the *Weapon Damage and Cost table*.

What Good Is Throwing Oil or Holy Water?

Two *thrown weapons* need explanation. *Holy water* is used against *undead monsters*. (If a monster is *undead*, its description will say so.) *Holy water* is kept in special glass vials that break upon impact. When a vial of *holy water* hits an *undead creature*, the monster suffers 1d8 points of damage.

Oil is carried in glass flasks. It is often thrown at monsters, then lit to cause 1d8 points of damage. Before the oil is effective, however, a successful hit roll must be made against the target to break the flask.

Then a character wielding a torch (or some other flame) must make a separate hit roll to light the oil. This hit roll is made against AC 9 instead of the creature's normal AC, however, since all the attacker is trying to do is touch the torch to the oil. Once lit, the creature then burns for two rounds, suffering 1d8 points of damage per round. It takes these two rounds to slap out the flames or smother them by rolling on the ground.

Sometimes, flasks of oil are broken on the floor, creating pools 3 feet in diameter. If lit, such a pool burns for 10 minutes. Any creature stepping into this burning pool suffers 1d8 points of damage per round. It takes two rounds for it to step back and beat out the flames.

Bows and Arrows

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your character's counter and Axel's counter in Room 6.

1. *Axel follows you into the next room. It is a long, narrow room. The southern wall is lined with racks holding bows, crossbows, slings, spears, hand axes, and throwing daggers. On the far end of the north side of the room hangs a target.*

"Missile weapons!" Axel cries. "How lucky can we get?" He goes over to the rack and selects a crossbow. He also takes a quiver of crossbow bolts.

"Which one are you going to take?" he asks.

On Axel's Character Record Sheet, note that he is carrying a crossbow and 20 bolts. Also note that a crossbow inflicts 1d6 damage and that its maximum ranges are as follows: short, 60; medium, 120; long, 180.

When you choose your own missile weapon, remember that some character classes cannot use some (or any) missile weapons. Also, characters using bows or crossbows cannot use a shield at the same time. Once you have picked a missile weapon, write its name down in the space labeled "Normal Items" on your Character Record Sheet. Also note how much damage it causes and its maximum short, medium, and long ranges. The table at the bottom of this card will help you make your decision.

2. *Axel looks at the target on the far side of the wall, then turns to you. "How about a little contest?" he says, grinning. "Loser owes the winner five gold coins when we get out of here."*

Missile Weapons

Weapon	Damage	Range (in feet)			Prohibited Classes
		Short	Medium	Long	
Long bow	1d6	6-70	71-140	141-210	Cleric, dwarf, halfling, magic-user
Crossbow	1d6	6-60	61-120	121-180	Cleric, halfling, magic-user
Short bow	1d6	6-50	51-100	101-150	Cleric, magic-user
Sling	1d4	6-40	41-80	81-160	Magic-user
Spear	1d6	6-20	21-40	41-60	Cleric, halfling, magic-user
Hand axe	1d6	6-10	11-20	21-30	Cleric, magic-user
Dagger	1d4	6-10	11-20	21-30	Cleric

If you select a missile weapon, continue with section 2.

If you don't select a missile weapon, continue with section 3.

Without waiting for a reply, Axel places a bolt in his crossbow, then steps back against the western wall of the room and takes aim at the target.

Place Axel's counter in space "A." The target's AC is 9. So, consulting the Character Hit Roll table, we see that Axel needs a 10 or higher to hit the target. Roll 1d20 to see if Axel hits.

The target is 20 feet away (don't count the square that Axel is in, but do count the square the target is in). This is short range for a crossbow. How short range affects a character's hit roll is discussed on Dragon Card #24.

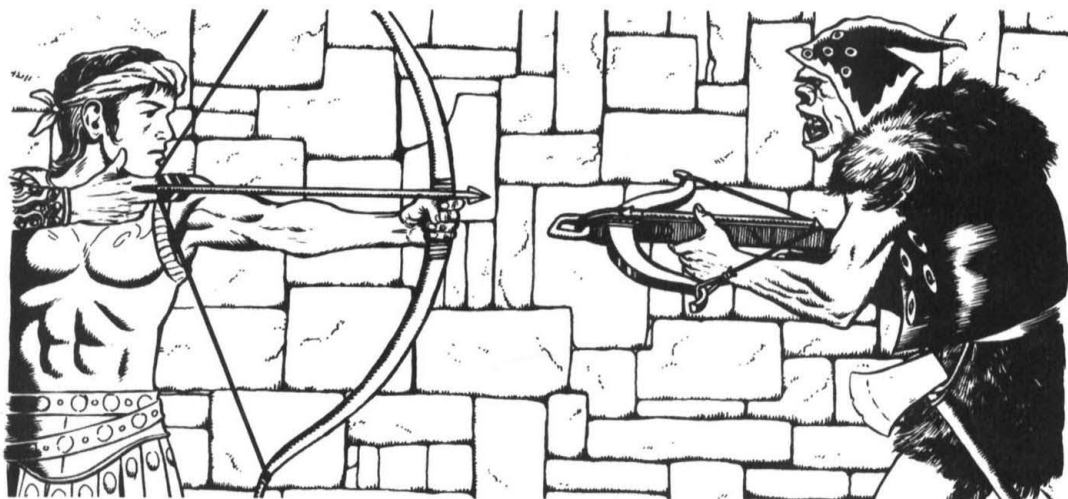
Note that you do not modify the hit roll by Axel's Strength bonus. Strength adjustments apply only in hand-to-hand combat, not in missile combat.

After Axel has fired, remove his counter from space A and place your counter there instead. Again, the target's Armor Class is 9. So, consulting your hit roll table, we see that you also need a 10 or higher to hit the target. Roll 1d20 to see if you hit.

Unless you are throwing a hand axe or dagger at the target, 20 feet is short range for any weapon you're using. Assuming this is so, you receive a +1 bonus to your roll.

Take turns shooting at the target until one of you hits it and the other one misses, then make a note of which one of you owes the other one five gold coins. Continue with section 3.

3. *"We'd better get out of here," Axel says, opening the door for you.*
To be continued on the next Dragon Card.



How Do I Add Missile Weapons to the Combat Sequence?

Now that you know the difference between missile weapons and melee weapons, you're ready to add missile fire into the Combat Sequence.

Missile fire combat works a lot like hand-to-hand combat. Here is the Missile Fire section of the Combat Sequence:

3. Characters using Missile Fire attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.

In Step 3a, the attackers choose targets. If the attacker is a PC, ask the player what target his character is trying to hit. If the attacker is an NPC or monster, tell the players what target the NPC is trying to hit.

In Step 3b, the attackers make their hit rolls. Look up the defender's Armor Class on the Character Hit Roll Table.

Character Hit Roll Table

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2
D20 Roll	10	11	12	13	14	15	16	17	18	19	20	20

The number listed under the target's AC is the number the attacker must equal or beat. The attacker rolls 1d20. If the 1d20 roll is equal to or higher than the hit roll number below the defender's Armor Class, the attacker hits his target.

Attackers who did not make successful hit rolls skip Step 3c. But attackers who did hit their targets roll damage in Step 3c. Consult the Weapon Damage and Cost Table (on Dragon Card #21, the rule book, or on the

DM's screen) to see what kind of die the attacker rolls to determine damage. Have the attacker make the die roll, then have the defender subtract the result from his hit points.

Play then proceeds to the next step in the Combat Sequence.

How Does Combat Work So Far?

You now know how to use missile fire. Here's how it fits into the Combat Sequence.

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first.
 2. Those who are moving do so.
 3. Characters using Missile Fire attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
 5. Characters fighting hand-to-hand attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
- C. The side that lost initiative completes all steps listed under "B."
- D. The DM declares the results.

Note that steps B1 and B4 are still missing from the Combat Sequence. You will learn about these steps later, but for now you can use the Combat Sequence without them. Remember that the side that wins initiative goes through all the steps listed under "B" first, and then the side that lost initiative goes through the same steps second.

Down the Hall

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your character's counter in the hall (Room 7), in the square next to the door leading to Room 6. Place Axel's counter in the square on the other side of the door. Assemble two goblin counters.

1. *As you step out of the archery range, a goblin steps out of a door farther down the hallway. When he sees you, his jaw slackens in shock. At the same time, his hand drops toward a hand axe hanging on his belt.*

"What's wrong?" Axel asks.

"Goblin," you answer.

"Shoot the darn thing before it sounds the alarm!" orders the burly fighter.

Place one goblin counter in the hallway, in the square outside the door leading to Room 8. Place the other in Room 8, just inside the door.

The goblin throws its axe at you at the first opportunity. To run the resulting combat, first roll for surprise, then follow the Combat Sequence.

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side with initiative acts.

2. Those who are moving do so.

On the round after throwing its hand axe, each goblin runs away around the corner.

3. Characters using missile fire attack.

- a. They choose targets.

On the first round, the first goblin throws its hand axe at you. On the second round, the second goblin leaves Room 8 and also throws his hand axe at you.

- b. They make their hit rolls.

You should be within long range for the goblins.

Long range gives them a -1 penalty on their hit rolls (this is explained further on Dragon Card #24).

Here is the goblin's hit roll table:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

- c. They roll damage for successful hits.

The goblins' hand axes inflict 1d6 points of damage.

5. Characters fighting hand-to-hand attack.

- a. They choose targets.

The goblins will flee hand-to-hand combat.

- b. They make hit rolls.

- c. They roll damage for successful hits.

C. The side that lost initiative completes all steps listed under "B."

D. The DM handles the results.

The goblins take 3 points of damage each before being killed.

If you lost all your hit points during the battle, continue with section 2.

If you were injured but did not lose all your hit points during the battle, continue with section 3.

If you were not injured during the battle, continue with section 4.

2. *You awaken in Axel's arms. He is pouring the contents of a vial down your throat.*

The goblins are nowhere in sight.

"Lucky for you I found another of these vials," he says.

Erase any damage from your Character Record Sheet. This adventure is continued on the next Dragon Card.

3. *After making sure that the goblins aren't going to cause you any more trouble, you quickly search the small room from which they came. There is a single vial of amber fluid sitting on a shelf.*

"Drink it," Axel urges. "You need a healing potion."

Erase any damage from your Character Record Sheet. This adventure is continued on the next Dragon Card.

4. *After making sure that the goblins aren't going to cause you any more trouble, Axel quickly searches the small room from which they came. He emerges with a single copper coin. "Finders keepers," he says, stuffing the coin into his pocket.*

This adventure is continued on the next Dragon Card.

When Do I Make Adjustments to the Hit Roll in Missile Combat?

When the arrows start flying, four things can cause an adjustment to the attacker's hit roll: Dexterity, range, cover, and magic.

How Does Dexterity Affect Missile Combat?

You remember that you use a character's Strength ability score adjustment for melee combat (from Dragon Card #13). For missile combat, you use his Dexterity score adjustment. When a character makes a missile attack, add the bonus to (or subtract the penalty from) his hit roll. His damage roll stays the same.

How Does Range Affect Missile Combat?

You already know that each weapon has a short, medium, and long range. If the attacker is firing at a target within a weapon's short range, he adds a +1 bonus to his hit roll. If the target is at medium range, the attacker does not adjust his hit roll. If the target is at long range, the attacker subtracts a -1 penalty from his hit roll.

No missile weapon can hit any target farther away than the largest number in its long-range column. Fired missile weapons cannot be used against targets within 5 feet. If a thrown missile weapon is used against a target within 5 feet, it becomes a melee weapon.

How Does Cover Affect Missile Combat?

Defenders hiding behind cover are harder to hit. How much harder depends on how good the cover is and how much of the character's body is concealed.

An attacker suffers a -1 penalty for each quarter of the target's body that is protected by cover (round up). As DM, you must use your own judgment to determine about how much of the defender's body is covered.

If the attacker's missile weapon cannot penetrate the cover, subtract an additional -1 penalty. For example, an arrow probably won't penetrate an oak stump and hit the character behind it. A shield does not count as cover (it is considered armor instead—see Armor Class on Dragon Card #20).

If the target's cover totals -5 points, the



target is completely hidden behind something that the attacker's missile weapon cannot penetrate. No attack is possible.

But taking cover can work both for and against a character. A defender completely hidden behind cover (whether the attacker's weapon can penetrate or not) cannot make a hit roll against his attacker in the same round. He can only attack someone else. If he chooses to use a missile attack, at least one quarter of his body must be out in the open.

How Does Magic Affect Missile Combat?

Sometimes, a magic spell affects a character's chance to hit his target. When this happens, the spell affects the attacker's hit roll as either a bonus (+) or a penalty (-). Add all bonuses to or subtract all penalties from the number the attacker rolls on the d20 when he makes his hit roll.

Occasionally, characters find magical weapons that give them bonuses (or, rarely, penalties) to missile combat. Again, add the bonuses and subtract the penalties from the number they roll on their d20 for hit rolls.

Can More Than One Adjustment Apply to a Missile Combat Hit Roll?

Many times, missile combat has several different adjustments to the same roll. When this happens, add and/or subtract all bonuses and penalties that affect the hit roll to get the final result.

For example, an attacker with Dexterity 17 fires a magical arrow +1 at a target half-hidden behind a stone wall at long range. The attacker's hit roll adjustments would be: Dexterity, +2; arrow, +1; cover, -3 (the arrow cannot penetrate the stone wall so the attacker suffers an extra -1 penalty); and range, -1. The attacker's final adjustment would be -1 (2 + 1 - 3 - 1 = -1).

Trapped!

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your character's counter in the hall (Room 7) near the door leading to Room 8. Place Axel's counter next to your counter. Assemble two orc counters. Place one in the door leading from Room 6 into the hall. Place the other where the hall turns the corner.

1. *The sound of running steps echoes at both ends of the hallway. "We've got trouble," Axel says, readying his crossbow.*

No sooner has he spoken than a humanoid with an ugly, pig-like face appears at each end of the corridor. Both carry crossbows in their hands. One takes cover around the corner and the other in the doorway.

The orcs attack at the first opportunity.

Use the Combat Sequence to run the fight. Don't roll for surprise for either side. You and Axel heard the orcs coming, and apparently they already know that you have escaped.

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side with initiative acts.
 2. Those who are moving do so.

The orcs will not move.

3. Characters using missile fire attack.
 - a. They choose targets.

The orc closest to you fires at you, and the other fires at Axel.

- b. They make their hit rolls.

The orcs are at short range for crossbows, so they each receive a +1 adjustment for range. Axel is also at short range, so he receives a +1 adjustment. Remember to modify your hit roll by whatever range adjustment you have.

By hiding around the corner and in the doorway, the orcs are covering about one-half of their bodies. Also, your weapons cannot penetrate the walls they are hiding behind. Therefore, you and Axel receive a -3 penalty when firing at them.

In addition, remember to apply any adjustment listed next to your Dexterity.

Here is the orc's hit roll table:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

The orcs' AC is 6. Use the hit roll table on your Character Record Sheet to determine the hit numbers for you and Axel.

- c. They roll damage for successful hits. *The orcs' crossbows cause 1d6 points of damage.*

5. Characters fighting hand-to-hand attack.

- a. They choose targets.

The orcs will not start hand-to-hand combat. If you and Axel start hand-to-hand combat, they draw swords (1d8 damage) and fight.

- b. They make hit rolls.

- c. They roll damage for successful hits.

- C. The side that lost initiative completes all steps listed under "B."

- D. The DM handles the results.

The orcs take 3 points of damage each before being killed.

If you win, continue with section 2.

If the orcs win, continue with section 3.

2. *You and Axel spend a few minutes recovering, then search the orcs' bodies. On each one, you find a key and a vial of fluid.*

Axel immediately takes one key for himself and gives you the other, then drinks the contents of one vial. "Another healing potion. I can't wait to see where Zanzer's lackeys are getting these."

You drink the other vial.

Erase the damage from both your Character Record Sheet and Axel's. Under "Normal Items," note that you have an "Orc's key." This adventure is continued on the next Dragon Card.

3. *Everything goes black and you think, "So, this is what it's like to die."*

Before losing consciousness, you feel a pair of hands seize your body, then somebody pours a burning liquid down your throat. A few moments later, you wake up on the floor next to Axel. Two orcs are standing over you, smirking.

"Can't die yet," says one. "Master want to have some fun."

Erase the damage from both your Character Record Sheet and Axel's. This adventure is continued on the next Dragon Card.

What Is a Saving Throw?

When you attack in melee or missile combat, you make a hit roll to see if you hit the target. But there are many special attacks, such as magic and dragon's breath, that hit automatically. A saving throw allows you the chance to avoid the unavoidable—or at least decrease its effect on you.

There are five different kinds of special attacks: Poison or Death Ray, Magic Wands, Turn to Stone or Paralysis, Dragon Breath, and Rods, Staves or Spells. You can identify any unusual attack as one of these five types. You treat them all the same way.

The defender rolls 1d20 to see if he can avoid or decrease the effects of the special attack. If the result is equal to or higher than his saving throw number for the type of attack, the saving throw succeeds. If the result is lower, the saving throw fails.

How Do I Know When to Make a Saving Throw and Which One to Use?

Characters make saving throws when they suffer special attacks from monsters or magic. The description of the monster or the spell will tell you whether the character can make a saving throw, what category to make it against, and what happens if the saving throw fails.

What Happens When a Saving Throw Succeeds?

If the defender makes a successful saving throw against an attack that causes damage, he suffers only one half the amount of damage that the attack would normally cause (round down). (In game terms, he managed to duck, shield himself, dodge, etc., to avoid some of the effect.)

If the defender rolls a successful saving throw against an attack that does anything else, like turning him green or giving him chicken claws for feet, he avoids the effects entirely.

Occasionally, a monster makes both a normal attack and a special attack at once. When this is the case, the monster must first make a hit roll for the normal attack. If it hits, the monster inflicts normal damage on the character. Then the character must roll his saving throw to see if anything else happens. (If the attack misses, the character does not need to make a saving throw.)

For example, any character hit by a giant rattlesnake suffers 1d4 points of damage. Then he must make a successful Saving Throw against Poison or die.

Are Everybody's Saving Throws the Same?

Different character classes have different special talents and abilities, so they have different chances to avoid special attacks. If you compare the saving throws on your player character sheets, you will notice that many of them are different. The Character Saving Throws table below lists the saving throws for each character class as well as for normal men.

Do Monsters Get Saving Throws?

Monsters also get saving throws. In the statistics section of each monster description, there is the entry "Save As:" followed by a character class and (usually) a number. Use the saving throws of that character class for the monster. For now, the number following the character class name is not important.

Character Saving Throws Table

Character Class	Poison, Death Ray	Magic Wands	Turn to Stone, Paralysis	Dragon Breath	Rods, Staves, Spells
Cleric	11	12	14	16	15
Fighter	12	13	14	15	16
Magic-User	13	14	13	16	15
Thief	13	14	13	16	15
Dwarf	8	9	10	13	12
Elf	12	13	13	15	15
Halfling	8	9	10	13	12
Normal Man	14	15	16	17	17



The Gauntlet

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your character's counter in the hall's corner. Place Axel's counter next to it. Assemble two more orc counters, so that you now have a total of four.

If your Character Record Sheet does not indicate that you have an "orc key," place two orc counters directly behind Axel and set the other two aside. Begin the read-along adventure below with section 1.

If your Character Record Sheet indicates that you do have an "orc key," set the four orc counters aside. Begin the read-along adventure below with section 2.

1. *The orcs point at a door at the far end of the hallway. "That's the way out," they say. "All you have to do is go through that door, and you're free."*

"Why should they help us?" you ask Axel. "I think they're lying."

"Maybe," Axel responds. "But it doesn't matter. We don't have any choice except to do what they want." He points in the direction from which you just came. Two more orcs are running up the hallway.

Place the other two orc counters next to the ones behind Axel, then move your counter and Axel's counter two squares down the hallway. Continue with section 3.

2. *You point at a door at the far end of the hallway, then lift your key. "Maybe this key fits that door," you say.*

"We'd better find out soon," Axel answers, looking back down the hallway.

"There are four more orcs headed this way."

Place the four orc counters in the spaces directly behind Axel, then move your counter and Axel's counter two squares down the hallway. Continue with section 3.

3. *You and Axel start down the hallway. "I have a bad feeling about this," Axel says.*

If your character is a thief, continue with section 4. If your character is not a thief, continue with section 5.

4. *The orcs stand at the end of the hallway, smirking and laughing. But they are making no effort to keep you from escaping. Suddenly, you realize why they aren't following you.*

"I'll bet there's a trap in this hallway!" you say, stopping to search for traps. The orcs aim their crossbows at you.

Axel grabs you by the arm, saying, "We'll have to take our chances!"

Continue with section 6.

5. *"Let's run!" you say.*

Continue with section 6.

6. *You step on a stone, then feel it give way beneath your foot.*

You've stepped onto a pit trap. You must roll a successful Saving Throw against Dragon Breath to escape.

Find the number listed next to Dragon Breath on your Character Record sheet. Roll 1d20. If your result is equal to or higher than the number, the save succeeds and you manage to keep from falling into the trap. If the result is less than this number, you fall into the pit.

Note that even though you are saving against Dragon Breath, you are not fighting a dragon. You are simply rolling a saving throw in the Dragon Breath category (because you are trying to avoid something by twisting away from it).

If you roll successfully, continue with section 7.

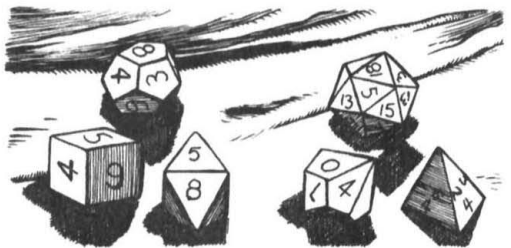
If you fail the saving throw, continue with section 8.

7. *"That was close!" Axel says.*

Continued on the next Dragon Card.

8. *You plunge into a deep, dark pit. When you finally reach the bottom, you land on two slimy stakes. They cause a total of 2d4 points of damage.*

If you survive the fall, record the damage you suffered and continue with section 7. If you die in the pit, roll up a new player character to use in the next Dragon Card's adventure. If you don't remember how, return to the Blue Dragon Cards.





What Is Magic?

Magic is a type of energy characters can use to create powerful physical effects. With magic, characters can put ruthless enemies to sleep, make themselves invisible, strike their opponents with lightning bolts, and much more.

This magical energy comes from outside the characters. They can learn how to use it just the way you can learn to dance or use a hammer. There are magical swords and magical rings. Clerics, magic-users, and elves can all call on spells to aid themselves and their friends. Even monsters sometimes use magic!

How Many Kinds of Magic Are There?

There are three basic kinds of magic in the DUNGEONS & DRAGONS® game: magical items, clerical spells, and magic-user spells. Magical items are enchanted objects, such as armor and jewelry. They often give the user a bonus (or penalty) to his hit and damage rolls. At other times they may have strange effects.

Clerical spells come from the strength of the cleric's beliefs. He learns his spells by meditating, which imprints the proper gestures and words upon the cleric's mind. A spell stays imprinted until used (no matter how long the imprinting may take). Casting the spell wipes it from the mind until the cleric renews it through meditation.

Most often, a cleric uses his spells to heal, protect, and seek information. A cleric cannot use magic-user spells.

A magic-user, sometimes called a wizard, learns his spells through study. After discovering a new spell, he writes it down in a spell book. When he expects to need a spell, he studies it in his spell book, imprinting the proper gestures and words upon his mind. These stay in the magic-user's mind until he casts the spell, when they are wiped away. The magic-user relearns it by studying his spell book again. Magic-user spells are more useful in combat than clerical spells, although they can be used for a wide variety of other purposes. A magic-user cannot use clerical spells. He is limited to the specific spells he has learned from his spell book or found when adventuring.

How Do My PCs and I use Magic in Our Game?

Most adventures last only a few hours in "game time," and so the characters have only one opportunity to learn spells—when you and the players are preparing to start the adventure.

Sometimes an adventure takes more than a full day of game time. When this happens, characters may meditate or study their spell books for one uninterrupted hour or so of game time. This enables them to relearn spells they used the previous day. Or they can replace spells they didn't use with new ones.

When a character casts a spell, he uses gestures and words to control magical energy. Therefore, a character who cannot talk or use his hands cannot cast a spell. Also, a character cannot do anything else while casting a spell—even walk. Any disruption during casting, such as suffering damage from an attack, spoils the spell.

When a character casts a spell or uses a magical item with a special effect, look up the item or spell in the rule book. The description tells you what happens.

Both clerical and magic-user spells list range, duration, and effect statistics at the beginning of their descriptions. *Range* is the maximum distance, in feet, that a spell may be cast. If the range is zero, the character must touch the target to cast his spell. *Duration* tells how long the spell lasts. It is listed either as a number of rounds (10 seconds each) or as a number of turns (turns are ten-minute periods; you will learn more about them later). *Effect* tells how large an area the spell affects.

Who Can Use Magic?

There are certain magical items every character class can use, but only clerics, magic-users, and elves can cast spells. How these character classes select and use their spells is explained in more detail on the following Dragon Cards. Some monsters can also use spells. Such cases will be noted in the individual monster descriptions.

A Sticky Dilemma

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place the four orc counters in the hallway's corner. Place Axel's counter halfway down the corridor (Room 9).

If you had to create a new character at the end of the last adventure, place your counter near the orcs and begin with section 1.

If you did not create a new character, place your counter just ahead of Axel's and begin this adventure with section 2.

1. *You awaken in a jail cell with a nasty lump on your head and a terrible headache. You have no memory of how you ended up here.*

Two ugly orcs open the cell without a word. They take you through some rooms, then down to the corner of a long hallway.

One of them points at a brutish man kneeling at the edge of a pit. "Axel!" says one orc. "If you and him reach the door at the end of the hall, you're free!"

You run down the hallway, then edge around the pit to join Axel.

On your character sheet, note that you do not have any armor or weapons. Place your counter in the space next to Axel's counter, then continue with section 2.

2. *"What now?" Axel asks.*

The orcs begin laughing, then they fire a couple of crossbow bolts to urge you forward.

You turn toward the door at the far end of the hallway. "Run!" you say.

You've gone a few feet when you see two spider webs growing along the walls.

Make a Saving Throw against Spells.

Because this is a magical effect, modify the Saving Throw by any adjustments listed next to your Wisdom score.

Roll 1d20. Add or subtract any adjustments, then compare the result to the saving throw number written next to Spells on your character record sheet.

If your result is equal to or greater than this number, you succeed. Continue with section 3.

If your result is less than this number, you fail the saving throw. Continue with section 4.

3. *You stop just as a huge, sticky spider web appears in the middle of the hallway.*

"Web spell!" Axel gasps. "There must be a magic-user hiding around here

someplace!"

He pulls a torch from a wall sconce, and touches the flame to the web. "Good thing we didn't run into that thing—we'd be stuck!"

This adventure continues on the next Dragon Card.

4. *As you stare in amazement at the spider webs growing along the walls, a huge web springs into existence right in front of you. You cannot stop in time to avoid it. Axel crashes into it right behind you. You soon find yourselves entangled in a sticky mess.*

The orcs laugh harder. They start loading their crossbows for target practice.

"Get that torch!" Axel says, trying to motion to a torch hanging in one of the wall sconces. "Fire will destroy the web!"

"And burn us, too!" you say.

"Want to be a pincushion?" Axel growls, struggling in vain in the sticky web.

If you grab the torch and burn the web, continue with section 5.

If you don't burn the web, continue with section 6.

5. *You grab the torch and set fire to the web. It burns up within two rounds.*

Unfortunately, both you and Axel suffer 1d4 points of damage from burns. If you survive, your adventure continues on the next Dragon Card.

If you perish, create a new character. (See the Blue Dragon Cards if you don't remember how.) Your adventure also continues on the next Dragon Card.

6. *You refuse to reach for the torch. The orcs begin their target practice. The last thing you remember is being hit by the third crossbow bolt.*

Your character is dead. Create a new one for the next Dragon Card. (See the Blue Dragon Cards if you don't remember how.)

What Is a Magic-User?

(Any player who wants to create a magic-user should read this card.)

Magic-users are humans who study the powers of magic. They spend most of their time researching arcane subjects and trying to learn new spells. Beginning magic-users learn their craft from masters. These powerful teachers have consented to share their knowledge. They never help a magic-user except by teaching him.

Magic-users are poor fighters. They study magic so hard that they have no time for combat training. Usually magic-users are feeble and don't have many hit points. When a fight breaks out, they should get out of the way and look for a chance to use their spells.

Prime Requisite, Hit Dice, and Restrictions

The magic-user's prime requisite is Intelligence. If a character has a high Intelligence, consider making him a magic-user.

He uses d4s for hit dice. (If you don't understand hit dice, ask the DM to explain them.)

Because they have no time for weapons training, magic-users can only use daggers. They cannot wear any kind of armor or use a shield. They can cast only magic-user spells, and they cannot use any cleric spells.

Special Abilities

A magic-user can cast magical spells. When he discovers a new spell (usually by having his master show it to him), he writes it down in his spell book. When the magic-user goes on an adventure, he studies his spell book before leaving. This imprints the proper gestures and words on his mind. These gestures and words stay there until the magic-user casts the spell.

To have your PC cast a spell, you simply tell the DM the name of the spell your character is casting, and he determines the results (by reading the spell description in the rule book). When your magic-user casts a spell, however, he must be able to speak and gesture, and he cannot be doing anything else—not even walking.

After a spell is cast, the necessary words and gestures are wiped out of the magic-user's mind. He cannot use that spell again until he studies it in his spell book.

To learn (or relearn) a spell, your magic-user must be well rested (a good night's sleep is enough). He must also have about an hour of peace and quiet to study. In his comfortable room back in town, this is normally not a problem. Sometimes, however, an adventure takes more than a day. If the magic-user has brought his spell book along and expects to use it, he has to arrange a suitable time and place.

As you can see, there is seldom any use in taking a spell book on a short adventure. Instead, most magic-users leave their spell books in safe places. In fact, spell books are so important that only foolish magic-users do anything that would put them at risk. NPC magic-users almost never allow anyone else to borrow, or even look at, their spell books. If something damages or destroys the spell book, the magic-user has no way to relearn the spells that were in it!

Masters teach new students only one spell, since beginning magic-users can memorize only one spell at a time. They will not teach a new student any more spells until he gains enough experience to memorize more than one spell at a time. Therefore, most novice magic-users have only one spell recorded in their spell books.

Beginning magic-users can learn only the very simplest spells: the 1st-level spells. The first spell that the master teaches his student will be a 1st-level spell.

Sometimes magic-users find magical scrolls that have magic-user spells written on them. A magic-user can always cast a magic-user spell written on a scroll, whether or not it is a 1st-level spell. If the scroll contains a 1st-level spell, however, the magic-user may decide to record the spell in his spell book instead of using it. Doing this erases the spell from the scroll, but it also makes it available for the character to memorize later. (Note that a magic-user can never record a spell in his spell book that is of a higher level than he's allowed to memorize.)

Writing extra spells in the spell book does not increase the number of spells a magic-user can memorize in one day, however. As a beginner, he can still remember the gestures and words of only one spell. The extra spells just give him a greater choice of which one to memorize.

How to Make a Magic-User

Follow the steps below to make a magic-user. If you have trouble, ask your DM for help.

1. Character Record Sheet

Ask your Dungeon Master to give you a DUNGEONS & DRAGONS® Character Record Sheet, or ask him to show you how to make one. Using a pencil, write your name in the space labeled "Player's Name." Write the Dungeon Master's name in the space labeled "Dungeon Master."

2. Ability Scores

Roll 3d6 and record the result in the box labeled "Strength." Do the same for Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

3. Prime Requisite

The most important Ability Score for a magic-user is Intelligence. This is called his prime requisite. A magic-user with an Intelligence of 13 or more advances faster than most. A magic-user with an Intelligence of 8 or less advances slower than most. If your character has a low Intelligence score, you may wish to make him some other character class.

If you still wish him to become a magic-user, you may increase his Intelligence score 1 point for every 2 points you subtract from his Wisdom and Strength scores. You cannot lower either Wisdom or Strength below 9, however. You cannot increase his Intelligence score beyond 18.

4. Class

Write "Magic-user" in the space labeled "Class." Write "1st" in the space labeled "Level." (You will learn about levels later.)

5. Ability Score Adjustments

If any Ability Score is above 12 or below 9, your character may receive bonuses or penalties to certain die rolls. Ask your DM to consult the Bonuses and Penalties for Ability Scores table, then note any adjustments in the space next to the appropriate Ability Score.

6. Hit Points

Roll a four-sided die (d4) to determine your character's hit points. Adjust the result by any bonus or penalty listed next to his Constitution score. Write the result in the box labeled "Hit Points." This is the number of points of damage your magic-user can suffer before dying.

7. Armor Class

Write your character's AC in the AC shield. His starting AC is 9: If he has any bonuses listed next to his Dexterity score, subtract them from 9. Do not add any penalties to his AC, though—it can never be worse than 9.

8. Hit Roll Table

Fill in the blank boxes on your hit roll table as shown below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

If your character has an adjustment listed next to his Strength score, note this adjustment next to Melee Hit Roll Adjustments. Add or subtract this adjustment to your die roll when you make a hit roll or a damage roll in hand-to-hand combat. As your magic-user grows more experienced, his hit rolls will improve.

9. Saving Throws

Fill in the blank Saving Throw circles as follows: Death Ray or Poison—13; Magic Wands—14; Paralysis or Turn to Stone—13; Dragon Breath—16; Rods, Staves, or Spells—15.

10. Character Name

Make up a name for your character. Write it in the "Character's Name" space.

11. Alignment

Choose Lawful, Chaotic, or Neutral as an alignment for your character. Your Dungeon Master can tell you more about alignment.

12. Special Skills

In the space labeled "Special Skills," write "Spells: Sleep." You may cast a *sleep* spell once per adventure.

Read the description of the *sleep* spell in the rule book. You may not understand two terms in the description: Hit Dice and turns. Both are explained later. For now, just remember that a turn is ten minutes long and that every monster has a certain number of Hit Dice listed in its description.

13. Languages

Under languages, write "Common" and the name of the alignment you have chosen. If you have an Intelligence adjustment indicating that you should speak extra languages, choose which extra languages you speak and record them here.

Who Else Casts Magical Spells?

Magic-users aren't the only characters who cast magic spells. Both clerics and elves have spellcasting abilities.

How Does a Cleric Learn and Cast Spells?

Unlike magic-users, clerics don't learn how to cast spells until they have a little experience at adventuring. When they do gain this ability, clerics can learn any spell on the appropriate level of the clerical spell list by meditating.

Clerical spells are divided into levels, just like magic-user spells. The lower the level, the simpler the spell. When he is beginning to cast spells, a cleric can learn only 1st-level clerical spells. He can never learn any magic-user spells. During his meditation, a cleric can concentrate on any 1st-level spell. The gestures and words for that spell are imprinted on the cleric's mind. These gestures and words stay in the cleric's mind until he casts the spell. To cast a spell, a cleric must be able to speak and gesture. He cannot be doing anything else—not even walking.

When a cleric casts a spell, the player simply tells the DM what spell the cleric is casting. The DM then consults the spell's description in the rule book to determine the results. After the spell is cast, it disappears from the cleric's memory. He cannot reuse that spell until he concentrates upon it in meditation again. Once a spell is cast, the cleric must rest overnight before he can regain it through meditation.

How Does an Elf Learn and Cast Spells?

Elves are born with a talent for magic. They never tire of collecting magical items or spells. Because their interest in magic is one of curiosity rather than faith, elves have more in common with magic-users than with clerics. They must keep their spells in spell books, memorize the ones they expect to use before the adventure, and so on.

One major difference between elves and human magic-users is attitude, however. Elven masters tend to be family members instead of cranky old wizards. Therefore, elves get to select the first spell that they write down in their spell book, instead of having the DM select it for them. (The spell must still be a 1st-level spell, however.)



Also, elves tend to regard magic more as a hobby than a way of life. They do not suffer the same restrictions on weapons and armor as magic-users. Elves may wield any weapon and wear any armor without affecting their magic. However, elves can cast only magic-user spells, and do so just as if they were magic-users. They learn the same spells as magic-users of the same rank. They can take no other action while casting a spell. They must rest overnight before relearning a spell, and so on. If necessary, review the magic-user character card to remind yourself how a magic-user works.

Big Trouble

If your character is not an elf or magic-user and he survived *A Sticky Dilemma* (on Dragon Card #26), do not play this adventure. Instead, continue with *Zanzer Comes to Play* on Dragon Card #29.

Otherwise, lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place the four orc counters in the hallway corner. Place Axel's counter and your counter halfway down the hall (Room 9). Assemble two bug-

bear counters and put them in the hall, in the spaces closest to the door leading to Room 10.

If you created a new character in the last read-along adventure, begin with section 1.

If you are using the same character as the last adventure, begin with section 2.

1. *The last thing you remember doing is walking through an alley. Something struck your head, and then everything went black. You've just awakened to find two bugbears carrying you down a hallway. Where are you?*

A few feet away lies a dead man, tangled in the remnants of a burned spider web. A man holding a torch stands over the dead man. At the other end of the hall are four orcs.

"What's going on?" roar the bugbears, dropping you.

Seizing the chance to escape, you jump to your feet and run down the hallway to the man with the torch. You know that it will be easier to fight the four orcs he faces than the two bugbears who had you.

The man turns to you, "My name's Axel."

Continue with section 2.

2. *"We're in trouble," Axel says, eyeing the bugbears. "Is there anything you can do?"*

If you are an elf, write "Spells: Charm Person" under "Special Skills" on your Character Record Sheet. Read the *charm person* spell in the rule book. Continue with section 3.

If you are a magic-user, you should already have a *sleep* spell. Continue with section 4.

If you are neither, continue with section 9.

3. *You cast your charm spell on a bugbear.*

The bugbear doesn't realize you're casting a spell, so it doesn't fight. Make a Saving

Throw against Spells for it. The bugbear saves as a Fighter, so his Saving Throw number is 16.

If the bugbear makes his saving throw, continue with section 5.

If the bugbear fails his saving throw, continue with section 6.

4. *You cast a sleep spell on the bugbears.*

The bugbears don't realize you're casting a spell, so they don't fight. Victims of *sleep* spells don't get saving throws, so roll 2d8, divide by 3, and round down to see how many you put to sleep.

If the result is 2, continue with section 5.

If the result is from 3 to 5, continue with section 7.

If the result is 6 or higher, continue with section 8.

5. *"He tried to cast a spell on us!" says one bugbear. "Let the master deal with him."*

Even though your spell failed, you got lucky and the bugbears leave without attacking. This adventure is continued on the next Dragon Card.

6. *You cast your spell, then say, "We don't mean any harm. Take your friend and leave."*

The charmed bugbear does as you suggest. Continued on the next Dragon Card.

7. *Each bugbear has 3 hit dice, so you need to roll at least 6 to put both of them asleep. Instead, you rolled only high enough to put one of them asleep. The other cries, "Magic! I hate magic!" and flees.*

Continued on the next Dragon Card.

8. *The bugbears have 3 hit dice each, so you put both of them asleep. "Good work!" says Axel.*

Continued on the next Dragon Card.

9. *"Where's the master?" the bugbears growl, looking to the orcs. "Did he authorize you to fool with these prisoners?"*

"Of course, so mind your own business!" responds one of the orcs.

The bugbears shrug, then turn and leave.

Continued on the next Dragon Card.

How Do I Add Magic into the Combat Sequence?

Now that you understand how to use magic and make saving throws, you're ready to add magic into the Combat Sequence.

By its very nature, magic is a special action. Still, when it is used in a fight, it works much the same as melee and missile combat. Here is the Magic section of the Combat Sequence.

4. Characters using magic cast their spells.
 - a. They choose targets.
 - b. Targets roll saving throws.
 - c. The DM applies the results.

In Step 4a, the spellcaster chooses his target or targets. If the spellcaster is a PC, he tells you what spell he is casting and who he intends the spell to affect. If the spellcaster is an NPC, simply tell the PCs that he is casting a spell. Do not tell them what spell he is casting (your game will be more suspenseful if they don't know).

In Step 4b, you read the description of the spell in the rule book. (After a while, you won't need to do this very often. You'll soon discover that you remember the spells without any effort at all.)

When the spell calls for a saving throw, you tell the players which category the defender is saving against. If the target is a PC, the player rolls 1d20 and compares it to the correct saving throw number on his character sheet. If the target is an NPC, you roll 1d20 and compare it to the correct saving throw number for the NPC. (Saving throws are explained on Dragon Card #25.)

In Step 4c, you apply the results. If the spell caused any damage, targets that made their saving throws suffer one-half the normal damage. Those who failed their saving throws suffer full damage.

If the spell caused some result other than damage, targets that made their saving throws escape the effects of the spell (assuming they want to). Targets that failed their saving throws suffer the results outlined in the spell description.

Play then proceeds to the next step in the Combat Sequence.

How Does Combat Work So Far?

You now know how to use magic during a fight. Here's how it fits into the Combat Sequence.



Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first.
 2. Those who are moving do so.
 3. Characters using missile fire attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
 4. Characters using magic cast their spells.
 - a. They choose targets.
 - b. Targets roll Saving Throws.
 - c. The DM applies the results.
 5. Characters fighting hand-to-hand attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
- C. The side that lost initiative completes all steps listed under "B."
- D. The DM declares the results.

Note that Step B1 is still missing from the Combat Sequence. You will learn about this step later. For now, you can use the Combat Sequence without it. Remember that the side that wins initiative goes through all the steps listed under "B" first, and then the side that lost initiative goes through the same steps.

Zanzer Comes to Play

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place the four orc counters in the hallway corner (between Room 7 and Room 9). Place your counter and Axel's counter halfway down the hall (Room 9). Assemble Zanzer Tem's fold-up counter and place it next to Room 10. Begin with section 1.

1. A black-haired wizard with an evil grin steps into the hall. "Zanzer Tem!" says Axel.

"In the flesh," sneers the wizard. "Now that I know you have no spells, I'm here to punish your escape. Before I finish, you'll beg to slave in my salt mines!"

You have no choice except to fight. If there are no weapons listed on your Character Record Sheet, you may take a torch from a wall sconce to use as a melee weapon (1d6 damage). There are also many stones on the floor that you can throw as missile weapons (1d4 damage). Continue with section 2.

2. You don't need to roll for surprise. Use the Combat Sequence to resolve the combat.

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first.

2. Those who are moving do so.

Zanzer does not move.

3. Characters using missile fire attack.

Zanzer is protected by a shield spell, so he is AC 2 against missile attacks. He does not make any missile attacks.

- a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
4. Characters using magic cast their spells.
 - a. They choose targets.
 - b. Targets roll Saving Throws.
 - c. The DM applies the results.

Zanzer casts one spell each round as follows:

Round	Spell	Section
1	Phantasmal Force	3
2	Charm Person	4
3	Magic Missile	5

Remember, if Zanzer takes any damage, he cannot cast any spells during that round. See the listed section for what happens when he does cast a spell.

5. Characters fighting hand-to-hand attack.

- a. They choose targets.
- b. They make their hit rolls.

Zanzer's AC against melee is 6.

- c. They roll damage for successful hits.

- C. The side that lost initiative completes all steps listed under "B."
- D. The DM declares the results.

If Zanzer takes any damage, see section 6.

3. Save vs. Spells for your character (Axel failed his saving throw). If you pass, continue combat with section 2. If you fail, a deep pit opens between you and Zanzer. You can use only missile combat from now on. Return to section 2.

4. "Help! Your friend is trying to hurt me!" Zanzer says, smiling at Axel. Failing his saving throw, a dazed look comes over Axel, then he turns to attack you.

Use the Combat Sequence to run the fight. Axel attacks until one of you dies. If you win, return to section 2. If you lose, create a new character. You'll continue the adventure as somebody else on the next Dragon Card.

5. Three golden arrows appear near Zanzer. One strikes you, and two strike Axel.

You suffer 1d6 + 1 damage. Axel suffers 1d6 + 1 damage twice (once for each arrow). If you die, create a new character. You'll continue the adventure as somebody else on the next Dragon Card. Otherwise, return to section 2. (If Axel dies, you must continue the fight alone.)

6. Zanzer stares at his wound. "I've been injured!" he calls. "Orcs!"

Zanzer teleports away the next round. If you injure him before he casts this spell, he moves into Room 10 and casts it the round after.

You realize your only chance for survival is to flee into Room 10 and bar the door. As you drop the bar, you notice Zanzer is gone! This adventure continues on the next Dragon Card.

How Do I Use Magical Items?

A magical item is an object that a powerful wizard or supernatural being has given special properties.

Often, weapons are enchanted to make them more powerful. These enchantments take the form of a bonus, noted by a + sign following the weapon's name (*sword +1*). Add this bonus to both the hit roll and the damage roll of the character using the weapon.

Some weapons are enchanted for use against particular creatures (*sword +1, +3 against dragons*). When a character uses the weapon to attack the creature listed, use the second bonus instead of the first. Occasionally, weapons are cursed. A cursed weapon is noted by a - sign following the weapon's name (*sword -1*). This means that instead of giving a bonus, the enchantment inflicts a penalty. Subtract this penalty from both the user's hit roll and damage roll.

Like weapons, armor and shields can be enchanted to give the wearer a bonus (or penalty) to his Armor Class. These magical changes are noted by the + (or -) signs, just as with weapons. But remember that Armor Class is backwards—a lower AC is better than a high one, so bonuses are subtracted from the character's AC. Penalties are added. For example, normal chain mail is AC 5. *Chain mail +2* is AC 3 ($5 - 2 = 3$).

What About Items That Allow Special Actions?

Often, PCs find weapons with special powers or objects that allow special actions. When this happens, look up the description of the item in the rule book. As with magical spells, the description tells you what happens when the item's magical powers are used.

How Do the PCs Know What a Magical Item Does?

When the PCs first find a magical item, they may not realize its true nature. Magical items are usually well made, but there is no way of telling them from a normal item at first glance. Usually, a magic-user or elf must cast a *detect magic* spell to tell if an item is magical.

Even after casting this spell, the spellcaster will only know whether or not the item is magical. The only way to identify exactly



what it does is by testing it. Swing the weapon at something. Allow someone to hit a PC while he's wearing the armor. Slip the ring onto a finger. Sip the potion, and so on. By conducting such (sometimes dangerous) testing, the PCs can usually tell what a magical item does.

Sometimes, PCs will ask NPCs to test an item for them. Most low-level NPCs readily agree, assuming that they get to keep the magical item. High-level magic-using NPCs might also identify items. But they expect payment on a service in advance (100 gold coins or more), and the process may take several weeks of game time.

How Do the Characters Use the Magical Item?

To make a magical item work, the user must hold or wear it properly. If the item has a special power that is not in constant effect, the user must also concentrate on that effect to activate it. (For example, if a fighter has a *sword +1*, with one *light* spell per day, he must concentrate on the *light* spell to start the spell up.) Unless the item description says otherwise, item powers can only be used once per round. A character who is concentrating on using an item's special powers cannot do anything else that round.

How Many Times Does a Magical Item Work?

There is no limit on the number of times many magical items can be used. The description of some items, however, will state that they have a certain number of charges (this is especially true for magical wands). Each time a character uses a magical item, he uses one of these charges. When the last charge is used, the item is no longer magical. It cannot perform any more special actions or provide any more magical bonuses.

PCs can never find out how many charges a magical item has, so you should keep careful track of how many times they use such items. Items with charges can never be recharged.

A New Friend

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter in Room 10. Assemble the fold-up counter labeled "Adelle" and put it in one of the room's corners.

If you had to create a new character during the last adventure, begin with section 1.

If both your character and Axel survived the meeting with Zanzer Tem in the last adventure, begin with section 2.

If your character survived the meeting with Zanzer Tem in the last adventure, but Axel did not, begin with section 3.

1. *With an aching head, you wake in a cluttered room. It is full of weapons, books, vials, rods . . . and something else! That carved bracelet looks like one you saw in town with a price tag of 350 gold pieces! You slip it in your pocket.*

The last thing you recall is drinking a glass of mead with a stranger in the Unicorn Horn, and then everything going black.

A pretty female elf lies unconscious in the room. There's a nasty lump on her head.

There is only one door leading out of the room, so you crawl over to it and peek out. A bunch of orcs are laughing in the hallway, prodding two dead men with their swords. You quietly close the door and brace a chair under the doorknob to keep it from being pushed open.

Continue with section 4.

2. *Axel rushes into the room, and you follow and slam the door shut. Quickly you grab the nearest chair and brace it under the doorknob to prevent the door from being pushed open.*

When you turn around, you see a cluttered room full of weapons, books, vials, rods . . . and something else! That carved bracelet looks like one you saw in town with a price tag of 350 gold pieces! You slip it in your pocket.

The only person in the room is a beautiful female elf lying unconscious in one corner. She has a nasty lump on her head.

Now both Zanzer and Axel have disappeared!

Continue with section 4.

3. *You rush into the room, then slam the door shut. Quickly you grab the nearest chair and brace it under the doorknob to keep the door from being pushed open.*

When you turn around, you see a cluttered room full of weapons, books, vials, rods . . . and something else! That carved bracelet looks like one you saw in town with a price tag of 350 gold pieces! You slip it in your pocket.

A beautiful female elf lies unconscious in one corner. She has a nasty lump on her head.

Continue with section 4.

4. *The orcs pound on the door. They hack at it with their swords. You go to the elf's side and shake her. She opens her eyes and looks around the room. She gasps.*

"Where am I?" she asks.

"I wish I could answer your question," you say. You introduce yourself. Then you tell her about the orcs in the hall and what you know about how you came to be here.

She rises. "I think we've been kidnapped to work in the salt mines!" she exclaims. "How dare Zanzer Tem abduct Adelle Kahoki, Princess of the Elven Tribes! When my father hears about this, he will have that foul wizard's head on a platter!"

The door shudders as the orcs hurl themselves against it, and the chair you braced under the handle slips a little.

"You mean if your father hears about this," you correct. "We've got to get past those orcs before anybody's going to hear about anything."

"Nonsense!" Adelle says. She gestures toward the door and utters some magic words. "A hold portal spell should keep the orcs out of our way. Now, let's see what we have in this room that might be useful."

This adventure continues on the next Dragon Card. Notice that we have not filled out a Character Record Sheet for Adelle. As an NPC, she will not have a Character Record Sheet until we are sure that she will be a major character in our adventure.

Who Can Use Magical Items?

There many different magical items: armor, weapons, potions, scrolls, rings, wands, staves, rods, and so on. Some magical items only spellcasters can use, and some items anybody can use. The rule book describes all of the magical items in detail. Before using a magical item in your game, read its description.

Magical items fall into several categories, which are explained below. Magical weapons and armor were explained on the previous Dragon card. Normal weapon and armor restrictions apply to magical weapons and armor as well. Characters can use a magical weapon or wear magical armor only if they could use the same nonmagical weapon or armor.

Magical armor weighs only half of what normal armor weighs. Magical leather armor weighs only 100 cns, magical chain mail weighs only 200 cns, and magical plate weighs just 250 cns. Even a magical shield weighs only 50 cns.

Potions are small vials of magical fluid. The potion must be sipped in order to determine what it is. In order for a potion to take effect, the entire thing must be drunk.

When a PC drinks a potion, roll $1d6 + 1$ for the number of rounds the potion lasts. The PCs should not know how long a potion lasts, so don't tell the players what you rolled. If a character drinks a second potion while the first is still in effect, he becomes sick and cannot take any actions for half an hour of game time. The magical effects of both potions are canceled.

Any character can use a magical potion. The different potions are described in the rule book.

Scrolls are pieces of parchment upon which somebody has written something important. Everybody can use two types of scrolls: treasure maps and protection scrolls. Treasure maps show the location of a valuable treasure. Protection scrolls create a magical ten-foot-diameter circle that keeps out a certain type of monster.

Spell scrolls are parchments upon which a high-level spellcaster has written one or more magical spells. To use such a scroll, the person reading it must be able to cast the kind of spell(s) it contains. (Clerics can use scrolls with clerical spells; magic-users and elves can use scrolls with magic-user spells.) If a charac-



ter can read the kind of spell written on the scroll, he can cast that spell even if he does not know it. This means he can cast a scroll spell that is too complicated for him to learn through normal means.

Scrolls containing magic-user spells are written in a magical language. To identify the kind of spell the scroll contains, a magic-user or elf must cast a *read magic* spell. This allows him to read the scroll and identify the spell, but not to cast it. To cast the spell, he reads the spell out loud. Note that the magic-user can read the spell out loud, thus casting it, without first using a *read magic* spell to identify it. In this case, he simply casts the spell without knowing what it is.

Scrolls containing clerical spells are written in the Common language and require no special magic to identify, but only a cleric knows how to cast the spells.

Once a scroll spell is cast, it disappears from the scroll and cannot be used again.

Magical rings are rings that have been enchanted with special powers. Any character class can wear a magical ring, but a character can wear no more than one magical ring at a time on each hand. If a character wears more than one magical ring on a hand, none of his magical rings will function.

Wands, staves, and rods are pieces of wood enchanted with the ability to perform special actions. A wand is a thin stick about 18 inches long that can be used only by magic-users or elves. Wands always have 1d10 charges when they are found.

A staff is a large pole about 6 feet long and up to 2 inches thick, and it can only be used by clerics. A rod is a stick about 3 feet long; it can be used by any character class. Staves and rods do not have or use charges.

Miscellaneous magical items are assorted items that have been enchanted with special powers. The character classes that can use each miscellaneous magical item are listed in the item's description in the rule book.

New Equipment

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter and Adelle's counter in Room 10.

1. Adelle casts a spell, then starts handing things to you. "Pile all these magical items together," she says.

She gives you a short sword, a mace, leather armor, chain mail, a bow and arrows, a red potion, an amber potion, three scrolls, a ring, a wand, and a staff. "You take first choice," she says.

Remember character class restrictions when making your selections. When you select an item listed below, read the corresponding section.

Item	Section
Sword	2
Mace	3
Leather armor	4
Chain mail	5
Bow and 20 arrows	6
Red potion	7
Amber potion	8
Three scrolls	9
Ring	10
Wand	11
Staff	12

Once you have selected all the items you want, continue the adventure on the next Dragon Card.

2. On your Character Record Sheet, note that you have a *cursed sword* -1. Read the description of cursed swords in the rule book. In all melee combats, your character must use this sword.

Adelle takes the mace. On a separate piece of paper, note that she has a *mace* +1.

3. This is a *mace* +1. It can also cure 2d6 + 2 hit points of damage, once per day. When you use this power, be sure to note that it has been used. It can only be used once during this adventure.

Adelle takes the sword. On a separate piece of paper, note that she has a *sword* -1.

4. On your Character Record Sheet, note that you are wearing *leather armor* +1 and adjust your AC accordingly. Remember to subtract the bonus from your AC.

Adelle takes the chain mail. On a separate piece of scratch paper, note that she now wears *chain mail* +1.

5. On your Character Record Sheet, note that you are wearing *chain mail* +1 and adjust your AC accordingly. Remember to subtract this bonus from your AC.

Adelle takes the leather armor. On a separate piece of scratch paper, note that she wears *leather armor* +1.

6. On your Character Record Sheet, note that you are carrying a bow and 20 *arrows* +1.

7. On your Character Record Sheet, note that you have a red potion.

8. On your Character Record Sheet, note that you have an amber potion.

9. You look at the scrolls. The first is a *protection from undead* scroll that anybody can use. The second contains two *cure light wounds* spells that only a cleric can use. The third scroll contains an unknown spell that only magic-users and elves can use.

On your Character Record Sheet, note that you have a *protection from undead* scroll. If your character is a cleric, note that you have a scroll with two *cure light wounds* spells on it. If your character is a magic-user, you may keep the unknown scroll or throw it away. If you keep it, note that you have an unknown scroll. Adelle does not want the unknown scroll for herself.

10. On your Character Record Sheet, note that you are now wearing a cursed ring. You cannot remove it, and you now suffer a -1 penalty to all of your Saving Throws.

11. You can use this wand only if you are a magic-user or elf. If you are either, note that you now have a *wand of secret door detection*. Otherwise, Adelle takes the wand. On a piece of scratch paper, note that she has the wand.

12. You can use this staff only if you are a cleric. If you are a cleric, note that you now have a *staff of healing*.

What Is Morale?

Morale is a general measure of a creature's courage, loyalty, and willpower. In a DUNGEONS & DRAGONS® game battle, the players decide whether their own characters will fight, flee, or surrender. This is their decision alone; no PC can be forced to surrender or to flee if the player doesn't want him to. The PCs are as brave (or cowardly) as the players want them to be.

As the DM, you can decide how brave or cowardly the human NPCs are. It depends on your story. But what if you're not sure?

What About monsters?

To determine how brave a monster is, you use his morale score. A high morale score means that the creature is brave. A low morale score means that the creature is cowardly. A creature's morale score is one of the statistics in the description in the rule book.

What Is a Morale Check?

To see if a monster will continue fighting, roll a morale check. Roll 2d6 and compare the result to the morale score listed in the creature's description. If the result is less than or equal to the creature's morale score, it passes the check and continues to fight.

If the result is greater than the creature's morale score, it fails the check. In this case, the creature runs away, if possible. If there is no place to run, it surrenders. Should the surrendering creature be intelligent enough to talk, it might try to bargain for its life by directing the PCs to any nearby treasure it knows of.

How Often Do I Make Morale Checks?

Morale is an optional rule, which means that you only have to use it if you want to. By using morale, you can make the monsters seem a little more realistic. But you can still have lots of fun if you don't use it.

Should you decide to use morale, make a morale check when the creature is hit for the first time. Make another when it loses three-quarters of its hit points. If the PCs are fighting a group of monsters, make the morale check when the first death on either side occurs. Make another when half of the monsters are killed or subdued.



Where Does the Morale Check Fit in the Combat Sequence?

Morale checks are Step B1 in the Combat Sequence.

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first.
 1. Monsters and NPCs roll Morale Checks.
 2. Anybody who is moving does so.
 3. Characters using missile fire attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
 4. Characters using magic cast their spells.
 - a. They choose targets.
 - b. Targets roll saving throws.
 - c. The DM applies the results.
 5. Characters fighting hand-to-hand attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
- C. The side that lost initiative completes all the steps under "B."
- D. The DM declares the results.

Notice that morale checks come before missile fire, magic, and hand-to-hand combat in the Combat Sequence. This means that when a creature is hit or loses three-quarters of its hit points, you wait until Step B1 of the next round to make its morale check. (You do not make a morale check for the monster in the step when it took damage.) For instance, if a PC hits a monster in the first round of combat, you do not make a morale check for the monster until Step B1 of the next round.



Secret Closet

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter and Adelle's counter in Room 10.

1. *The orcs hack at the door until it starts to splinter.*

"We'd better look for a way out," says Adelle. "Maybe a secret door."

You both start searching the walls.

Roll 1d6 each for you and Adelle. Adelle is an elf, so she finds secret doors on a 1 or 2. Unless you're also an elf, you find secret doors only on a result of 1.

If neither of you finds a secret door, continue with section 2.

If either of you finds a secret door, continue with section 3.

2. *"Let's try the wand," says Adelle.*

Note that you have used one wand charge, continue with section 3.

3. *You find a door behind a wood panel. It leads to Room 11, space A. Adelle says, "Go ahead, open it."*

You listen at the door.

Roll 1d6 to hear noises. On result of 1 (1 or 2 if you are a dwarf, elf, or halfling), continue with section 4.

Otherwise, you hear nothing. Continue with section 5.

4. *"I hear growling," you say.*

"So what?" Adelle says. "Let's go!"

On your Character Record Sheet, note that you heard growling in Room 11. Continue with section 5.

5. *The door doesn't appear to be locked.*

If you are a thief, continue with section 6. Otherwise, continue with section 8.

6. *Always suspicious of unlocked doors, you check for traps.*

Roll d% and compare the result to your character's Find Traps ability (it should be 10%). If your roll is 10% or less, continue with section 7.

If your roll is 11% or more, continue with section 8.

7. *On the latch is a poisoned needle. Using your Remove Traps skill would take too much time, so you use a stick to spring the trap. As you push it against the latch, the needle shoots out harmlessly.*

Continue with section 10.

8. *You find no traps, so you try to open the door. A needle suddenly pricks your hand.*

Roll a Saving Throw against Poison. If you fail, take 2 points of damage. If you pass, take only 1 point of damage.

Should your character die, create a new one and continue with the next Dragon Card. Otherwise, continue with section 9.

9. *You pull the needle out of your hand. It stings, but you suffer no more damage.*

If your character has lost many hit points, you may wish to heal him before opening the secret door. You may have several options:

- Either you or Adelle should have the *mace +1*. You can use its magic to heal 2d6 + 2 points of damage (but you can't restore more hit points than you started with). Make a note that you have used the mace's healing power. It cannot be used again until after you escape Zanzer's Dungeon.

- You may have a scroll with two *cure light wounds* spells on it. If you are a cleric, you can heal 1d6 + 1 hit points by reading one of these spells. Make a note on your Character Record Sheet if you use one of these spells.

- You may have a *staff of healing*. If you are a cleric, you heal 1d6 + 1 hit points with it. Make a note on your Character Record Sheet if you use the staff to cure yourself. It cannot be used again until after you escape Zanzer's Dungeon. When you are ready to open the secret door, continue with section 10.

10. *You open the door.*

To be continued on the next Dragon Card.

What If Somebody Tries to Run Away?

If monsters fail a morale check, they turn and flee (if possible) at their top speed. Should the PCs decide to pursue them, use the Retreat rule described on Dragon Card #9 (or in the rule book). Determine initiative normally each round.

The monsters keep running until the PCs catch up or until they are trapped by a dead end, a locked door, etc. When this happens, the monsters surrender. Sometimes they may rapidly turn corners, close doors behind them, rush into secret passages, and so on. If the PCs cannot see the monsters do this, the players have only one round to guess where the monsters have gone. If they're right, they can continue their pursuit. Otherwise, the monsters escape.

Of course, the PCs may be the ones who decide to break off combat and run away. They have the choice of either Retreating or Withdrawing (also described on Dragon Card #9). Once it is clear that the PCs are leaving combat, roll a morale check for the monsters. If they fail the check, they do not follow the PCs. If they pass the check, they pursue until the PCs are trapped or turn to fight again.

Should the PCs manage to get out of the monsters' sight and turn down a side corridor, duck into a room, reach a corner connecting to more than one passage, etc., roll d%. On a roll of 25% or less, the monsters continue following the PCs. Otherwise, they lose the trail and the PCs escape.

What If the PCs Decide to Run Before the Fight?

At the beginning of a battle, the monsters will not run away from the PCs. The PCs, on the other hand, may decide to run away before the fight even begins.

If the PCs flee before the fight begins, roll a morale check for the monsters. If the monsters fail the check, they do not chase the PCs. If the monsters pass the check, they chase the PCs.

In this case, you begin pursuit and evasion. The PCs get a one-round head start on the monsters, traveling at their maximum movement rate. If different characters have different movement rates, the players can have each character flee at his maximum movement rate, or they can have everybody move at the rate of the slowest character.



Make initiative rolls as normal for each of the following rounds. The monsters move at their maximum rate until the PCs escape or are trapped at a locked door, a dead end, etc. Should the PCs manage to get out of the monsters' sight and turn down a side corridor, duck into a room, reach a corner connecting to more than one passage, etc., roll d%. On a roll of 25% or less, the monsters continue following the PCs. Otherwise, the monsters lose the trail and the PCs escape.

Sometimes characters drop something such as food or treasure, hoping that the monsters will stop to pick it up. If the PCs drop an item their particular monsters might be interested in, roll 1d6. On a result of 1, 2, or 3, the monsters stop and give up pursuit. Otherwise, they continue the chase.

During the morale check step of every fifth round of pursuit, roll a morale check for the monsters. If they fail this check, they give up chasing the PCs.

Cowardly Wolf

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Assemble the wolf counter and put it in Room 11 on space A.

If you're using a new character, place your counter in Room 11 next to the wolf. Place Adelle's counter in Room 10, opposite space A in Room 11. Begin with section 1.

If you did not create a new character in the last adventure, place your counter in Room 10, opposite space A in Room 11. Place Adelle's counter behind yours in Room 10.

If you did not hear anything when you listened at the secret door in the last adventure, begin with section 2. If you did hear something when you listened at the secret door, begin with section 3.

1. *You awaken in a dark closet with a nasty headache. The last thing you remember is being jumped by two ruffians who asked if you wanted to work in Zanzer Tem's salt mines.*

Your hands are tied and your sword belt is missing, but your captors didn't find the dagger in your boot. It's a good thing, because there's also a growling beast in the closet.

You slip the dagger out of your boot and cut your hands free. As you finish, a door opens ahead and a beautiful elf maiden sticks her head into the closet. You suddenly see that the growling beast is a wolf.

"Look out!" you call, jumping at the wolf.

Continue with section 4.

2. *When you open the door, a huge wolf leaps out of a dark closet.*
You check for surprise, but the wolf does not. If you're surprised, the wolf gets one round of free attacks on you. Continue with section 4.
3. *After hearing the growl, you open the door cautiously, weapon in hand. A huge wolf leaps out of a dark closet to attack.*
Both sides are aware of the other, so don't check for surprise. Continue with section 4.
4. Use the Combat Sequence to run the fight.

Combat Sequence

A. Each side rolls 1d6 to determine initiative.

B. The side that wins initiative acts first.

1. Monsters and NPCs roll Morale Checks. *The wolf's Morale is 6. If it was wounded for the first time on the previous round, or if it has lost more than 11 hit points, roll a Morale Check. Roll 2d6. If the result is 6 or less, it passes the check and keeps fighting. If the result is 7 or more, it fails the check.*

2. Anybody who is moving does so. *If the wolf fails its Morale Check, it flees to a corner and cowers.*

3. Characters using missile fire attack.

a. They choose targets.

b. They make their hit rolls.

c. They roll damage for successful hits.

4. Characters using magic cast their spells.

a. They choose targets.

b. Targets roll saving throws.

c. The DM applies the results.

5. Characters fighting hand-to-hand attack.

The wolf's AC is 7. Here is its hit roll table:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	8	9	10	11	12	13	14	15	16	17

a. They choose targets.

b. They make their hit rolls.

c. They roll damage for successful hits.

The wolf's bite causes 1d6 points of damage; it has 16 hit points.

C. The side that lost initiative completes all the steps under "B."

D. The DM declares the results.

If your character dies, create a new one and continue with the next Dragon Card.

If you survive, continue with section 5.

5. *The closet shelves hold a bag of rubies, old clothes, ten gold coins, and a wand.*

On your Character Record Sheet, note that you have ten gold coins and a bag of rubies worth 1,000 gold pieces. If your character is an elf or magic-user, also note that you have a wand of magic detection. If you are another class, Adelle takes the wand of magic detection.

How Fast Can an Encumbered Character Run?

On Dragon Card #9, you learned how fast characters move: PCs and human NPCs move 40' per round, and monsters move at the speed listed in parentheses next to "Move" in their statistics.

But it only stands to reason that characters who are carrying a lot of equipment or treasure cannot move as fast as those who aren't. When a character is carrying too much stuff, he is loaded down or *encumbered*. Encumbered characters move at a slower rate than normal, depending upon how much weight they are carrying.

In the DUNGEONS & DRAGONS® game, weight is measured in coins (since characters often encumber themselves by carrying gold or silver coins). It takes ten coins (or cns) to make one pound. The table below lists movement rates for encumbered characters (in feet per round):

Encumbrance	Move
Up to 400 cns	40
401–800 cns	30
801–1,200 cns	20
1,201–1,600 cns	10
1,601–2,400 cns	5
2,401 + cns	0

Remember, characters can move up to three times the speeds listed above by running. For

instance, a man carrying less than 400 cns can run up to 120' per round, while a man carrying 1,250 cns could run only 30' round.

How Do I Determine a Character's Encumbrance?

Determining how much weight a character is carrying is simple. List all of the items he is carrying or wearing (including treasure, weapons, and armor), then add their weights together. The result is the character's encumbrance. The Item Weight table lists the weights of some common items.

Note that encumbrance is also a measure of the bulk of an object. A very large item that is very light would still have a high encumbrance.

Several of the items listed on the table are designed to help the PCs carry their other items. The small sack holds 200 cns worth of goods, the backpack holds 400 cns, and the large sack holds 600 cns. If a character is carrying something not listed on the Item Weight table, estimate its weight by comparing it to a similar item that is on the table. Remember, magical armor weighs just half of what is listed on the table.

Sometimes, characters will bring a mule along to carry their treasure for them. A mule moves 40' per round when carrying up to 3,000 cns. If it is carrying between 3,001 and 6,000 cns, it moves at 20' per round. A mule can't carry more than 6,000 cns.

Item Weight Table

Item	Weight
Dagger	10 cns
Silver dagger	10 cns
Sling, stones	20 cns
Short sword	30 cns
Hand axe	30 cns
Short bow, arrows	20 cns
Club	50 cns
Mace	30 cns
Spear	30 cns
War hammer	50 cns
Crossbow, quarrels	50 cns
Sword	60 cns
Long bow, arrows	30 cns
Battle axe	60 cns
Two-handed sword	100 cns
Pole arm	150 cns
Leather armor	200 cns
Chain armor	400 cns
Plate armor	500 cns
Shield	100 cns
Rod	20 cns
Staff	40 cns
Wand	10 cns

Item	Weight
Backpack (empty)	20 cns
Holy symbol	1 cn
Holy water (1 vial)	1 cn
Iron spikes (12)	60 cns
Lantern	30 cns
Hand mirror, steel	5 cns
Oil (1 flask)	10 cns
Wooden pole, 10'	100 cns
Iron rations	70 cns
Standard rations	100 cns
Rope (50')	50 cns
Sack, small	1 cn
Sack, large	5 cns
Thief's tools	10 cns
Tinderbox	5 cns
Torches (6)	120 cns
Water skin (1 qt.)	5 cns
Wolfsbane (1 bunch)	1 cn
Potion	10 cns
Scroll	1 cn
Coin (any)	1 cn
Gem (any)	1 cn
Jewelry (1 piece)	10 cns

Loaded Down

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter and Adelle's in Room 12. Set the four orc counters aside. If you created a new character after fighting the wolf in the last Dragon Card, begin with section 1. If your character survived that battle, begin with section 2.

1. *As you awaken, an elven maiden is untying your hands. "I'm Adelle," she says. "Who are you? What are you doing in Zanzer's dungeon?"*

You cannot answer Adelle, for there is a nasty lump on your head. The only thing you remember is your occupation.

Continue with section 3.

2. *After fighting the wolf, you listen at the door leading out of the closet and inspect it for traps. You find nothing, so you open it and go into Room 12.*

If the wolf inflicted much damage in the previous adventure, you may wish to heal your character before continuing.

If you're a cleric, you may have a *staff of healing* or a scroll with two *cure light wounds* spells on it. Both the staff and each scroll spell restore $1d6 + 1$ hit points, but they can be used only by a cleric. If you use either, remember to note that fact on your Character Record Sheet. Each scroll spell can only be used once, and the staff can be used only once in Zanzer's Dungeon.

If you're not a cleric, either you or Adelle should have the *mace +1* that can heal $2d6 + 2$ points of damage. Like the staff, the mace's healing power can be used only once in Zanzer's Dungeon.

Continue with section 3.

3. *This room serves as some sort of treasure chamber and storage room. The shelves are filled with dozens of items. Sacks bulging with coins sit in the center of the room.*

It's time to figure out your character's encumbrance. Consult the Item Weight table below and write down the weight of each item listed on your Character Record Sheet. (Remember, magical armor counts one-half of normal). Add these weights together to figure out your total encumbrance.

Select as many items as you wish from the list below. Add each item's weight to your character's encumbrance.

The coins are contained in five large sacks (which weigh 5 cns each empty and can hold up to 600 cns weight each).

Adelle takes nothing from this room. It is beneath her dignity to scavenge.

Continue with section 4.

4. *As you finish collecting everything you want, Adelle looks toward the closet. "I heard something," she says.*

You go to the closet and peer inside.

Four orcs are entering it from the other side. "Orcs!" you warn.

"Run for it!" Adelle cries.

Place the first orc counter in space A of Room 11 and line the other three up behind it. Place your counter in Room 12 in the space next to the door leading to Room 11. Place Adelle's counter in a space next to yours.

Adelle runs through Room 13 into Room 14, stopping near the door leading to Room 15. Look up your character's encumbrance on the Encumbrance and Movement table and find his movement rate. Remember he can run up to three times as fast as the listed movement rate.

Move your character as far toward Adelle as his movement rate allows. The orcs will chase you, moving up to 40 feet. Both you and the orcs can move diagonally from square to square if you wish. If your movement is slow enough, the orcs try to surround you. Move their counters to the appropriate locations. Remember where you and they are; it is important in the next adventure.

Item	Weight
Dagger	10 cns
Short sword	30 cns
War hammer	50 cns
Battle axe	60 cns
Pole arm	150 cns
Plate armor	500 cns
Iron spikes (12)	60 cns
Iron rations	70 cns
Torches (6)	120 cns

Item	Weight
Thief's tools	10 cns
Club	50 cns
Sword	60 cns
Two-handed sword	100 cns
Chain armor	400 cns
Shield	100 cns
Wooden pole, 10'	100 cns
Rope (50')	50 cns
Gold coins	2,400 cns

What If the PCs Do Something Unexpected?

In a DUNGEONS & DRAGONS® game, almost anything can happen. What do you do when the PCs do something unexpected, something crazy? First, don't panic. Part of the fun of role-playing is all the odd things the PCs do. Don't let surprises bother you. Enjoy them!

When a PC wants to do something strange, ask yourself these three questions:

1. Do the rules permit it?
2. Is it possible?
3. Is it a form of movement, missile combat, magic, or hand-to-hand fighting?

Do the Rules Permit It?

When somebody tries something unusual, ask yourself whether the D&D® game rules allow the action. Usually the answer is "yes," because the DUNGEONS & DRAGONS game is flexible. But, if you do remember a rule against what the PC is trying to do, don't allow the action.

For example, a PC cannot run down a long corridor and stab a monster in the back during the same round. According to the rules, he can do only one thing per round: move or attack.

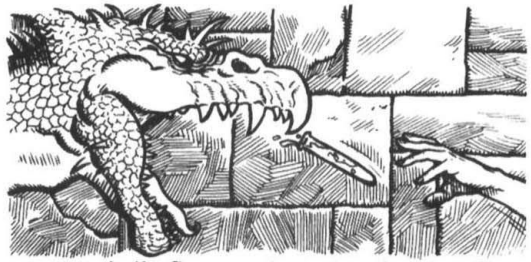
Of course, sometimes you may accidentally let somebody do something against the rules. When this happens, just keep playing. After you remember the rule, explain what you forgot. Let the players know they can't do the same thing again in the future. You don't need to make anybody take an action back or do it over.

Is It Possible?

Assuming the rules permit the special action, ask yourself if it seems possible. If the action seems impossible, don't let the PCs attempt it. Your word is the final judgment in this matter. When you think something is impossible then, in your game, it is.

Is It a Form of Movement, Missile Fire, Magic, or Hand-to-Hand Fighting?

Once you've decided an action seems possible and is not against the rules, you must determine whether or not it succeeds. First, ask yourself if the action is a lot like move-



ment, missile fire, magic, or hand-to-hand fighting. If it is, it happens in the same step of the Combat Sequence as that action. You make the same kind of die roll to see if it succeeds.

For example, suppose a magic-user wants to throw a poison potion down a monster's throat. Because he is throwing something, this is a form of missile combat. He makes a hit roll during the missile fire step of the Combat Sequence, applying all the modifiers that would apply to normal missile fire.

If the action is not like movement, missile fire, magic, or hand-to-hand fighting, treat it as if it were magic. The action occurs during the magic step of the combat sequence. To decide if it succeeds, have the character(s) most likely to be injured by it roll a saving throw. You choose which category the victim saves against; try to pick the one that has something to do with the special action.

For example, suppose a fighter wants to jerk a rug from beneath a monster's feet. This special action isn't much like any of the normal actions in the Combat Sequence. Therefore, we treat it as if it were magic. The fighter pulls the rug during the magic step of the combat sequence. To determine whether or not the monster falls down, it makes a saving throw against paralysis (falling down resembles being paralyzed more than it resembles any other saving throw).

Sometimes, an action should be easier or harder than normal. When this is the case, you may apply a bonus or penalty to the hit roll or saving throw. Use your own judgment as to how big the bonus or penalty should be. They should rarely exceed -5 or $+5$.

Also, die rolls are not normally required for movement. But if a PC is trying a difficult form of movement, like tightrope walking, you may require him to save against paralysis. If he fails, he falls off.

Remember, when it comes to special actions, you make the rules. By using your common sense and the guidelines above, you'll soon discover that they are a lot of fun.

Crazy Happenings

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place Adelle's counter in Room 14, near the door to Room 15. Place your counter and the orcs where they were at the end of the last adventure. If you're in Room 14 with Adelle, begin with section 1. Otherwise, begin with section 2.

1. "We've got to slow those orcs down," Adelle says. "You go back and draw their attention. Be ready to jump."
You run through the door and find yourself facing four astonished orcs.
Place your counter next to the first orc. Roll 1d6 to see if your sudden reappearance surprises the orcs. On a roll of 1 or 2, they cannot do anything during the first round of combat.
Continue with section 2.
2. You find yourself fighting four orcs!
Use the Combat Sequence to run the fight.

Combat Sequence

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first.
 1. Monsters and NPCs roll Morale Checks. The orcs have a morale of 6. Make a morale check for them after one is killed and again after the third one is killed.
 2. Anybody who is moving does so. On the first round of combat, Adelle positions herself at the edge of combat.
 3. Characters using missile fire attack.
 - a. They choose targets.
 - b. They make their hit rolls.
 - c. They roll damage for successful hits.
 4. Characters using magic cast their spells.
 - a. They choose targets.
 - b. Targets make saving throws.
 - c. The DM applies the results.
 5. Characters fighting hand-to-hand attack.

The orcs are AC 7.

- a. They choose targets.
- b. They make their hit rolls.

Here is the orcs' hit table:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

- c. They roll damage for successful hits. The orcs have clubs and cause 1d4 points of damage; they each have 3 hit points.

- C. The side that lost initiative completes all the steps under "B."
- D. The DM declares the results.
Once they fail a Morale Check, the survivors flee.

On round two, continue with section 3.

3. "Jump!" Adelle says, grasping the edge of the carpet you and the orcs are standing on!
This is the second round of combat. On Adelle's turn, she pulls the carpet. We will use the unexpected actions rules to determine whether she knocks the orcs off their feet (you're safe; she waited for you to jump).
If you think Adelle's action is a kind of movement, turn to section 4.
If you think Adelle's action is a kind of hand-to-hand attack, turn to section 5.
If you think Adelle's action is a kind of special action, turn to section 4.

4. You're right! In fact, there is no right or wrong way to handle unexpected actions. Just do what you think is best.
The orcs should Save against Paralysis or fall down. Continue with section 6.

5. You're right! In fact, there is no right or wrong way to handle unexpected actions. Just do what you think is best.
Adelle makes a hit roll against each orc. When she succeeds, the orc falls down. Continue with section 6.

6. Any orcs who fall must get to their feet on the next round. They can't do anything else. Adelle uses the same hit roll table as you do (using a mace +1 or a cursed sword -1). When the fight ends, Adelle finds a bag with two garnets she says are worth 200 gold pieces. It must have dropped from an orc's pocket. If you don't survive the combat, create a new character before continuing with the next Dragon Card.

What's the Difference Between a Combat and an Adventure?

Most combats last no more than ten or 12 rounds—about two minutes of game time. Yet, when the PCs enter a dungeon, they spend many hours of game time exploring it. What are they doing for all that time when they're not fighting?

Dungeons are dangerous places, full of monsters and treasure. Most of them are a series of dank rooms and twisting, dark corridors. If the PCs expect to escape a dungeon alive, they must be very careful as they move through it. They must accurately map its rooms and corridors so they can find their way back out. They must be on constant watch for deadly traps. Their ears must be tuned for eerie sounds that could mean disaster. They must try to find the monsters before the monsters find them. And they must discover where the treasure is hidden and get out alive with it.

An adventure covers all the time the PCs spend in a dungeon. It includes not only all the combats they have with the monsters, but all of the effort they spend mapping the dungeon, all of the time they spend avoiding traps, and all of the trouble they go to in order to recover the treasure. In short, an adventure includes everything that happens between the time the PCs enter a dungeon and the time they leave it.

Do I Run the Entire Adventure in Rounds?

Adventures often last for hours, sometimes even days, in game time. If you had to run the entire thing in rounds, it would take forever to play a DUNGEONS & DRAGONS® game. After all, there are 360 rounds in every hour!

In order to speed up play when the PCs are not involved in a fight, time during an adventure is measured in turns. One turn represents ten minutes of game time.

A turn is much more than a measure of how much time has passed, however. If each player had to describe every little thing that his character was doing during a D&D® game, the action would be pretty slow and boring. Instead, assume each PC automatically does the things a person exploring a real dungeon would do. He doesn't have to say he is walking, making sure that his torch continues to



burn, resting, pacing off exact distances so he can make his map, and so forth. A player has to describe only the unusual things his character does—such as listening at a door before opening it, checking a section of corridor for traps, etc. When it becomes crucial to know exactly what a character is doing every moment, such as when the PCs encounter a stranger in the dungeon, shift to rounds instead of turns to play the game.

What Can a Character Do in a Turn?

An unencumbered character can move up to 120' in a turn. Obviously, in ten minutes, a man can walk much farther than 120'. But remember all of the automatic things a character does. He's also making maps, peering down corridors, keeping his torch burning, etc.

As with rounds, characters carrying a lot of weight cannot move as fast as those carrying less weight. During a turn, characters can move three times the distance they can normally move during a round. (This happens to be the same distance they can run during a round). The table below lists how fast an encumbered character can move (in both turns and rounds).

Speed and Encumbrance Table

Encumbrance	Turn Move	Round Move	Running Move/Round
Up to 400 cns	120'	40'	120'
401–800 cns	90'	30'	90'
801–1,200 cns	60'	20'	60'
1,201–1,600 cns	30'	10'	30'
1,601–2,400 cns	15'	5'	15'
2,401+ cns	0'	0'	0'

Mule

Up to 3,000 cns	120'	40'	120'
3,001–6,000 cns	60'	20'	60'
6,001+ cns	0'	0'	0'

Regrouping

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter and Adelle's counter in Room 14. If you created a new character after the last adventure, begin with section 1. Otherwise, begin with section 2.

1. *You wake with a hood over your head and your hands tied. The last thing you remember is hearing some steps behind you.*

The muffled sound of fighting comes from somewhere ahead. The sounds continue for several more seconds, then suddenly stop.

A few minutes later, a female voice says, "What have we here?" She pulls the hood off your head, and you see that your rescuer is a beautiful elven maiden.

"Zanzer certainly has been busy," she says.

The elf introduces herself as Adelle, then offers you a suit of *leather armor +1* and your choice of a *mace +1* or a regular sword.

Adelle has all of the items your last character was carrying. Continue with section 2.

2. *"We'd better take stock of our supplies," Adelle says. "We should be prepared for anything, including running—so let's not carry more than 800 coins of weight each."*

Take a few minutes to look through the items on your Character Record Sheet (or on your previous character's record sheet). List the ones that you're going to keep on your Character Record Sheet, and list the ones you want Adelle to take on a piece of scratch paper. If either you or Adelle had a cursed item at the beginning of this Dragon Card, you cannot leave it behind.

If you have any potions, Adelle sips each one. The amber potion causes her to rise an inch off the ground, so she says it's a *potion of levitation*. The red potion heals a scratch, so she says it's a *potion of healing*.

The effects of both potions are described in the rule book.

No matter how many minutes of real time it takes you to make your choices, assume that one game turn passes for your character and Adelle. Remember, you don't have to account for every minute that goes into a game turn. Continue with section 3 when you're ready.

3. By now, Adelle is an important NPC and we should create a Character Record Sheet for her. As with most NPCs, instead of rolling her statistics randomly, we'll assign them based on what we know about her.

Character's Name: Adelle Kahoki

Alignment: Lawful

Class: Elf

Level: 2nd-level elf

Armor Class: Depends on the type of armor she wears (she has no Dexterity adjustments)

Hit Points: 4

Str 10; Int 15; Wis 12;

Dex 11; Con 8; Cha 16

Saving Throws: Normal elven

Languages: Common, lawful, elf, gnoll, hobgoblin, orc, and bugbear

Special Skills: Normal elven; *hold portal* and *detect magic*

Hit Roll Table: Same as yours

Magical and Normal Items: Write down all the things Adelle will carry.

Where Are the PCs When They're Not in a Dungeon?

Basic DUNGEONS & DRAGONS® game adventures always take place in dungeons. Obviously, however, PCs do not spend their entire lives underground.

When they're not on an adventure, assume that the Player Characters are in a nearby village or town. Here they can rest and recover from their previous adventures, buy new equipment, find safe places to store their treasure, etc. Everything that happens in this village takes place outside game time, however.

When you are ready to begin an adventure, tell the players that their characters leave the village and travel three or four hours (or three or four days) to the dungeon entrance. In the basic DUNGEONS & DRAGONS game, there is no need to worry about what the characters see outside of the dungeon.

What Happens When the PCs Reach the Dungeon?

When the PCs reach a dungeon, they should arrange themselves in a marching order. A marching order shows who is where while the party goes through the dungeon. If you are using counters to represent characters, each player should place his PC's counter in the correct place in line. If you're not using counters, then the players should make a list of who is where.

Generally, it is best if the PCs with the fewest hit points walk toward the center of the party. Those with the best armor and most hit points should be in the front and back. In a five-foot-wide corridor, PCs must move single file.

Whenever the players decide to change their marching order, they must inform you by changing the position of their counters or giving you a new list of their positions. Don't allow them to immediately change marching order when they run into something. If they are in a tight corridor or when combat threatens, it can take time to get into the new positions.

How Do the PCs Keep Track of Where They Are?

When the PCs explore the dungeon, one of the players should draw a map. The mapper will find it easiest to draw his map on graph



paper, but any sort of notebook or scrap paper can be used.

As the PCs move through the dungeon, you should describe what their characters can see: how far the corridor extends, how wide it is, if it turns, where any doors are located, etc. The mapper should listen to your description of the dungeon closely.

It is most important for the mapper to correctly draw directions, shapes, and approximate sizes of the rooms, so that the party will have a rough idea of the dungeon's shape. The mapper should not waste a lot of time determining exact measurements or filling in minute details, however—this slows down the game and will not help the PCs very much.

How Can the PCs See in the Dungeon?

Dungeons are dark places, so the PCs must bring a light source with them. A torch or lantern casts light 30 feet in all directions. Torches last six turns (one hour), and a lantern filled with a flask of oil lasts 24 turns (four hours). It is important to remember who is carrying the light sources because a person can carry only two items in his hands. A fighter could not carry a drawn sword, a shield, and a torch, for example.

Humans cannot see in the dark, but remember that elves and dwarves can. With their infravision, they can see up to 60 feet away—as long as there is no light source within that 60 feet to give them trouble. All monsters have infravision or some other way of "seeing" in the dark.

A Dark Room

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter and Adelle's in Room 14.

1. *Adelle points toward the door, then says, "Lead on."*

You listen at the door, inspect it for traps, and finally push it open. The area beyond is dark.

So far, all of the rooms on the Zanzer's Dungeon map have been outlined for you. This is because mapping a dungeon requires careful attention and detail, and we have been concentrating on other facets of the game.

You'll notice that the large square area between Rooms 14 and Room 20 is blank, except for the one-inch square grid and some room numbers. This is so you can practice mapping. As you move through this section of the dungeon, the text will describe the dimensions of the hall or room that you are in, as well as any doors or windows that you see.

You should use a pencil to note the locations of walls, doors, and other features on your map. Make your marks very light, as you will need to erase them before you begin your next group adventure.

If your character is a fighter, cleric, magic-user, thief, or halfling, continue with section 2.

If your character is an elf or a dwarf, continue with section 3.

2. *"What are you waiting for?" asks Adelle. "It's dark," you answer.*

"Oh, I forgot," the elf maid says. "You can't see in the dark."

She hands you a torch and tinderbox.

With the torch, you can see up to a distance of 30 feet in all directions.

Continue with section 3.

3. The door opens into a small hall. The hall is 5 feet wide and runs directly ahead for a length of 10 feet. At the end of the hall are two doors, each about 2½ feet wide.

Back at your end of the hall there are two more doors opening off the space directly ahead. One opens to your right and the other to your left.

Lightly draw the doors and walls as you think they are described above. Label the resulting hallway Room 15.

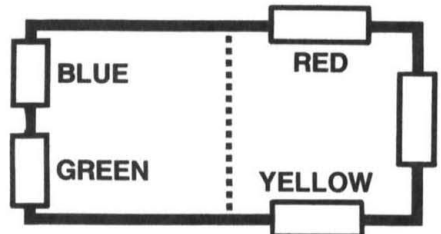
Continue with section 4.

4. *You and Adelle step into the hallway. All four doors are closed and appear remarkably similar, save for their color. The one on the right-hand (northern) side of the hall is red, and the one on the left-hand (southern) side of the hall is yellow. At the end of the hall, the door to the right is blue, and the door to the left is green.*

On your map, label the doors according to their color. Next, compare the map you drew to the one below. Make any corrections that are needed. Go back and try to figure out why you drew your map differently from the one below. If your map doesn't agree with the one below, don't feel as though you made a mistake. Trying to draw a dungeon from a written or verbal description can be confusing.

That's why, when you describe a section of dungeon to your players, you should always take a moment to review what they've drawn. If they've made any big mistakes, tell them—after all, if they were really standing in the dungeon, they would be able to see what it looked like much better than you can describe it. But don't worry about every little detail, like measuring exact distances and putting windows in exactly the right place. The player's map should be a rough drawing of the dungeon—not an exact survey.

Continue with the next Dragon Card.



What Happens When the PCs Reach a Door?

Dungeons are full of doors. Doors are usually made of wood and they are often reinforced with metal strips. They usually have metal hinges, though leather is also common. Most have a knob or ring for pulling them open or closed.

Doors are usually closed, and are often stuck or locked. Any character can open a closed door just by turning the knob, pulling on the ring, pushing it open, etc. After a door is opened, it usually swings slowly shut unless the PCs spike it (by tapping a spike into the ground or wall in front of it) or hold it open in some other way. Spikes are the dungeon version of doorstops.

If the door is stuck, a PC can try to open it by rolling 1d6. A result of 5 or 6 means the character kicked it open (modify this roll by the character's Strength score adjustment). One character per round can attempt to force open the door. If the PCs fail to open the door the first time, any monster that happens to be lurking on the other side does not have to make a surprise roll when the party opens the door.

Locked doors cannot be forced. A thief must pick the lock, or a magic-user must use a *knock* spell to open it. (Locked doors can be destroyed, however, as long as they are made of wood. This process usually takes at least one turn—and may attract monsters lurking elsewhere in the dungeon.)

Monsters can always open unlocked or stuck doors, but they cannot open locked doors (unless they have the key and know how to use it).

Is It Dangerous to Open Doors?

Whether a door is unlocked, stuck, or locked, what lies on the other side of it is always a mystery. There might be an ancient treasure, a damsel in distress, or more of the dungeon. There might also be a hungry dragon, a pit of poisonous gas, and it is even possible that the door itself might be trapped.

Smart PCs are always careful when they open an unfamiliar door. If they have a thief, they will usually ask him to check it for traps. When they do, you should roll d% whether or not the door is trapped (just to keep the players guessing). If the door is trapped and you roll a number less than or equal to the thief's Find Traps score, tell the thief that the door is



trapped. Otherwise, tell him that he has found no traps on the door (whether there are traps or not). Remember, if the thief finds a trap on the door, he must successfully remove traps on it before the door can be safely opened.

Smart PCs also listen at a door before opening it. Assuming that the nearby area is quiet, they might hear something from the other side of the door. When a PC listens, roll 1d6. On a result of 1 (1 or 2 for elves, dwarves, and halflings), they hear anything there is to hear on the other side of the door. When a thief listens at the door, roll d% and compare the result to his Hear Noise score. No character may try to listen at the same door more than once per turn.

Are There Hidden Doors?

Most of the time, a dungeon's doors are visible and the PCs can see them without making any special effort. They are just as obvious as the doors in your house. Many dungeons have secret doors, however. Secret doors are hidden or disguised so that they don't look like doors.

When PCs want to search for secret doors, they must tell you what area they are searching. (Each character can search one 10' x 10' area per turn.) Roll 1d6 for each PC searching (even if there are no secret doors in the area). On a result of 1 (1 or 2 for elves), the character finds the secret door.

Once somebody in the party finds a secret door and tells the others about it, everybody in the party can find the secret door—even if they leave the area and come back later.

Do All Doors Open Both Ways?

Sometimes doors are made to open from only one side. These doors cannot be opened from the other side and cannot be forced open. A magic-user's *knock* spell will open such a door from the wrong side, however.

Doors

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter and Adelle's counter in the hallway you have drawn.

1. "Which door?" you ask.

Adelle shrugs. "You choose."

Decide whether you are going through the red, yellow, blue, or green door. Mark your choice on a piece of paper. Because opening dungeon doors is risky, you listen at this one.

To determine whether you hear anything, roll 1d6. On a result of 1 (1 or 2 if you're a dwarf, elf, or halfling), continue with section 5. (Thieves can also use their Hear Noise ability; a d% roll of 30% or less indicates success.)

Otherwise, continue with section 2.

2. Just because you hear nothing on the other side doesn't mean the door is safe.

If your character is a thief, you check the door for traps. Roll d% and compare the result to your Find Traps ability. If the roll is 10% or less, continue with section 6.

If your roll is 11% or more, or you are not a thief, continue with section 3.

3. *You try the door; it doesn't budge.*

If you're at the red or blue door, it's locked. Thieves can pick the lock. (Roll d% and compare the result to his Open Locks score. If the roll succeeds, 15% or less, the lock opens.) If you're at the yellow or green door, it's stuck. Any character can try kicking it open. Roll 1d6 and modify the result by his Strength adjustment (if any). If the result is a 5 or 6, the door opens. (Note: An unmodified roll of 6 automatically opens the door, even if a Strength penalty adjusts the result to less than 5.) If the door opens, continue with section 7.

If the door doesn't open, continue with section 4.

4. "Should we try again?" asks Adelle. You shake your head. "Let's try another."

Return to section 1 and pick a different door. If you have failed at all four doors, you may attempt to open one you have already tried.

5. "I don't hear anything," you say.
Continue with section 2.

6. *You find no traps on the door.*
Continue with section 3.

7. *As the door opens, Adelle says, "Nice job! I wish I could do that."*

If you opened the red door, continue with section 8.

If you opened the blue, green, or yellow door, remember which one. This adventure will be continued on the next Dragon Card.

8. *You and Adelle step into a dark room. The door slowly closes with an eerie creak and ominous click. When you turn around, the door has vanished!*

"My father warned me about one-way doors," the elf says.

You try to find the door again, but you can't locate the handle, hinges, or anything else to indicate there is a door.

"Don't bother," Adelle says. "Unless one of us has a knock spell, we'd better start searching for secret doors."

The room serves as a parlor. It is 10 feet square. The one-way door is located in the southeastern corner. Using a pencil, lightly draw the room on your map.

Roll 1d6 for you and Adelle to see if you find any secret doors. As an elf, Adelle succeeds on a result of 1-2. If you are anything but an elf, you succeed only on a result of 1.

If you or Adelle roll a successful result, continue with section 9.

If you both fail, continue with section 10.

9. *After a lengthy search, neither you nor Adelle find any secret doors.*

Continue with section 10.

10. "I can't find a secret door," you say.

"Me either," Adelle answers, opening a scroll. "But I did find a knock spell."

She casts the spell toward the room's southeastern corner; the one-way door slowly creaks open. You and Adelle leave before it closes again.

Return to section 1 and try another door.

What Is an Encounter?

As the PCs make their way through the dungeon, they will meet a wide variety of creatures and run into many kinds of traps. These meetings are called encounters.

Often, an encounter begins when the PCs open a door and find a monster lurking in the room on the other side. Sometimes, the encounter begins when they meet a lost NPC wandering the halls of the dungeon, when they step onto a trap door, or when a monster begins hunting them down.

How Do I Run Encounters?

As soon as an encounter begins, play changes from turns to ten-second rounds. You should roll for surprise and initiative normally, then follow the Combat Sequence until you can tell whether or not a fight is going to break out.

If you don't already know how the NPCs will react to the party, you should make reaction checks during Step B1 of the Combat Sequence.

Just because you're using the Combat Sequence does not mean a fight is going to break out, however. Often, especially when the NPCs are human, the PCs start talking to the NPCs. When this happens, you do not need to use the Combat Sequence to run the conversation. Just play the NPCs and talk to the PCs as if you were having a normal conversation with them.

But the instant somebody reaches for a weapon or tries to cast a spell, you should begin using the Combat Sequence once more. Roll for surprise and initiative again, then use the Combat Sequence to resolve the combat.

How Do I Know When the Characters Have an Encounter?

There are two basic kinds of encounters: planned and wandering monsters. Planned encounters usually occur when the PCs reach a particular location, such as a room. They can also be triggered by certain events, such as lighting a torch in a dark, bat-filled cavern.

Planned encounters are thought out in advance. As the DM, you have decided that when the PCs enter a certain room or do a certain thing, they will meet monsters or an NPC or stand a chance of triggering a trap. Usually, you have decided how the monsters or NPCs react to the PCs, or what triggers the



trap and how it will affect them.

If you are using one of TSR's published DUNGEONS & DRAGONS® game adventures, this information is provided for you. Otherwise, you must make it up yourself before the game begins. (You will learn how to do this in the Opal Dragon Cards.)

Of course, not all of the monsters in a dungeon stay in one place. They often wander around the dungeon, and the PCs can meet them at any time and in any place. These are called wandering monsters.

To determine when the PCs meet a wandering monster, roll 1d6 at the end of every other turn. A result of 1 indicates that the PCs meet a wandering monster at the beginning of the next turn.

To decide what monster the PCs meet, you roll a die on a wandering monster table. TSR's published DUNGEONS & DRAGONS game adventures often include wandering monster tables designed specifically to be used with that adventure, but you can also use the more general wandering monster tables included in the rule book. If you have designed your own dungeon (as explained in the Opal Dragon Cards), you can even make up your own wandering monster table!

Once you have determined what kind of wandering monster the PCs meet, you should read its description. Find how many monsters there are by rolling the die indicated under "Number Appearing" in the monster's statistics. The monsters should appear 2d6 x 10 feet away from the PCs in any direction you choose.

When the encounter begins, you must use all your skills as a Dungeon Master to decide how the monster reacts to the PCs. If you are having trouble, remember that you can make a reaction roll to help you get started.

Meetings

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. Place your counter and Adelle's counter in front of the door you opened on the last Dragon Card. Assemble the blind man, the minotaur, and four zombie counters.

By now, your character may possess some means of healing himself. If you need to heal your character or Adelle and possess an item that will help you, use the item whenever you wish. There is no need to wait for instructions.

If you opened the blue door in the last adventure, begin with section 1. If you opened the yellow door, begin with section 2. If you opened the green door, begin with section 3.

1. *As you step into this room, several lamps light of their own accord and you see that it is a sleeping chamber. An old blind man stands at the side of the bed. A silver chain attaches his ankle to a golden ball.*

The blind servant bows, saying, "Welcome, master."

When you do not answer immediately, an alarmed frown crosses the slave's face. "You're not the master, are you?" he gasps.

This room is 15 feet (east to west) by 12½ feet (north to south). The door through which you entered is located in the southeastern corner. Use a pencil to draw this room on your map. Place the blind man counter along the northern wall.

You have just begun an encounter.

If you talk to the servant, continue with section 4.

If you attack the servant, continue with section 5.

2. *As you step into this room, a deep, rumbling voice says, "Ah, dinner time."*

In the middle of the room is a large dining table. At the far end of the table sits a large man with the head of a bull.

This is a ten-foot-square room. There are two doors in this room: one in the eastern corner of the northern wall, and another in the southern corner of the western wall. (You may have entered by either one.) Place the minotaur counter in the northwestern corner.

You have just begun an encounter. If you talk to the minotaur, continue with section 6.

If you attack the minotaur, continue with section 5.

3. *As you step into this room, you see it is a kitchen. "It seems strange for a kitchen to have such a musty odor," says Adelle.*

Four dead humans with rotting flesh step into view from the room's southwest corner. "I think I know why it smells," you say.

This room is 15 feet (east to west) by 12½ feet (north to south). There are three doors in it: one in the northern corner of the eastern wall, one in the southern corner of the eastern wall (you may have entered by either of these two), and one in the western corner of the southern wall. Place the four zombie counters in spaces closest to the door in the southwestern corner.

You have just begun an encounter. Continue with section 5.

4. *"Who are you?" you ask the servant.*

"Gorgo," the old man says. "Zanzer caught me trying to steal his treasure. I've been his slave since then."

"You've paid your debt," you say, striking his silver chain in two.

Gorgo smiles, then slips his hand beneath Zanzer's pillow and withdraws a scroll. "I've been waiting 50 years for someone to do that," he says handing you the scroll. "Here's your reward." With that, Gorgo vanishes into thin air.

The scroll contains two *cure light wounds* spells and a *web* spell. Continue by returning to section 1 of the adventure on Dragon Card #38 and choosing another door to open.

5. This combat will be continued on Dragon Card #40. Remember who you were fighting.

6. *"Thanks for the offer," you say, "but we're not hungry."*

The minotaur looks confused for a moment. Then he roars, "I am!" He rises and starts coming toward you.

"Nice try," Adelle says, "but we'd better think of something else—fast!"

Continue with section 5.

How Do I Run a Typical Game Turn?

Congratulations! You now understand the basics of running an adventure. You know the turn, the encounter, and the Combat Sequence. But doing everything at once might still seem a little confusing. To help you understand how they fit together, we've made three simple checklists.

Game Turn Checklist

1. *Wandering Monsters*: If the wandering monsters check at the end of a previous turn was positive, the monsters arrive now. They appear $2d6 \times 10$ feet away in a direction of DM's choice.

2. *Actions*: The PCs describe what their characters are doing (listening at doors, moving, searching for secret doors, etc.).

3. *Results*: The DM describes what happens:

a. If PC actions result in discovering something unusual (secret door, trap, etc.), the DM tells them what they found.

b. If the PCs entered an unmapped section of dungeon, the DM describes the area.

c. If the PCs have an encounter, continue play with the Encounter Checklist (below).

4. *Wandering Monsters Check*: Every other turn, the DM rolls 1d6. On a result of 1, the PCs encounter wandering monsters at the beginning of the next turn. Consult "Wandering Monsters" in the rule book (or on Dragon Card #39) to determine what kind of monsters they meet.

Encounter Checklist

1. *Game Time*: Game time switches from ten-minute turns to ten-second rounds.

2. *Surprise*: Both sides make surprise rolls.

3. *Initiative*: Both sides make initiative rolls to see who moves, talks, or attacks first. If combat or magic begins, play proceeds from this point with the Combat Sequence (below).

4. *Reactions*: If he does not know how the monsters will react to the PCs, the DM makes reaction rolls to determine their initial attitudes.

5. *Results*:

a. If the PCs trigger a trap, the DM applies the consequences (traps are discussed later).

b. If both sides talk, role-play the conversation until either agreement is reached,



one side flees, or a fight begins.

c. If the PCs run away, make a morale check for the monster or NPC to see if it chases them. If so, use the pursuit and evasion rules in the rule book (or on Dragon Card #33) to determine if they get away.

d. If one or both sides attack after the initial meeting, play proceeds with the Combat Sequence (below—start with Step A and roll for initiative again).

6. *Encounter Ends*: After the encounter ends, begin play with a new turn. Always assume that encounters take a full turn to resolve.

Combat Sequence

A. Each side rolls 1d6 to determine initiative.

B. The side that wins initiative acts first.

1. Monsters and NPCs roll Morale Checks.

2. Anybody who is moving does so.

3. Characters using missile fire attack.

a. They choose targets.

b. They make their hit rolls.

c. They roll damage for successful hits.

4. Characters using magic cast their spells.

a. They choose targets.

b. Targets make saving throws.

c. The DM applies the results.

5. Characters fighting hand-to-hand attack.

a. They choose targets.

b. They make their hit rolls.

c. They roll damage for successful hits.

C. The side that lost initiative completes all the steps under "B."

D. The DM declares the results.

When you finish with the back of this card, you're ready to play the third group adventure. Call your players together!

Battles

Lay the map sheet on the table with the Zanzer's Dungeon side facing up. If you were fighting a blind man, begin with section 1. If you were fighting a minotaur, begin with section 2. If you were fighting zombies, begin with section 3.

1. *"You want to fight, eh?" says the blind man. "That's fine with me." He picks up his golden ball and whirls it overhead.*

Put your counter and Adelle's counter near the door of this room, and put the blind man's next to the northern wall. There is no chance either side is surprised. Run the combat normally, using the Combat Sequence on the DM's screen.

The blind man is a cleric with AC 7 and 16 hit points. He uses the same hit roll table as you do, causing 1d8 points of damage when he hits with his golden ball. Since he has already cast all his spells, he attacks you hand-to-hand with the golden ball. (He won't attack Adelle.)

You and Adelle may attack the blind man however you wish. If you decide to withdraw or retreat, the man does not follow you.

If you defeat the man, you find a clerical scroll with two *cure light wounds* spells beneath the pillow on the bed. If the man kills your character, create a new one and meet Adelle in the hallway outside the bedroom.

When you and Adelle leave the bedroom, continue by returning to Dragon Card #38. Choose another door to open.

2. *The minotaur rushes forward to attack, swinging a heavy club.*

Put your counter and Adelle's near the door through which you entered the room. Put the minotaur's in any adjacent space. There is no chance that either side is surprised. Run the combat normally, using the Combat Sequence on the DM's screen. Remember that you and Adelle can use any of the items listed on your Character Record Sheets. (If you need to know more about the way they work, look up their descriptions in the rule book.)

The minotaur is AC 6, with 10 hit points. He has a morale of 12 and saves as a fighter. He can move 40' per round under normal

conditions. He causes 1d6 + 2 points of damage with his club. His hit roll table is listed below.

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	5	6	7	8	9	10	11	12	13	14

The minotaur always attacks you, ignoring Adelle. Should you withdraw or retreat, the minotaur follows and continues to attack. If you defeat the minotaur, you find four *healing potions* and a box of pearls (worth 1,000 gold pieces) in the dining room. If the minotaur kills your character, create a new PC and meet Adelle in the hallway outside the dining room.

Once you have dealt with the minotaur, you can leave by either door. If you return to the hallway outside the dining room, go back to the adventure on Dragon Card #38. Choose another door to open.

If you leave by the door in the southwestern corner, continue with section 3 on Dragon Card #39.

3. *Adelle points to the door in the southwest corner. "That way out."*

You'll have to fight to reach the door. Put your counter and Adelle's counter near the door through which you entered. Put the zombies in the spaces closest to the southwestern corner. Run the fight normally, using the Combat Sequence—but the zombies always lose the initiative roll.

The zombies are AC 8, have 5 hit points each, and save as fighters. They have a morale of 12 and are armed with clubs causing 1d6 points of damage. They will not leave their positions, and they attack both you and Adelle. Their hit roll table is listed below.

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	9	10	11	12	13	14	15	16	17	18

If your character is a cleric, you may wish to try turning the zombies. In this case, roll 2d6. On a result of 9 or higher, you succeed. Roll 2d6 again, then divide the result by 2 (the number of Hit Dice the zombies have) and round up. This is the number of zombies that turn and flee. Once you have dealt with the zombies, you find two *healing potions* in the kitchen.

Continued on the next Dragon Card.



What Are Experience Points?

During the adventure, you should keep a list of the monsters the PCs defeat. If you didn't, take a few minutes to remember what the monsters were. You may need the players to help you.

Each monster description includes an "XP value." This is the number of experience points (XP) the party earns for defeating that monster. Experience points represent the improvements in skills and abilities PCs gain from defeating monsters. When they have earned enough XPs, they become tougher and more powerful (explained on the next Dragon Card).

Add up the XPs for all the creatures that the PCs defeated during the adventure. If the PCs defeated a group of monsters, or convinced them to surrender, they receive the listed "XP value" for each monster in the group. But any monsters that ran away were not defeated; they escaped. The party does not earn any XPs for monsters that escaped.

Divide the total experience points by the number of characters in the party. This is how many XPs each character receives for defeating monsters. (Drop any remainders.)

In addition, each character gets one XP for each gold piece-worth of treasure he found. (Gold pieces are the standard unit of money in the DUNGEONS & DRAGONS game. They are explained later.)

As you award experience points to the PCs, those with unusually high or low Prime Requisite scores receive a bonus or penalty. Consult the Prime Requisite Adjustment table below.

Prime Requisite Adjustment Table

Prime Requisite	Bonus or Penalty
3-5	- 20 %
6-8	- 10 %
9-12	No Adjustment
13-15	+ 5 %
16-18	+ 10 %

What Happens After We Finish Playing?

Sooner or later, you and your players will get tired and have to stop playing the DUNGEONS & DRAGONS® game for the evening. If the characters have left the dungeon, assume they return to their base in town until you play again. If they are still in the dungeon, they should find a safe place to rest until the players can resume the adventure. In either case, there are a few things you should do: review PC supplies, have the players divide up their treasure, and award Experience Points. You can also review their exploits so far.

What Supplies Did the PCs Use?

Before an adventure begins, each player should make a list of his character's supplies. As the adventure progresses, he should cross off the supplies his character uses. At the end of the adventure, you should review each player's supply list. Can you remember anything he used and forgot to mark off his list? Did he forget to add something his PC picked up?

Don't worry if you and the players forget a few things, or if two people remember things a bit differently. In all the fun and excitement, that happens. It isn't as important to make a detailed note of everything the PCs used as it is to agree on what they have at the end of the playing session. If you feel strongly that the character shouldn't have something that the player says he does, however, remember that you're the DM. If you say a PC doesn't have an item, then he doesn't have it.

If the PCs are in a town, you should also let them buy replacement supplies. Buying supplies is explained later.

How Do the Players Divide Their Treasure?

As the PCs explore the dungeon, they will find treasure. After the session ends, take a moment for the PCs to go through the treasure they found. The players can decide who gets what themselves, but try to encourage them to pass out their goodies evenly.

The best way to divide magical treasures is to have each player roll 1d20. The player with the highest roll picks the first magical item, the player with the next highest roll picks the second item, and so on.



Final Escape

You do not need the map sheet for this adventure.

1. You find yourself in a long, dark corridor. "I know where we are!" Adelle says. "I'll have us out of here in no time!"

As she speaks, you notice three small bags on the floor. When you pick one up, you find 50 platinum coins inside.

Adelle takes the bag and looks inside. "By the Great Tree! Each of those coins is worth five gold pieces!"

You open another bag. This one contains a pearl necklace. You hand it to Adelle, then open the last bag. It contains a pair of sapphire earrings.

"Our escape worried Zanzer enough to make him evacuate his house," Adelle says. "He must have dropped this treasure on the way out. This necklace is worth 500 gold pieces," Adelle exclaims, "and those earrings are worth 700 more!"

"How do you know so much about jewelry?" you ask.

Adelle smiles. "I'm a princess."

Congratulations! You've escaped Zanzer Tem—for now. On your Character Record Sheet, note that you have 50 platinum coins worth 250 gold coins, a pearl necklace worth 500 gold coins, and sapphire earrings worth 700 gold coins.

Take a moment to review the other items on your Character Record Sheet and Adelle's. Did you remember to cross off everything you used? Think about the rooms that you went through. Did you forget to write down anything you found?

Continue with section 2.

2. "Thanks!" Adelle says, closing the bags.

"Hey! I found those!" you object.

Adelle sighs. "I guess we've both earned this treasure, so we should split it evenly."

Divide the treasure so that you and Adelle have the same amount (valued in gold coins). Also divide the magical items. Adelle will trust you to be fair, requesting any items that only a magic-user or elf can use. If either of you have a cursed item, it doesn't count as part of the magical treasure, and it can't be given to the other person. (By the way, if you have a scroll with an unknown magic-user spell, once you find someone to use a *read magic* spell

on it, you discover that it contains a *web* spell.)

Continue with section 3.

3. Adelle leads you through dark tunnels to a ladder. You climb out into a forest meadow. Adelle points west. "That way is your home," she says. By the time you look back to her, she has vanished into the woods.

During the adventure, you should have kept a list of the monsters your character and his companions defeated. If not, think back and make the list now. Include only monsters that your current character defeated, not those done in by any dead characters.

Look up each monster in the rule book and write down how many experience points are listed for it. If you defeated human enemies, see the Experience Points for Monsters Table in the rule book to figure out how many experience points they were worth.

If your character survived the entire adventure and you defeated all the monsters you met, your list would look like this:

Monster	XP
Hobgoblin	15
Two orcs	10 each
Goblin	5
Two bugbears	75 each
Kobold	5
Wolf	25
Two guards	10 each
Four orcs	10 each
Two hobgoblins	15 each
Blind man	125
Gnoll	20
Minotaur	275
Two goblins	5 each
Four zombies	20 each

Add all of these experience points together (if you defeated all the monsters, the total would be 820). Divide the total by two; the result is the amount of experience points you and Adelle each receive for defeating monsters.

You also earn 1 experience point for each gold coin worth of treasure you have (after dividing it with Adelle). Add this to the amount you received for defeating monsters.

Finally, adjust this amount of experience by any Prime Requisite bonuses or penalties you have (see the Prime Requisite Adjustment Table). Write this final adjusted score under experience on your Character Record Sheet.

What Is a Level?

PCs earn experience points (or XPs) for finding treasure and defeating monsters. When they earn enough XPs, they go up an experience level.

Experience levels indicate a character's power. Each time a character's level goes up, he gets to roll another hit die (and add or subtract his Constitution score adjustment) and add the result to his hit points. Spellcasters can learn more spells and special abilities of other character classes improve. Sometimes it also becomes easier for a character to hit his target in combat. His saving throws may become easier to make. When a character goes up a level, you and the player should look at the character's class description in the rule book to see what improvements he earns.

Each character class has a separate experience table (in the rule book). This table lists how many XP a character needs to reach his next level, what he should be called, and, if he is a spellcaster, how many spells he gets.

For instance, look at the Cleric's Experience table below.

Cleric Experience Table

XP	Level	Title	1st-level Spells	2nd-level Spells
0	1	Acolyte	—	—
1,500	2	Adept	1	—
3,000	3	Priest	2	—
6,000	4	Vicar	2	1
12,000	5	Curate	2	2

The cleric starts his career with 0 (zero) XP. That makes him a 1st-level cleric, or an acolyte. When he has earned 1,500 XP, he becomes a 2nd-level cleric, or an adept.

At this point, he rolls 1d6 (the cleric's hit die) and adds the result to the number of hit points he has. His ability to turn undead improves. He can also now memorize and cast any one 1st-level clerical spell per day (spell levels are explained below).

How Many Kinds of "Levels" Are There?

Experience level represents how powerful a character is. The word "level" is used several ways in the DUNGEONS & DRAGONS® game. It usually describes how powerful something is. There are three other kinds of levels listed below.



Spell Level: A spell's level gives some indication of the power and difficulty of the spell. Generally, spells of lower levels are easier to learn and less powerful than spells of higher levels. For instance, a 1st-level spell is less powerful than a 3rd-level spell. As a spellcaster rises in experience level, his experience table will list how many spells of each level he can cast.

Monster Level: A monster's level indicates the toughness and ferocity of a monster. A monster's level is equal to its number of hit dice (ignore any + or - adjustments that follow the number of hit dice).

Dungeon Level: Dungeon level usually refers to how far a dungeon is below ground. For example, a 1st-level dungeon is one level below ground (usually about 10 feet). A 3rd-level dungeon is three levels below ground (about 30 feet). The deeper the dungeon, the more dangerous it becomes. Generally speaking, most characters should avoid exploring dungeons with a higher level number than their experience level. For instance, 1st-level characters may find the monsters in a 3rd-level dungeon too tough for them.

Going Up

As a new PC with 0 experience points, your character was a 1st-level character. By the time he escapes Zanzeb, however, it is likely that he will have acquired enough experience points to go up in level.

Look at the Experience Table for your character's class in the rule book. If your character's experience point total is equal to or greater than the number listed next to the entry for 2nd level, he has gone up a level. When a character goes up in level, his statistics are adjusted to reflect the increase in his skill and power. Follow the procedure below to adjust your character's statistics.

1. Change the number in the level space to his new level (2, in this case).

2. Roll the hit die indicated for your character's class. Add or subtract any Constitution bonuses and increase your character's hit points by this amount.

—Fighters use a d8 for a hit die.

—Clerics use a d6 for a hit die.

—Thieves use a d4 for a hit die.

—Magic-users use a d4 for a hit die.

—Dwarves use a d8 for a hit die.

—Elves use a d6 for a hit die.

—Halflings use a d6 for a hit die.

3. Check your character's new level on the master Hit Roll table in the rule book or on the DM's screen to see if his hit roll has improved. Write down any changes in the Hit Roll table on your Character Record Sheet. (Your character's hit rolls will not change at 2nd level, however.)

4. Check your character's new level on the master Saving Throw table in the rule book or on the DM's screen to see if his saving throw numbers have improved. Write down any changes in the saving throw circles on your Character Record Sheet. (Your saving throw numbers will not change at 2nd level, however.)

5. Check to see if your characters' special abilities have improved:

Fighters have no special abilities.

Clerics use Level 2 on the Cleric Turning Undead table.

Also, at the beginning of each adventure, or each day if the adventure lasts more than one day of game time, the cleric can choose

one 1st-level clerical spell and cast that spell once per day.

Thieves use Level 2 on the Thief Special Ability table.

Magic-Users gain the ability to memorize and cast another 1st-level magic-user spell each adventure or day (for a total of two 1st-level spells).

Also, the DM selects another 1st-level spell for the magic-user to put in his spell book (if you wish, you may allow the magic-user to select his own spell).

Dwarves get no special ability improvements at 2nd level.

Elves gain the ability to memorize and cast another 1st-level magic-user spell each adventure or day (for a total of two 1st-level spells).

—Also the DM selects another 1st-level spell for the elf to put in his spell book (if you wish, you may allow the elf to select his own spell).

Halflings—none of the Halfling's special abilities improve.

6. Look at your character class's Experience table (on the DM's screen or in the rule book) and write the number of experience points your character needs to go up to the next level (in the space labeled "Needed for next level").



How Do I Run a Campaign?

A campaign is your PCs' adventures strung together like a novel or a comic book.

The PCs' adventures take place mostly in dungeons. But sometimes they need to come into town. In the DUNGEONS & DRAGONS® game, we don't role-play these times. But they are important parts of a campaign. There are three things that PCs commonly do in towns: heal, buy equipment, and hire retainers.

How Do the PCs Heal?

Most of the time, PCs are healed through magical means, perhaps by drinking a potion or having a spell cast on them. Magical healing occurs instantly, without any need to rest.

Sometimes, however, there is no magical means of healing available. The PCs must heal themselves by resting. For each full day a character spends resting, which means doing nothing but lying in bed, he recovers 1d4 hit points.

When a character is in town resting, don't use turns for game time. Just say, "Another day passes. Roll 1d4 to heal."

Different methods of healing can be combined to recover hit points. A PC could rest, drink a healing potion, and have a cleric cast a *cure light wounds* on him in the same day.

Some monsters do more than bite. Some inflict diseases. The PCs might also have picked up a cursed magical item in their treasure. A high-level cleric can cast *cure disease* or *remove curse* spells if they need them, at a substantial cost. Clerics ask for donations in return for their services. Usually these donations amount to 1 gold piece per hit point of damage healed, 100 gold pieces to cure a disease, and 500 gold pieces to remove a curse.

How Do PCs Buy Equipment?

The basic unit of money in the DUNGEONS & DRAGONS game is the gold piece (gp). A gold piece is one gold coin. The value of all other coins is related to the gp. The Money Conversion chart below lists the value of all coins.

Money Conversion Chart

1 gold piece	=	100 copper pieces (cp)
1 gold piece	=	10 silver pieces (sp)
1 gold piece	=	2 electrum pieces (ep)
5 gold pieces	=	1 platinum piece (pp)

Electrum is a combination (or alloy) of silver and gold. The value of all gems and jewelry can be measured in gps as well.

In a town, a PC can use gps or an equivalent amount of treasure to buy any item on the Item table (on the DM's screen and in the rule book) for the listed value. He cannot buy anything unless it is listed on the table. (Therefore, he cannot buy any magical items.)

The PCs may sell any item for 1/2 the listed value. Magical weapons and such can be sold for some fraction (roll d%) of the full value of the regular item. Magical scrolls and other unlisted items can be sold for 1d20 x d%. But when it comes to magic, NPCs are much too cautious to ever buy a cursed item.

How Do PCs Hire Retainers?

Retainers are NPCs hired by the PCs to help round out their group. Retainers are always 1st-level characters. Run them just like any other NPC, but you should roll up a complete set of character statistics for each one.

Any party with less than four PCs can hire enough retainers to make a party of four. A party of four can hire up to two retainers. A party of five can hire one retainer.

Each retainer expects to get a full share of the treasure. Each gets a full share of all experience points awarded. Retainers who are not treated well will leave.

As NPCs, retainers are subject to morale checks, just like monsters. The morale of the retainers depends on the Charisma score of the person who hired them.

Charisma Score	Retainer Morale
3	4
4-5	5
6-8	6
9-12	7
13-15	8
16-17	9
18	10

Once a retainer fails a morale check and runs away, he won't return until the battle is over.

In Town

By now, we can assume your character has found his way to town with all of the treasure he found in Zanzer's Dungeon. What does he do now?

One of the first things any character must worry about is health. Before he can go on another adventure, he must recover from the last one. Therefore, most PCs return to their base of operations, or at least a safe-looking inn, and spend a little time resting.

A player who wants his character to recover simply says, "I'm going to rest." The player rolls 1d4 to see how many hit points his character recovers, and he adjusts the character's current hit point status accordingly. If he wants to spend another day healing, he says, "I'm going to rest another day." He rolls 1d4 again to see how many more hit points his character recovers. He can keep resting until his character is completely healed.

If your character is wounded, you should have him recover now. Keep rolling 1d4 until he recovers all his hit points. The number of times you roll is how many days it takes to recover.

Sometimes, a player may not want much time to pass while his character recovers. This may be true when he has left a dungeon partially explored, or when only one member of the party is badly wounded. Sometimes, a character may also be suffering from a disease or from a terrible curse laid on him by a magic-user or an evil weapon.

In such situations, the PC can find help from a local, high-ranking cleric. Such clerics are accustomed to healing PCs; they have special spells or potions for whatever ails the PC.

Their help does not come cheaply, however. As the DM, you should decide how much the cleric asks as a donation for his services. A good rule of thumb is that an NPC cleric will demand a donation of 1 gp for every hit point of damage he is asked to heal, a minimum of 100 gp for curing a disease, and a minimum of 500 gp for removing a curse. You should adjust this figure according to how much the PC can afford (up to 50% of his treasure).

There is no need to role-play these encounters. The player just tells the DM what he wants, and, assuming the DM feels it is appropriate, the DM tells him how much it will cost. Assuming the player stills wants the service, he subtracts the appropriate number

of gold pieces from his Character Record Sheet.

If your character has a cursed item, he can get rid of it by asking the local cleric to remove the curse. In return, the cleric asks for a donation of 500 gp (700 gp if you have two cursed items). If you still want to be rid of the cursed item, subtract the appropriate amount from your character's treasure.

The next thing a character may do is buy equipment so that he'll be better prepared for his next adventure. PCs can buy anything on the Item table (in the rule book or on the DM's screen) for the price listed. They can also sell spare equipment for 1/2 the listed price as long as it's in good condition.

Again, there is no need to role-play the transaction. The player simply tells the DM what he wants to buy, the DM tells him how much it will cost. The player subtracts the appropriate amount from his treasure, then lists the items he bought on his Character Record Sheet.

If you wish to buy anything for your character, simply subtract the appropriate amount from your treasure and add the item to the list on your Character Record Sheet.

Finally, a character may wish to hire retainers. This, also, is a simple process. The character tells the DM how many retainers of a particular class he wishes to hire, and the DM tells him how many are available. Generally, they demand a full share of all treasure found as payment. But, at the DM's discretion, they may agree to a daily payment rate instead—especially if the PCs are 3rd level or higher.

Usually, the DM should not allow parties with six or more PCs to hire retainers. But any party with less than four members should always be allowed to fill out its number to four. The DM then creates NPC characters, with full statistics, for the retainers.

Your character can now hire up to three retainers of any class. They each demand a share of all treasure you find as payment.



How Do I Make My Own Dungeons?

A dungeon is a group of rooms connected by corridors. It can be a cave, an abandoned mine, or a crypt. It can be an ancient temple, the basement of a stormy castle, or anything you can imagine—as long as it is filled with monsters and treasure!

But there is more to making a dungeon than drawing a map and filling the rooms. A good dungeon is carefully planned. There is a reason for it to exist. All of the puzzles, monsters, and traps fit together and hint at this reason.

It may sound difficult to design a dungeon like this, but it really isn't so hard. Just follow these step-by-step instructions.

1. Choose a Scenario: A scenario is the idea or theme that gives the PCs a reason to explore the dungeon. For instance, a curious sage hires the party to map an unexplored cavern. Maybe the commander of the militia sends the PCs to investigate an enemy outpost. Perhaps the king asks the PCs to rescue a kidnapped princess.

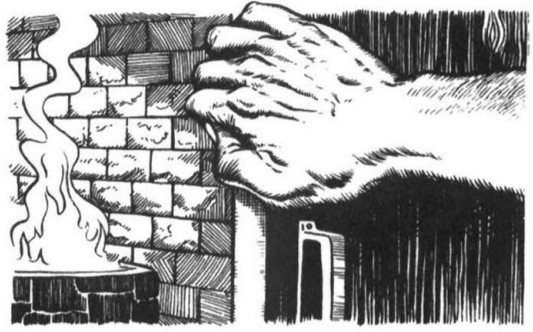
Everything in the dungeon should fit into the scenario in a logical manner. This will make the adventure seem more interesting and fun.

2. Decide on a Setting: You should decide what type of dungeon best fits the scenario you have chosen: a cave, an abandoned mine, a castle basement, or any other setting that suits your purpose. Don't start making your map yet. Just decide what kind of setting you're going to use.

3. Select Special Monsters: Based on the scenario, choose some special monsters to inhabit the dungeon. If the scenario suggests that an evil intelligence is after the PCs, be sure to select this monster and some of his toughest associates. Special monsters should be 2-4 levels higher than the PCs, depending upon how tough you want to make the dungeon.

4. Draw the Map: Now, use a pencil and graph paper to draw a map of your dungeon. The first thing to do is choose a scale. Usually, the scale is one square equals 5 feet. If that doesn't give you enough room, use one square equals 10 feet or any other scale you need.

Next, draw the outside shape of the dungeon. Fill the interior of the dungeon with rooms and connect them with corridors. This will be a map of one dungeon level.



Draw separate levels on separate pieces of paper. When you draw your map, indicate how the PCs can get from one level to another. Levels can be connected by stairs, slides, chutes, etc. Be sure they line up from one level to the next.

5. Stock the Dungeon: Place all the special monsters in their rooms or areas. Next, roll 1d6 for each of the remaining rooms and consult the Room Contents table below to see what it contains.

Room Contents Table

Roll	Contents	Treasure
1-2	Empty	10% chance
3	Trap	35% chance
4-5	Monster	50% chance
6	Special	No treasure

At first, you should place monsters, traps, and special items randomly. The next Dragon Card explains how to do this. (After you master random placement, you can adjust room contents to best fit your own scenario.)

When there is a chance that the room contains treasure, roll d%. If the roll is equal to or less than the chance listed, the room contains treasure. The next Dragon Card explains how to tell how much treasure a room contains.

6. Fill in the Details: After stocking the dungeon, make notes on what kinds of things the PCs will smell, hear, feel, or see as they pass or look into a room. Usually, one or two details per room is enough.

7. Make a Wandering Monster List: Pick ten monsters the PCs might meet wandering through the dungeon. Try to pick monsters within two levels above or below the levels of your PCs. Assign each monster a number from one to ten. When an encounter with a wandering monster occurs in the normal turn sequence, roll 1d10 to see which monster the party meets.

New Frontiers

Lay the map sheet with the Zanzer's Dungeon side facing up. There was lots of dungeon left after your PC left Zanzer's kitchen. We'll detail the rest so your players can adventure in it.

1. Choose a Scenario: In this case, the scenario has already been chosen—the PCs must escape from the jail of the evil wizard, Zanzer Tem, before becoming slaves in his salt mines. Keep this scenario in mind as you plan the rest of the dungeon.

2. Decide on a Setting: Since the scenario mentions Zanzer's salt mines, the dungeon should be a man-made mine rather than a natural cavern. With its uniform tunnel widths, square corners, and work rooms, Zanzer's dungeon fits the scenario.

3. Select Special Monsters: Zanzer Tem is the special monster in this dungeon. We should detail his statistics.

Character Name: Zanzer Tem

Alignment: Chaotic

Class: Magic-User

Level: 4th

Treasure Type: F

Armor Class: 6

Hit Points: 12

Str 11; Int 18; Wis 11;

Dex 16; Con 11; Cha 10

Languages: Chaotic, Common, Hobgoblin, Gnoll, Orc

Zanzer Tem is a 4th-level magic-user with the following spells:

1st level: *sleep*, *magic missile*

2nd level: *invisibility*, *web*

He wears a *ring of protection +1*, which gives him a saving throw and AC bonus of +1. His Dexterity is 16, which gives him an AC and missile fire bonus of +2. His AC already reflects these adjustments.

Zanzer Tem likes to fight from ambush, using his *invisibility* spell to remain unseen until he attacks. If possible, he uses his spells first, then flees when they are done. He will use his dagger in melee only as a last resort.

Zanzer Tem is always accompanied by two bugbear bodyguards. Their statistics are listed in the monsters section of the rule book. But you should decide what kind of weapons they use. You should roll their hit points ahead of time. Note this on the same sheet as Zanzer's information.

4. Draw the Map: This dungeon has already been drawn. The scale is one square = 5 feet, and it has only one level.

5. Stock the Dungeon: Most of this dungeon has been stocked (see the group adventure). However, five rooms are left for you.

Use the Room Contents table to stock rooms 24, 25, 26, 27, and 28. Write down the result of your rolls for each room. You will learn how to determine exactly what monster, trap, special item, or treasure the room contains on the following Dragon Cards.

6. Fill in the Details: Most details in this dungeon have already been filled in (on the group adventure), but you should decide what is in rooms 24, 25, 26, 27, and 28. Then list one or two things the PCs might hear, see, or smell in each room. For instance: Room 24 is a dining hall with a large table and lots of chairs; Room 25 is a kitchen with smells of cooking, etc.

7. Make a Wandering Monster List: Look through the monsters in the rule book and pick ten that the PCs might meet. Try to choose monsters that fit the scenario.

Since Zanzer is running a salt mine, there might be a lot of demihuman monsters. There might be goblin and kobold servants. There could be orc, hobgoblin, ogre, minotaur, gnoll, or bugbear overseers. Tem might keep ferocious watch-pets, like the wolves. There could even be giant pests, like giant fire beetles.

How Do I Make Random Monsters and Treasures?

As you play the DUNGEONS & DRAGONS® game, there will be many times when you must make up a monster or treasure on the spur of the moment. It is usually easier to generate what you need randomly than it is to make it up in your head.

How Do I Generate Random Monsters?

Find the Wandering Monster tables in the rule book. Select the table for the dungeon level that you are stocking.

Roll 1d20 to determine the monster. If the monster doesn't fit your scenario, roll again (or just pick another monster). To see how many monsters there are, roll the indicated die. Consult the monster descriptions in the rule book to see how many hit dice they have. Then determine their hit points normally.

How Do I Generate Random Treasures?

When the PCs encounter a monster, there is always a chance that the monster has treasure.

Look up "Orc" in the "Monsters" section of the rule book. Like all monsters, there is a line in its statistics that reads "Treasure Type:" (third line from the bottom). Two letters follow the "Treasure Type:" line—(P) and D.

The letter in parentheses tells what kind of personal treasure the orc carries with it. If the PCs encounter more than one orc, each orc has that much treasure. The letter without parentheses tells what treasure the orcs keep in their lair. No matter how many orcs the PCs find, there is only one lair treasure, which is located in the lair, where dozens of orcs are protecting it.

Often, a monster has only one letter listed after "Treasure Type." If the letter is in parentheses, it means the monster does not leave any treasure in its lair (which usually means it doesn't have much). If the letter is not in parentheses, it means the monster leaves all its treasure in its lair. The PCs will not find this treasure unless they find the monster's lair.

Look at the Treasure Types table in the rule book. To determine how much treasure a monster has, follow this procedure (also out-



lined in the rule book):

1. Find the treasure type listed in the monster description.

2. Read across the row to find out the kind and quantity of coins, gems, jewelry, and magical items that type of treasure might contain.

3. A percentage is given for each kind of coin, gem, jewelry, or magical item that might be found. Roll d% to see if that kind of item is present in this treasure hoard. If you roll a number equal to or less than the percentage listed, then that kind of item is present in the treasure hoard.

4. For each kind of item the hoard contains, roll the indicated dice to find out how much of it there is. If there are any gems or jewelry in the hoard, roll on the Gem Value table or the Jewelry Value table in the rule book to determine how much it is worth.

5. If any magical items are present, use the Magical Item table in the rule book to determine what the PCs find. Often, the Treasure Types table will indicate a particular kind of magical item. When this is the case, go directly to the appropriate Magical Item sub-table to determine what item is present.

Remember, treasure is heavy. Just because the PCs find a huge hoard of treasure doesn't mean they'll be able to carry it away. See the Encumbrance rules in the rule book.

When you are stocking a dungeon, the Room Contents table determines the treasure to be found. If it says there is no treasure in a room, there isn't, even if the monster description lists a treasure type for the monster.

Also, if the Room Contents table says to place a treasure and the monster's description says he has a lair treasure, then this room is the creature's lair. It should have the lair treasure. It should also have as many monsters as usually are found in the lair, according to the monster's description.

If the Room Contents table says to place a treasure in a room with no monster, use Treasure Type K or L on the Random Treasures table in the rule book to determine the kind of treasure in the room.

Monsters

There are two ways to choose the monsters that go into the rooms the Room Contents table indicates should have monsters: select them deliberately, or pick them randomly.

Selecting monsters deliberately creates a more logical dungeon. It makes the scenario seem more important and emphasizes the story. This is the method that most professional adventure writers use when they create a dungeon. Selecting your monsters deliberately requires more thinking than picking randomly, but it isn't much harder.

The first thing to consider is the room in which you are placing the monster. Try to imagine what a monster might be doing there. Then look through the "Monsters" section of the rule book. Pick a monster that fits both the scenario and the activity in the room.

Such monsters should be no more than three levels higher or lower than the average level of your PCs. For monsters of lower level than your PCs, put a group in the room. It is okay for monsters two levels lower than the PCs to outnumber the party by two-to-one. On the other hand, if the monsters are higher level than the PCs, the party should outnumber them. If you wish, you can even place several different kinds of monsters in the same room, as long it makes sense for them to be together.

Picking monsters randomly makes the dungeon unpredictable and more surprising. The PCs are less likely to guess what they'll find when they open a door, but it sometimes makes the dungeon feel unreal.

Use either of these methods to choose the monsters for the rooms the Room Contents table indicates have monsters. If you pick monsters randomly, use the Wandering Monster table for Dungeon Level I in the rule book.

Write down the room number, the name of the monster, and the monster's statistics. Specify what kind of weapon it uses (if appropriate) and roll its hit points.

Treasure

When the Room Contents table calls for treasure in a room with a monster in it, it is best to use the Treasure Type table listed in the monster's statistics to generate the treasure. If two treasure types are listed, use the letter in the parentheses.

The other letter refers to the amount of treasure found in the lair of an entire tribe. There should never be more than one lair treasure in any dungeon, and it should always be deliberately placed near a special monster.

When the Room Contents table calls for treasure without a monster, use Treasure Type K or L to determine what the room contains.

In our dungeon, Zanzer Tem is the special monster, so his treasure is the lair treasure. On Dragon Card #44, his statistics specify Treasure Type F. How did we pick this treasure for his lair treasure?

Generally, a beginning dungeon should contain enough treasure to give each PC 1,000–2,000 experience points. We assume there will be four to eight characters in the PCs' party. Since PCs receive 1 experience point for every gold piece, this means the treasure in Zanzer's dungeon should be worth about 8,000 XP.

Look at the Average Treasure Value table in the rule book or on the DM's screen. This table lists the average value, in gold pieces, for each Treasure Type. Treasure Type F has an average value of 7,600 gp, and Treasure Type I has an average value of 7,500. Either one of them would have been a good choice for Zanzer's dungeon, but we chose Treasure Type F because there is a higher chance of finding magical items on this table. Since Zanzer Tem is a magic-user, Type F seemed like a good choice.



How Do I Make Random Traps?

A trap is a device someone has prepared to injure, delay, or confuse intruders. Traps can be concealed in nearly any location: a door, wall, ceiling, table, chest, on a coin, weapon, or even on an animal.

When you stock your dungeon, you can use the Room Contents table to pick trap locations randomly. But you should always choose the kind of trap you use carefully. Always select a trap that seems appropriate to the scenario. Try not to use traps that will kill PCs in one swift blow (especially if your players are just learning the game).

When you use a trap, take into consideration how experienced your players are and what level their characters are. Here are some typical examples of traps:

Blade: A blade sweeps out, down, or up, causing 1d4 points of damage to anyone it hits. Save vs. Paralysis to dodge the blade and suffer no damage.

Dart: A tiny dart shoots out, striking anybody in its path. Victim must Save vs. Poison or become so ill that he can do nothing for three turns.

Explosion: Something blows up, stunning everyone within a ten-foot radius for 1d6 rounds (treat as if they were surprised). Victims who Save vs. Dragon Breath suffer half damage.

More traps are listed in the rule book in the "Traps" section.

To design your own trap, decide what you want it to accomplish. Most traps inflict damage, but some just delay the party, confuse them, or force them to use up their supplies.

Next, decide what happens when the trap is triggered (the ceiling collapses, a poison needle pricks a PC, gas starts hissing into the room, etc.). If the trap inflicts damage, decide how much. This figure can be either a die roll or a set amount of damage, but the trap should not inflict enough damage to kill a healthy PC outright.

Finally, decide what kind of saving throw the characters can make to lessen or avoid its affects (see the Saving Throw rules). Traps that don't allow saving throws should be very rare.

What Are Special Items?

A special item is anything unusual that you place in your dungeon. Like a trap, you may pick its location randomly, but you should



select what kind of special item you use. A special item should not be an encounter or inflict damage directly, but it may increase the likelihood of either of these things happening.

Some examples of special items are the following:

Alarm: The PCs trigger an alarm that rings throughout the dungeon. Roll for wandering monsters every turn instead of every other turn.

Sound: The room screams when the PCs step through the door. Nothing happens as a result.

Shifting Room: As the PCs enter a room, it turns 90°, so that the door opens into a different corridor than the one from which they entered. The PCs must Save vs. Spells to notice the movement.

Many more special items are listed in the rule book.

To design your own special item, simply decide what unusual or peculiar thing will happen when the PCs enter the room (or corridor). The only requirement is that the special item should fit your scenario.

Traps

The Room Contents table may have called for you to put a trap in one or more of your rooms. When you put a trap in a room, always choose the trap deliberately, trying to pick something that fits both the scenario and the nature of the room.

Avoid traps that kill the PCs outright, for players whose characters die in traps often feel cheated and upset—even if they sprang the trap through their own error! Never use a trap the PCs have no opportunity to avoid through careful play. While somebody might not have a chance to avoid a deadly trap in the real world, that is no excuse to be unfair in your DUNGEONS & DRAGONS® game. The purpose of a D&D® game is to have fun, and it is no fun for a player to have his character killed just by accident.

Traps are put in place to guard something, such as a treasure chest or the entrance to a secret hideout. So, when making up or choosing your trap, consider the type of room it is in. What does the room contain that somebody might want to guard? Here are some examples.

Room	Item Guarded
Vault	Treasure chest
Kitchen	Food pantry
Library	Magical tome
Barracks	Locker
Parlor	Valuable painting
Armory	Weapon cabinets
Jail	Cell doors

After deciding what item your trap guards, you must decide what the person guarding the item was trying to accomplish. Was he just trying to warn off anybody fiddling with his property? Or did he want to capture someone who was trying to steal it? Perhaps he simply wanted to know when somebody opened a certain door or moved a certain piece of furniture.

Write down what the person guarding the item in your room is trying to accomplish.

Obviously, a person guarding an item will try to set a trap that accomplishes his purpose. In the three examples above, the person warning off those fiddling with his property might use an electric shock to zap potential meddlers. The person who wanted to capture someone trying to steal his property might have rigged up an iron cage that falls into place when the item is touched. The person

who simply wants to know when something is touched or moved would probably use an alarm of some sort, such as a bell or gong.

Look through the traps in the rule book and choose one that seems to fit your needs. Or you can make up your own trap. Just decide how your trap works and what happens when it is triggered. Remember, you can use magic to explain how a trap works. Be sure to specify the trap's effects on the character who triggers it. Also, tell how he can avoid or decrease those effects. Write this information down. You've just set your first trap!

Special Items

The Room Contents table may have called for you to put a special item in one of your rooms. Like traps, you should always choose special items carefully and deliberately, trying to pick something that fits both the kind of room and the scenario. Remember, too, that special items should not do any direct damage to the PCs—although they can be used to confuse, mislead, or even suggest dangerous courses of action to the PCs.

To decide what kind of special item to use, consider the room it is in. Imagine what special purpose the ancient builders of the dungeon might have meant for the room, and pick a special item that accomplishes that purpose. Alternatively, you can imagine an unusual occurrence that has taken place there in the past, then make up some weird event or item that lingers there as a result.

Look over the special items in the rule book and pick one that fits your purpose. Of course, you can also make up your own special items—this would be even better! Don't worry about how strange this special item might seem. By their very nature, special items are weird. As long as you understand why it is there, your players will find the special item intriguing.

How Do the Players Keep Track of Their Characters?

Character Record Sheets are the most important papers in the game, so let's review them.

1. When a player makes a new character, he uses a Character Record Sheet to record his dice rolls and his decisions. (There is a sample character sheet in the rule book for you to photocopy. You can buy a pad of them at your hobby store. You can even make your own Character Record Sheet on a sheet of notebook paper.)

2. Always use pencil to write on a character sheet. Many notes are temporary. You and the players will need to erase and rewrite them.

3. The player writes his name at "Player's Name" and your name at "Dungeon Master."

4. The player rolls 3d6 for each of his character's Ability Scores and records the results in the boxes under "Abilities." If any score is below 9 or above 12, consult the Ability Scores Bonuses and Penalties table in the rule book and make a note of any adjustments in the space next to the ability score.

5. The player examines his character's Ability Scores, decides what class the character should be, and writes his decision in the class blank.

Remember, a player can raise his character's Prime Requisite by lowering some other Ability Scores (see Dragon card #13 or Prime Requisites in the rule book). If a character's Prime Requisite is below 9 or above 12, consult the Ability Scores Bonuses and Penalties table to see what adjustment he gets when he is awarded experience points. Note this adjustment in the character sheet's Experience box.

6. The player chooses a name and alignment for his character and writes them in the appropriate blanks. The player should also write his character's level (1st) in the "Level" blank.

7. Look up the character's class in the rule book or on the proper Blue Dragon Card. Record his saving throws in the circles.

8. The player rolls the character's hit die, adding or subtracting adjustments for high or low Constitution, and writes the result in the "Hit Points" box.



9. The player notes any special abilities, such as turning undead or casting spells, in the "Special Skills" box.

10. The player writes down the languages that his character speaks in the "Languages" blank.

Remember, all characters speak Common and their Alignment language. Demihumans (elves, dwarves, and halflings) can also speak additional languages (listed in their class descriptions). A character's languages can also be modified by his Intelligence score (see the Ability Scores Bonuses and Penalties table).

11. The player consults the Character Hit Roll table on the DM's screen and fills in the empty boxes on the Hit Roll table of his Character Record Sheet.

12. The player rolls 3d6 x 10 to determine how many gold pieces the character starts with. Assuming that the character starts with nothing but the clothes on his back, the player buys weapons, equipment, and armor for his character. Remember to observe all class restrictions. He writes what he bought in the normal items box.

13. After the player buys his character's armor (and shield), look up its Armor Class on the Armor Class table. Apply any adjustments due to high or low Dexterity. Then the player writes the result in the "Armor Class" shield.

14. The player records how many gold pieces he has left in the "Money and Treasure" box.

15. The player draws a sketch or symbol in the "Character Sketch" box to represent his character (optional).

16. As the character picks up treasure, earns experience points, goes up in levels, etc., the player records each change on the character sheet.

Stonefast

On Dragon Card #48 is a map of Stonefast. You can use Stonefast for your player character's second adventure. Much of the work on Stonefast has been completed: choosing a scenario and setting, selecting the special monsters, and drawing the map. It remains to you to stock the dungeon and fill in the room details. This will be good practice for creating your own dungeons.

Scenario: Stonefast was a dwarven stronghold on the fringes of human territory. It was a diplomatic center and trading outpost.

During the Orc Wars, an orkish army attacked the outpost. Although Stonefast did not fall, only a few dwarves survived. They sealed their stronghold with dwarven stonecraft, and then they returned to their kingdom—leaving behind all their treasures.

Since then, Stonefast's location has remained a mystery—at least until recently. Rumors have been circulating that Zanzer Tem's servants have found the stronghold—but they have not explored it, for the outpost has become home to a wide assortment of terrible monsters.

Setting: Stonefast is an ancient dwarven fort.

Special Monster: A young white dragon named Kamro broke into Stonefast and now makes his lair deep within its dark halls. Kamro allows a wide variety of monsters to lair in his dungeon because they keep intruders away.

Kamro

Armor Class: 3

Hit Dice: 3 + 2** (16 hit points)

Move: 90' (30')

Flying: 240' (80')

Attacks: 2 claws/1 bite

Damage: 1d4/1d4/2d8

No. Appearing: 1

Save As: 6th-Level Fighter

Morale: 8

Treasure Type: Special

Alignment: Neutral

XP Value: 275

As a young dragon, Kamro has not yet learned to speak or use spells. His breath weapon inflicts 16 points of cold damage and can be used up to three times per day.

Draw the Map: The map is on the back of Dragon Card #48. The scale is one square = five feet.

Stock the Dungeon: If you don't remember how to stock a dungeon, see Dragon Card #44. Pick unintelligent monsters—no orcs, goblins, etc.

There are four special rooms in Stonefast:

Entrance: Stonefast can be entered through the icy burrow Kamro dug or through a trap door from Room 34 of Zanzer's Dungeon.

Room 20: This room contains the lost dwarven treasure: 6,000 gp, two diamonds (1,500 gp each), four opals (1,000 gp each) a golden ruby-studded crown (2,500 gp), a *hand axe +1*, a *war hammer +1*, a *dagger +2*, and a *staff of healing*.

Room 25: In this room are 100 treasure chests, each locked and trapped. If any chest is opened (by picking or breaking the lock) without first successfully finding and removing traps, it fills the room with a cloud of gas. Everybody in the room must roll a successful Saving Throw vs. Poison or fall unconscious for 1d4 turns. Each chest contains 100 copper pieces.

Room 30: This is Kamro's lair. A set of double doors guards the entrance. One door is locked, and the other is stuck. The locked door may be opened by a successful Open Locks attempt, and the stuck door may be forced open by a successful Open Doors attempt. There is a 50% chance that Kamro is asleep on his treasure pile, unless someone forces open the doors. Kamro's treasure is only 6,000 silver pieces and three *healing potions*. On the first round, Kamro attacks with his breath weapon.

Fill in the Details: The dungeon is cold, since it is the lair of a white dragon. Also, remember that it has been abandoned for a long time. Everything is rotten, dusty, and rusty.

Make a Wandering Monster List: If you don't remember how to make a wandering monster list, see Dragon Card #44.

What Is the Last Rule?

By now, you probably realize the players will surprise you often. No matter how carefully you plan your adventure, the PCs will always do something you could not expect.

When this happens, you must resort to the last rule: When you don't know what to do, make something up.

Remember, the whole idea of playing a DUNGEONS & DRAGONS® game is to have fun. If you stop playing for too long to consult the rules, nobody will have fun. It is better to make something up and *keep the game moving!*

When you improvise a rule, use these steps:

1. Make sure the action happens during the proper step of the Game Turn Checklist, the Encounter Checklist, or the Combat Sequence.
2. Imagine the situation and consider how difficult it would be for the character to do what he wants to try.
3. Assign a percentage to his chance of success.
4. Have the player controlling the character roll d% to determine if he succeeds.

What's the Best Way to Look Up Rules?

By now, you should know how to play the DUNGEONS & DRAGONS game. But this doesn't mean that you know all the rules by heart. As you run more adventures, you'll learn more rules, but there is no need to memorize them all. It is easier to learn how to look them up quickly.

When you want to look up a rule, don't try to find it in the Dragon Cards. The Dragon Cards were designed to help you learn the game, not to make it easy to look things up. When you need to find a rule, look it up in the rule book.

Use the table of contents in the front of the rule book. Go to the general topic that covers what you are trying to do. For example, if you are creating a character, look at the "Characters" topic; if you are trying to set up an encounter, look at the "Encounters" topic. Turn to that page, then find the heading in that section that best describes what you are trying to find out.

Is This All There Is to the DUNGEONS & DRAGONS Game?

The DUNGEONS & DRAGONS role-playing game provides all the rules you need for Character levels 1–5. You can also buy preplanned adventures written by TSR's designers especially for use with the DUNGEONS & DRAGONS game. Look for D&D® game products that say "Introductory or Entry Level Adventure." Two new adventures designed for the DUNGEONS & DRAGONS game are available: *Eye of Traldar*, and *The Dymrak Dread*. You will also find at your best book and hobby stores the two adventure modules *Quest for the Silver Sword*, and *Assault on Raven's Ruin*, and the adventure pack, *Dragons Den*.

Generally, these game adventures will indicate that they have been written for character levels 1–3. Once your characters reach levels 4 and 5, you may wish to buy game adventures for levels 4–6, but it would not be fair to your players to use game adventures designed for any level higher than 6th.

As you can probably guess by now, the DUNGEONS & DRAGONS game does not end when your PCs reach 6th level. The *DUNGEONS & DRAGONS Game Cyclopedica* has all the rules that you will need to continue playing with characters up to 36th level! Once you begin using the *DUNGEONS & DRAGONS Game Cyclopedica*, you will also discover that there is a wide range of adventures, gazetteers, and resource books available to help you enrich your campaign.

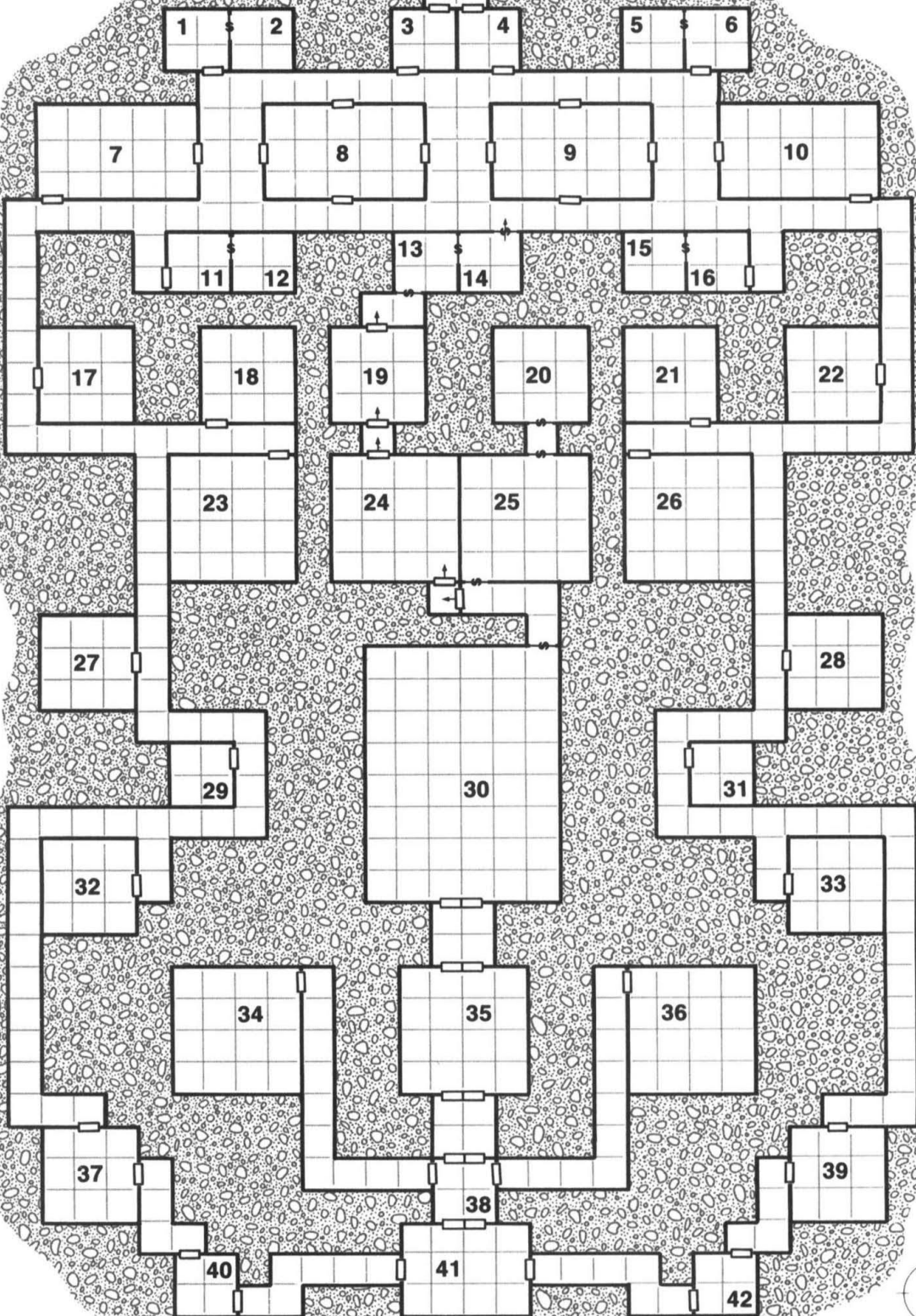
When you buy DUNGEONS & DRAGONS products, be sure they are designed for use with the DUNGEONS & DRAGONS game and not the ADVANCED DUNGEONS & DRAGONS® game. The ADVANCED DUNGEONS & DRAGONS game is different from the DUNGEONS & DRAGONS game. It doesn't have the same rules. It would be like trying to play football with soccer rules.

Of course, you don't have to buy any of this supplementary material to continue playing the D&D game for as long as you like. All you truly need is a fertile imagination and a few friends who enjoy high adventure!

STONEFAST

Scale: 1 square equals 5 ft.

ENTRANCE





Escape from Zanzer's Dungeon, Part I

You're ready for your first group adventure. To play, you'll need the map sheet, fold-up counters, dice, a pencil, and paper. You should also have Axel's Character Record Sheet, Dragon Cards #1-11, this double adventure card (*Escape from Zanzer's Dungeon*), Part I, and two to four friends.

Before inviting your friends over, read through this double adventure card. When playing any adventure that you did not write, always take the time to read it before playing. This makes it easier to run the adventure when your friends arrive.

As you read this adventure, you'll notice that it is similar to the read-along adventures you've been playing alone. Because you already know a great deal about this adventure, you should find it easier to run for your friends.

When your friends arrive, start by reading the front of Dragon Card #1 aloud to them. Now they have an idea what the game is about. You can begin the adventure with section 1.

1. Read the boxed text below to your friends:

You awaken in a musty room. The floor and three walls are solid stone, but the fourth wall is of thick iron bars. You're in jail!

DM: Stop reading out loud. (Any text following "DM:" is meant for you alone.)

Ask each player to choose one of these names: Barab, Carok, Dent, Fura, Hector, Jala, Nuggin, or Pike.

After each player chooses a name, read the description of his character to him.

Barab: You're a swordsmith's apprentice.

Carok: You're a delivery boy for an armorer.

Dent: You're a street urchin.

Fura: You're a scullery maid.

Hector: You're an assistant to a local cleric.

Jala: You're a dancing girl.

Nuggin: You're a green-grocer's son.

Pike: You're a helper in village militia.

Now have each player choose a fold-up counter that he thinks looks like his character. Assemble the counter and place it in Room 1 on the map sheet. (It's okay for the players to look at the counters before choosing names.)

If the players wish, they can change or make up a different description for their characters.

Tell the players that the last thing their characters remember is being hit on the head by a couple of ruffians. Now continue with section 2.

2. Place the fold-up counters labeled “Jerj” and “Axel” in Room 2 in front of the jail.

Read the boxed text to your players:

A hairy, whip-carrying monster enters the hallway in front of the jail. Behind it follows a brawny man with bound hands. The monster stops in front of your cell, then says, “I’m wise to your tricks, prisoners. Lie face down on the floor. Don’t try anything, or I’ll bash you good!”

DM: The hairy monster is Jerj the hobgoblin, and the man with the bound hands is Axel. They are NPCs. As DM, you must play their roles the way you are instructed to in this adventure.

After Jerj makes his threat, ask the PCs whether they obey the hobgoblin’s order. The PCs may want to escape when Jerj opens the cell door. Unfortunately for them, the hobgoblin expects the PCs to try to escape. The table below outlines how he will respond.

PC Action	Jerj’s Response
Refuse to lie down	Whip the prisoners through the bars
Jump up and rush door	Slam door and lock it before PC reaches it
Fake fight or illness	Ignore it
Crawl toward door	Shove Axel toward crawling PC and slam door shut
Try to bend bars or break door	Laugh at PC as he fails
Try to pick lock	Dangle lockpicks out of reach, tell PC he needs the right tools

If the PCs try something not listed, make up Jerj’s response. Remember, he is ready for whatever the PCs try and will not allow them to escape. As a last resort, Jerj will summon 12 guards to train their crossbows on the prisoners while he puts Axel in the cell.

Once the PCs realize they can’t escape yet, continue with section 3.

3. Put Axel’s counter in the cell with the PCs and remove Jerj’s from the map. Read the boxed text to the players.

“My name’s Axel,” says your burly companion. “Untie my hands, will you?”

DM: Whether or not they untie Axel, the PCs may ask their new cell mate questions. But Axel is a selfish con-artist who never talks for free. He wants two gold coins for his knowledge.

Since none of the PCs have money, Axel suggests they try to win the information from him in a dice game. Put the polyhedral dice that came with your game in front of the players.

Axel says, “If I roll highest, each of you owes me a gold piece when we get out. If any of you roll higher than me, I’ll tell you something about this place.” He takes the d20 for himself, then allows the PCs to have any other dice for themselves. Each time Axel wins, he gleefully counts up the gold pieces the PCs owe him. Each time he loses, he tells them something else about where they are, in the order listed below:

1. We’re in a dungeon.
2. We’re in a wizard’s dungeon.
3. The wizard’s name is Zanzer Tem.
4. The wizard often kidnaps people and buys prisoners.
5. The wizard makes his prisoners work as slaves in his salt mines.

After Axel has revealed his fifth bit of information, he will not play any longer—but he tells the PCs they still owe him all the money they lost during the game.

Continue with section 4.

4. “You guys don’t look very strong,” Axel says. “You’re not very smart, either, so I’ll be the boss of this cell.”

DM: It’s time for the PCs to find out how strong and smart they are. Give each player a Character Record Sheet, or have him write his character’s name on a blank sheet of paper.

Next, have each PC roll 3d6 for each Ability Score: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Have them record the results on their sheets.

Give the PCs a chance to react to Axel's boast. He responds to disagreement by threatening to pound challengers into the floor.

Before the matter comes to blows, continue with section 5.

5. Place Jerj's counter in Room 2.

The hobgoblin enters the hallway carrying a basket of bread. He dumps ten small loaves into the cell. "Enjoy your meal," he chuckles. "It will be your last for a while."

DM: Jerj leaves immediately. Remove his counter from Room 2. Axel leaps in front of the pile and yells, "Stay away from my bread!" Ask the PCs if they are going to let Axel have all the bread.

Assuming the PCs want some bread, ask each one how he intends to get it. The table below lists several ways the PCs might take bread from Axel. As each PC tries, find the closest method to the one he is using and look up the result.

Method	Result
Fight	If PC's Strength is 14+, he knocks Axel away and gets two loaves; otherwise, Axel knocks him away
Trick	If PC's Intelligence is 10+, Axel falls for the trick and PC gets three loaves; otherwise, Axel ignores trick
Persuade	If PC's Wisdom is 12+, Axel agrees to give PC two loaves; otherwise, Axel ignores PC
Grab	If PC's Dexterity is 11+, he gets two loaves; otherwise, Axel pushes away
Ask	If PC's Charisma is 12+, Axel agrees to give him one loaf; otherwise, Axel pushes him away
Gang up	If PCs try to take all the bread at once, Axel stomps on it; only two loaves remain, though anybody with a Constitution of 12+ can force himself to eat the crumbs off the filthy floor

When Axel cannot keep all the bread, he begins yelling.

Continue with section 6.

6. Place Jerj's counter in Room 2.

"What's all the racket?" demands Jerj. The hobgoblin steps into the hall. "Settle down, or I'll knock you senseless."

"Your threats don't scare us, Jerj," says Axel. "We'll die in the mines anyway!"

Jerj glares at Axel with a menacing stare. "Have it your way. If you're all so anxious to see the salt mines, then you'll go as soon as I get back with your shackles."

DM: Jerj ignores any protests from the PCs and leaves (remove his counter from the map). As soon as the hobgoblin leaves, Axel turns to the PCs. "Now you've done it! If we don't figure out how to escape, we're all goners!" Axel will not listen to any claims that he caused the problem.

Allow the PCs to come up with an escape plan. Axel agrees to anything that sounds likely to work. If the PCs don't have any ideas, Axel suggests they let Jerj shackle one of them, then the others jump him when he's not looking.

Let the players discuss their plan for a while, then continue with section 7.

7. Place Jerj's counter in Room 2, along with one goblin counter for each PC.

Jerj returns with several assistants. "Stand back!" he gruffly orders. He takes the key and puts it in the keyhole.

DM: Allow the PCs to put their plan into action. Jerj won't do anything too foolish, but he is angry and can be goaded into making mistakes—especially if the PCs do something to make him even angrier. Use your own judgment to decide whether or not Jerj falls for any tricks. Remember that hobgoblins aren't too smart.

No matter what they do, the PCs can't escape without a fight. When the fight begins, make a Surprise Check for Jerj and the goblins. (Roll 1d6; on a result of 1 or 2, the PCs get a free round.) Axel and the PCs don't make a Surprise Check. They are expecting a fight.

After resolving the Surprise Check, use the Combat Sequence to run the combat.

Combat Sequence

A. Each side rolls 1d6 to determine initiative.

B. The side that wins initiative acts first

2. Those who are moving do so.

Jerj and the goblins move only if they need to in order to attack.

5. Characters fighting hand-to-hand attack.

a. They choose targets.

Jerj and the goblins each attack the nearest prisoner.

b. They make hit rolls.

Everybody in the combat needs a 10 or more on 1d20 to make a successful hit.

c. They roll damage for successful hits.

Anyone who hits rolls 1d4 to determine how much damage he inflicts. Axel and the PCs can suffer 6 points of damage before they fall unconscious. Jerj takes 4 points of damage, and the goblins each take 2 points of damage before falling unconscious.

Keep track of how much damage the NPCs suffer. The players should keep track of their characters' damage.

C. The side that lost initiative completes all steps listed under "B."

If all PCs are knocked unconscious, they awaken in their cell again, with all their hit points restored. They must figure out another way to escape. Jerj will treat them less carefully this time because he doesn't expect them to try escaping a second time.

If Jerj and the goblins are knocked unconscious, Axel finds one magical *healing* potion for himself and for each PC in Jerj's pocket. He drinks one and recovers the hit points he lost, then offers a potion to each PC.

Ask the PCs what they do with Jerj, the goblins, and the shackles. When the PCs are ready, continue with section 8.

8. Place one goblin counter in Room 3.

As you open the door to the next room, a frightened shriek sounds from inside.

DM: Make a Surprise Roll for both sides. If the goblin has the opportunity (by winning initiative or surprise), he flees.

Otherwise, the goblin stays to fight. Use the Combat Sequence to run the combat. The goblin takes 2 points of damage before falling unconscious, needs a 10 on 1d20 to hit, and inflicts 1d4 points of damage. When the PCs enter Room 4, continue with section 9.

9. Read the boxed text to the players.

As you enter this room, you hear a man cry, "Escape! Look out, Javal!"

DM: Two guards have entered Room 4 from the other door in the room. (Place two guard counters in Room 4.)

The guards attack immediately. They can each take 5 points of damage, need a 10 on 1d20 to hit, and cause 1d4 points of damage. (They weren't expecting trouble, so they didn't bring weapons. They are fighting with their bare hands.)

If the PCs fall unconscious, they are returned to their cell and must escape again. If they win the fight, they can take a few minutes and explore this room. In the guards' pockets, they find one *healing* potion for Axel and each PC. In a pile in the room, they find assorted clothing and armor. The PCs are free to drink the *healing* potions (the potions restore all of the drinker's hit points). Each PC can also take a suit of leather or chain mail armor.

After the Adventure

Congratulations! You have escaped from your cell and completed the first part of your first DUNGEONS & DRAGONS® game adventure!

Unfortunately, it's time to pack up the dice for today, but the next time we play you will choose a class for your character. You can be a fighter, cleric, thief, elf, dwarf, or halfling. You'll also learn about using different kinds of weapons and armor.

Until then, don't worry about your characters. They'll be safe where they are, waiting for you to come back and play.

DM: Remember to write down all the monsters the PCs defeated and to make notes of anything else important that happened during the adventure. (For instance: Did the PCs save a *healing* potion? Did they take a pair of shackles along? Did one of the monsters escape?)

Set a date and time for your friends to come back for their next adventure. You will have to read the next two Dragon Levels (Blue and Red), so allow yourself enough time to prepare.



Escape from Zanzer's Dungeon, Part II

You're ready for your second group adventure. To play, you'll need the map sheet, fold-up counters, dice, Dragon Cards #1-24, this double adventure card (*Escape from Zanzer's Dungeon, Part II*), the friends who played Part I (it's OK for a new friend to play if someone isn't available), scratch paper, a pencil for each player, and the players' Character Record Sheets. Before your friends come over, remember to read through this double adventure card.

1. Give each player the Character Record Sheet for his PC. Read the following boxed text.

Before we start, we're going to take a few minutes to work on your characters.

In the DUNGEONS & DRAGONS® game, there are seven character classes: Fighter, Cleric, Thief, Magic-user, Dwarf, Elf, and Halfling.

Each Character Class has a special talent, such as fighting, healing, sneaking about,

and so on. This is what he's best at.

The Ability Score most important to each character class is called the Prime Requisite. The higher your character's Prime Requisite, the more skill he has in his class's special talent. Here is a list of each character class's Prime Requisite:

Prime Requisite	Character Class
Strength	Fighter, Dwarf
Wisdom	Cleric
Intelligence	Magic-User
Dexterity	Thief
Strength & Intelligence	Elf
Strength & Dexterity	Halfling

When you choose your character class, compare your character's highest Ability Scores to the class's Prime Requisite. Characters with high Prime Requisites advance more quickly.

DM: Help the players choose a class for their players. Tell anybody who wants to be a magic-user that he must wait until the next group adventure. You all need more experience before learning magic. Until then, he

may either choose a different character class or remain a character without a class.

Give each player the Blue Dragon Card describing his character class. They can double up or take turns if they need to. The players should read the front side of the card. Then they follow the instructions on the back side to create their characters. Note that they should already have a Character Record Sheet and have rolled their Ability Scores, so steps 1 and 2 of the instructions are already completed.

Step 10 instructs each player to make up a name for his character. He may use the name he already has or make up another one.

Step 11 asks each player to choose an alignment for his character. You will need to explain the different alignments to the players (alignments are described on Dragon Card #12).

At the end of *Escape from Zanzer's Dungeon, Part I*, the PCs found several suits of chain mail and leather armor. Ask the PCs if they wish to wear the armor they found. Make sure the armor they choose doesn't violate character class restrictions. (These restrictions are listed on the character class cards.) Help each determine his new AC. Consult the Armor Class table (see Dragon Card #20, the rule book, or the DM's Screen) to determine the basic AC for each PC's armor. Modify this number by any Dexterity adjustments on the PC's Character Record Sheet. (Armor Class is explained on Dragon Card #20.)

2. After the PCs have chosen character classes and written down their new Armor Classes, read the following boxed text to them:

The door creaks open, then a hobgoblin snarls, "What's this?" Behind him stand several more of the hairy beasts.

DM: A group of hobgoblins is entering Room 4 through the door leading to Room 5. There is one hobgoblin for each PC.

Make a Surprise Roll for the hobgoblins, and ask a player to make a Surprise Roll for the PCs' side. (Surprise Rolls are explained on Dragon Card #8.) Once the fight begins, use the Combat Sequence to run the battle.

Combat Sequence

A. Each side rolls 1d6 to determine initiative.

B. The side with initiative acts.

2. Those who are moving do so.

The hobgoblins try to move into Room 4.

Remember that the hobgoblins cannot move through a space blocked by a PC.

5. Characters fighting hand-to-hand attack.

a. They choose targets.

One hobgoblin tries to attack each PC.

b. They make hit rolls.

The hobgoblins are AC 6, so the PCs' hit roll number is 13. The hobgoblins' hit roll table is reproduced below.

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	9	10	11	12	13	14	15	16	17	18

c. They roll damage for successful hits.

Anybody who hits causes 1d4 damage.

Remember to add Strength bonuses. The hobgoblins have 3 hit points.

C. The side that lost initiative completes all steps listed under "B."

D. The DM handles the results.

Assuming they win, tell the PCs they notice a leather purse tied to one hobgoblin's belt. Inside the purse is a *healing* potion and two garnets. The PCs can save the potion or use it now (it restores 1d6 + 1 hit points). The garnets are each worth 100 gold coins. Assuming the PCs take the potion and the gems, have the one carrying them note that fact on his Character Record Sheet.

Make a note of how the PCs fared against the hobgoblins. If any PCs died in the battle, tell those players to roll up new characters. Sometimes characters die, but it doesn't mean that the players lost. They can rejoin the game in the next section. If all of the characters died, have all the players create new characters. Then go back to *Escape from Zanzer's Dungeon, Part I*, and start again. They'll do better now that they've had a taste of the game.

When the PCs are ready to enter Room 5, continue with the next section.

3. As the PCs open the door to Room 5, read the following boxed text to them.

The door creaks loudly, and burning torches hiss inside the room. Fortunately, there are no other sounds coming from inside.

DM: If any players lost their PCs in Room 4, their new characters are lying bound and gagged on the floor. Explain that the hobgoblins from Room 4 were taking these PCs to jail.

The walls of this room are lined with melee weapons. Here is a list of the weapons available, along with the damage they inflict:

Small Weapons

Weapon	Damage:
Dagger	1d4
Short sword	1d6
Hand axe	1d6

Medium Weapons:

Weapon	Damage
Club	1d4
Mace	1d6
Spear	1d6
War hammer	1d6
Sword	1d8

Large Weapons:

Weapon	Damage
Battle axe*	1d8
Two-handed sword*	1d10
Pole-arm*	1d10

*Cannot use a shield while carrying this weapon.

The PCs may choose one weapon each. Remember that not all character classes can use all kinds of weapons. Consult the Blue Dragon Card describing each character class to see which weapons they can use. When the PCs have their weapons, continue with the next section.

4. Read the following text out loud.

Deep, guttural laughter comes from the next room. The tramp of hobnailed boots echoes through the door. It sounds as though several beings are approaching this room.

DM: Three gnolls are coming through Room 6 and will open the door in one round. Place three gnoll counters on the map, as close to the door from Room 6 as possible.

If the PCs hide, the gnolls suffer a -1 penalty to their Surprise Roll when they open the door. Since the gnolls are making so much noise, the PCs don't need a Surprise Roll.

After entering Room 5, the gnolls attack. Use the Combat Sequence to run the battle.

The gnolls move into Room 5. Remember, they can't move through a PC's space.

The gnolls are AC 5, so the PCs' hit roll number is 14. The gnoll's hit roll table is reproduced below:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	9	10	11	12	13	14	15	16	17	18

The gnolls carry clubs that inflict 1d6 + 1 points of damage. Each PC's damage depends upon the weapon he is using. Remember to add Strength bonuses. The gnolls have 5 hit points each.

Assuming they win the battle and search the gnolls' bodies, the PCs find two *healing* potions in one gnoll's pocket. Each of the other two gnolls wears a bracelet worth 350 gold coins.

The PCs can save the potions or use them now (they each restore 1d6 + 1 hit points). Remind the PCs to write down anything they take with them.

Make a note of how the PCs fared against the gnolls. See section 2 for instructions on what to do if any PCs died. When the PCs are ready to enter Room 6, continue with the next section.

5. When the PCs enter Room 6, read the following boxed text to them.

The door opens silently. The room beyond is quiet, except for hissing torches.

DM: If anybody lost his character in Room 5, the new PC is lying on the floor, bound and gagged. The gnolls from the last encounter were taking this character to jail.

The walls of this room are lined with missile weapons. Here is a list:

Weapon	Ranges (Feet)			Damage
	Short	Medium	Long	
Fired Weapons:				
Long bow	6-70	71-140	141-210	1d6
Crossbow	6-60	61-120	121-180	1d6
Short bow	6-50	51-100	101-150	1d6
Sling	6-40	41-80	81-160	1d4

Weapon	Short	Ranges (Feet)			Damage
		Medium	Long		
Thrown Weapons:					
Spear	6-20	21-40	41-60	1d6	
Oil, Holy water	6-10	11-30	31-50		
Special:					
Hand axe	6-10	11-20	21-30	1d6	
Dagger	6-10	11-20	21-30	1d4	
Misc. object	6-10	11-20	21-30	1d4	

The PCs may each choose one missile weapon. Remember, not all character classes can use all missile weapons. Consult the Blue Dragon Card describing each character class to see which weapons they can use. After the PCs take their weapons, continue with the next section.

6. As the PCs move from Room 6 to Room 7, place a goblin counter at the opposite end of the long hallway. Read the following boxed text.

The door creaks open, revealing a long, dank hallway. From the far end comes a timid voice, "Who goes there?"

DM: The speaker is a goblin. As soon it sees the PCs, it yells the alarm, then attacks with its sling. On the following round, an orc takes the goblin's place, and another orc pokes its head out of the door leading from Room 8. Both fire on the PCs with crossbows. (Replace the goblin's counters with the two orcs.)

Make a Surprise Roll for the goblin. Have the PCs make one for their side, then use the Combat Sequence to run the battle.

If the goblin sounds the alarm, the orcs spend the first round moving into attack position (the PCs cannot see this).

On the first round, the goblin attacks with his sling. On the second round, the orcs attack with their crossbows. The goblin flees.

The goblin and the orcs shoot at the characters closest to them.

Here is the hit roll table for the goblin and the orcs.

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	10	11	12	13	14	15	16	17	18	19

Remember to apply Dexterity adjustments and range modifiers for the missile weapons.

Also, the orc attacking from Room 8 is just sticking his head and shoulders out of the door, so two quarters (or one half) of his body are covered by the wall. Characters attacking him get a -3 penalty to their hit rolls (-1 for each quarter of his body that is covered and -1 because the cover is impenetrable). One PC can get the same cover by sticking just his head and shoulders out of the door leading to Room 6. Remember to adjust the orcs' hit rolls if a player thinks of this.

The goblin's sling causes 1d4 points of damage. The orcs' crossbow inflicts 1d6 points of damage.

The goblin and the orcs will not start hand-to-hand fighting. If the characters start melee combat, the goblin flees. The orcs fight with their short swords. Remember that no character can move more than 5 feet and fight in the same round.

If forced to melee, the orcs attack the closest character.

Use the same hit roll chart as for Missile Combat.

The orcs' short swords cause 1d6 points of damage. The goblin has 2 hit points; the orcs have 3 each.

Assuming the PCs defeat the orcs and search their bodies, they find a *healing* potion and a box of pearls worth 1,000 gold coins in Room 8. Make sure they make a note of what they are doing with this treasure.

If any PCs die, have the players roll up a new character. These characters will join the party in the next adventure.

After the Adventure

Congratulations! You've completed the second part of your first DUNGEONS & DRAGONS® game adventure! Unfortunately, it's time to pack up, but the next time you'll learn about magic! Until then, don't worry about your characters. They'll be safe where they are, waiting for you to come back.

DM: Remember to write down all the monsters the PCs defeated. Set a date and time for your friends to come back for the next adventure. You will have to read the next two Dragon Levels, so allow yourself enough time to prepare.



Escape from Zanzer's Dungeon, Part III

You're ready for your third group adventure. To play, you'll need the map sheet, fold-up counters, dice, Dragon Cards #1–40, this double adventure card (*Escape from Zanzer's Dungeon, Part III*), the friends who played Part II (it's OK to invite a new friend if someone isn't available), scratch paper, a pencil for each player, and the players' Character Record Sheets. Before inviting your friends over, remember to read this double adventure card.

1. When you're ready to begin, give each player the Character Record Sheet for his PC. Read the boxed text below.

Your characters are where you left them at the end of the last adventure. Just when the place is starting to seem safe, the creak of an opening door echoes down the hall.

DM: The PCs should be in Room 7 or 8. The sound is caused by the opening of the door leading from Room 9 into Room 10.

After the door opens, the dungeon is silent once more.

As the PCs start down the corridor labeled Room 9, have them move their counters on the map. When the first PC steps into the third square, the floor gives way from there back to the hall corner. Anybody in one of those spaces must roll a Saving Throw against Dragon Breath.

Ask the players to roll 1d20 and compare the result to the number in their Dragon Breath Saving Throw circle. If a PC's result is equal to or higher than this number, the saving throw succeeds. The PC has managed to grab a torch sconce or something and keeps from falling into the ten-foot-deep pit that has suddenly appeared beneath his feet.

If the result is less than the number in the Dragon Breath Saving Throw circle, the saving throw fails. The PC falls into the pit, suffering 1 point of damage. Unfortunately for him, the sides of the pit are steep, smooth, and greasy. He cannot climb out of the pit. But someone else can lower a rope or similar item down to him. Or he might find a way of boosting himself to a height of 10 feet or more.

Should the PCs think to check for traps

along this section of the corridor, any thief character can make a Find Traps roll. If he rolls 10% or less on d%, he notices an almost invisible seam in the floor. The players must decide what the seam means, but once they do, they can avoid the pit trap by walking along the edge of the hall.

Once the PCs have made it past the pit trap, continue with the next section.

2. Read the following text as the PCs regroup on the far side of the pit trap.

Spider webs appear on the walls to either side of you, spreading at a frightening rate.

DM: Have each PC roll a Saving Throw against Spells. (This is a saving throw against magic, so remember to apply any Wisdom adjustments listed on the PC's Character Record Sheet.) PCs failing their saving throws find themselves entangled in a giant spider web. PCs making their saving throws manage to jump a few feet forward before the web entangles them.

The spider web is the result of a *web* spell that Zanter Tem cast upon the PCs. It will take a human of average Strength 2d4 turns to break free of this web. Modify this number by any adjustments listed next to the character's Strength. The web can be destroyed in two rounds by burning it (there are plenty of torches hanging from the walls), but anybody caught in the web also suffers 1d6 points of damage from the flames. (You can learn more about the *web* spell by looking it up under "Spells" in the rule book.)

On the round after the *web* spell appears, Zanter Tem becomes visible. He is at the end of the hallway, next to the door leading to Room 10. He laughs, then says, "You should have gone to work in the salt mines! Nobody escapes from my jail and lives to tell about it!"

Zanter prepares to cast another spell. Use the Combat Sequence to run the battle.

Zanter is protected by a *shield* spell, so he is AC 2 against missile attacks. He does not make any missile attacks.

Zanter casts one spell each round.

Round	Spell
1	Phantasmal Force
2	Charm Person
3	Magic Missile

Remember, if Zanter takes any damage, he cannot cast a spell during that round. See below for what happens when he casts a spell.

If attacked hand-to-hand, Zanter flees or teleports away as soon as possible.

If Zanter takes any damage, he teleports away as soon as possible. On the first round of combat, Zanter uses a *phantasmal force* spell to create the illusion of a huge pit between him and the PCs. Characters making a successful Saving Throw against spells don't see the pit.

On the second round of combat, Zanter uses a *charm person* spell on the strongest PC. That character must make a Saving Throw against Spells, or he believes Zanter to be his best friend. If he fails the saving throw, the PC must try to stop his true friends from attacking Zanter—even if he has to fight them!

On the third round of combat, Zanter casts a *magic missile* spell. Three golden arrows of energy appear in the air beside him. Then they streak down the corridor and each strikes a different PC. The arrows hit automatically, causing 1d6 + 1 points of damage. The PCs are not allowed saving throws. Zanter will not hit a PC that he has charmed.

If any PC is killed, have the player create a new character. He can rejoin the action in the next section. If all the PCs are killed, have all the players create new characters. Then return to the beginning of *Escape from Zanter's Dungeon, Part I*, and start again. After the battle, continue with section 3.

3. When the PCs enter Room 10, read the following text.

This cluttered room is full of weapons, books, vials, rods, scrolls, and dozens of other assorted objects. There doesn't appear to be any way out of the room.

DM: This room is filled with assorted magical items. If any player wants to run a magic-user, give him Dragon Card #27 and help him make the necessary adjustments to his Character Record Sheet. Remember, he may have to discard certain weapons and armor in order to become a magic-user.

One of the books is a spell book containing a *sleep* spell. This book should become the magic-user's property. (If more than one

character becomes a magic-user, place another spell book in the room. This spell book contains a *detect magic* spell. The second magic-user writes this spell on his Character Record Sheet instead of the *sleep* spell. Your party should not have more than two magic-users.)

If any PC is an elf, he finds a spell book with a *charm* spell. If you have more than one elf, they find spell books with (in order) a *hold portal* spell, a *shield* spell, and finally a *magic missile* spell. Tell each elf to write his spell on his Character Record Sheet.

PCs searching the room find the following magical items: *mace +1*, *bow with ten arrows +1*, *wand of secret door detection*, *staff of healing*, *cursed sword -1*, three *healing* potions, and a *cursed ring -1*. As the PCs pick up these items, read their descriptions in the "Treasure" section of the rule book. The *wand of secret door detection* has five charges.

Remember not to tell a PC what he has found until he picks something up and tries to use it. Remember the PC who picks up the *cursed sword* or *ring* cannot discard the item until a powerful cleric removes the curse. Remind the PCs to write down any magical items they take.

The only visible exit from Room 10 leads back the way they came. Sooner or later, the PCs will realize there must be a secret door in Room 10. The secret door is hidden behind a shelf and opens into space A in Room 11. The PCs can discover its location by making a successful search for secret doors. (Roll 1d6; the attempt is successful if the result is a "1," or a "1" or "2" for elves.) They can also discover the secret door by using one charge from the *wand of secret door detection*.

Continue with the next section when the PCs open the secret door.

4. In Room 11, read the following.

As the door opens, a low growl sounds from the other side.

DM: A lone wolf waits in this room. No surprise rolls are necessary, but the wolf attacks. Use the Combat Sequence to run the battle. Note that we are using the Morale rules.

The wolf's Morale is 6. Make a Morale Check for it by rolling 2d6 if it was wounded for the first time on the previous round, or if

it has lost more than 11 hit points. If the result is 6 or less, it passes the check and continues fighting. If the result is 7 or more, it fails the check.

If the wolf fails its Morale Check, it flees to a corner and cowers.

The wolf's AC is 7. Here's its hit roll table:

Target AC	9	8	7	6	5	4	3	2	1	0
Hit Roll	8	9	10	11	12	13	14	15	16	17

The wolf's bite causes 1d6 damage; the wolf has 16 hit points.

If the PCs search the closet, they find a *wand of magic detection* with one charge and a pair of heavy leather gloves (nonmagical) on a shelf. When the PCs leave the room and go into Room 12, continue with the next section.

5. In Room 12, read the following.

In the center of this room is a huge pile of gold coins, and the shelves are lined with all kinds of supplies.

DM: Below is a list of the items on the shelves, along with their weights:

Item	Weight
Dagger	10
Short sword	30
War hammer	50
Battle axe	60
Polearm	150
Plate armor	500
Iron spikes	60
Iron Rations	70
Torches (6)	120
Thief's tools	10
Club	50
Sword	60
Sword, 2-hand	100
Chain mail	400
Shield	100
Pole, 10'	100
Rope (50')	50
Gold coins	5,800

The gold coins are contained in ten large sacks (which weigh 5 cns each when empty, and can each hold 600 cns weight).

Allow the PCs to take all the equipment they wish, then help them figure out their encumbrance and new movement rates.

(Encumbrance and Movement are explained on Dragon Cards #33 and #34.) In space A, a trap door is partially obscured by the pile of gold coins. On the door is written, "Caution: Poison." After the PCs have chosen their items and taken their treasure, a huge rock python slithers out of the pit beneath the trap door. It attacks immediately. Fortunately for the PCs, the label on the door is misleading—the rock python is not poisonous.

The PCs may wish to flee. If so, the python chases them at a rate of 30' per round. Use the Combat Sequence (in the rule book or on the DM's screen) to run the battle if they are so loaded down that it catches them.

The rock python has an AC of 6, 12 hit points, moves 30' per round, bites for 1d4 points of damage, saves as a fighter, and has a Morale of 8. If it successfully bites someone, the rock python coils around him and squeezes. It causes 2d4 points of damage the next round.

When the PCs enter Room 13, go on to the next section—even if the python is chasing them.

6. In Room 13, read the following.

This room contains ten dirty cots.

DM: This is the guard barracks. There is nothing of interest in here. Continue with the next section when the PCs enter Room 14.

7. In Room 14, read the following.

A dozen grimy tables, littered with half-eaten food and dirty dishes, crowd this room.

DM: This is the guards' mess hall. Luckily for the PCs, it is empty at the moment. There is nothing of interest in the room, unless the PCs are hungry for some stale leftovers.

If they close the door leading to Room 13, they can keep the rock python at bay for three rounds. At the beginning of the fourth round, however, the powerful snake finally breaks the door down. If the PCs are still in the room, it attacks them.

When the PCs try to open the door leading into Room 15, they may be in for a bit of a surprise. The door is locked and trapped.

Anybody attempting to pick the lock gets pricked by a poison needle. The victim immediately falls asleep for 1d10 + 2 rounds. He cannot be awakened by any means until that time is up.

However, if a thief makes a successful Find Traps attempt before trying to pick the lock, he notices the needle. (Roll d%; he succeeds on a result of 10 or less.) If the thief finds the trap, he may avoid its effects by making a successful Remove Traps roll (again, he succeeds on a d% roll of 10 or less). Or he might somehow protect himself against the needle when he tries to pick the lock (such as by wearing a pair of heavy leather gloves).

A thief making a successful Open Locks attempt (d% roll of 15 or less) opens the door leading to Room 15. If the thief cannot pick the lock, the PCs can use their weapons to destroy the door. This will take five minutes.

The adventure continues with *Escape from Zanzer's Dungeon, Part IV*.

After the Adventure

Congratulations! You've completed the third part of your first DUNGEONS & DRAGONS® game adventure! Unfortunately, it's time to pack up, but the next time you play, there will be a lot more dungeon to explore.

Until then, don't worry about your characters. They'll be safe where they are, waiting for you to come back.

DM: Remember to write down all the monsters the PCs defeated. Set a date and time for your friends to come back for the next adventure. You will have to read the final Dragon Level, so allow yourself enough time to prepare.



Escape from Zanzer's Dungeon, Part IV

You're ready for your fourth group adventure. By now, you should know how to run a DUNGEONS & DRAGONS® game, so the descriptions of the rooms below are short and to the point.

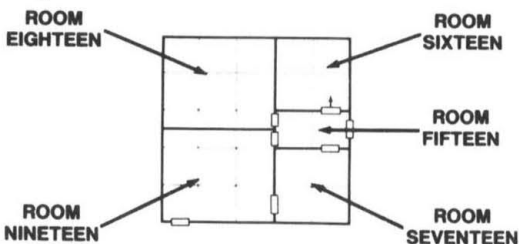
You must put the counters on the map, move them, determine NPC and monster reactions, use the Combat Sequence, and remember all of the other details by yourself. In short, you've graduated!

Sometimes, you may need information that isn't included in the description. Don't panic. If you need to know a rule, look it up in the rule book. If you can't find the answer in a few moments, make up one that seems fair, then look up the correct rule later. If you need to know something else, improvise by making up whatever seems to fit the story. Remember, the most important thing is to have fun!

1. Room 15

The door opens into darkness.

DM: PCs without infravision must use a torch to see in this room. Use the map on this Dragon Card to describe what the PCs see. Help them draw the walls and doors on the map sheet.



2. Room 16

DM: Help the PCs map this room. As soon as the last PC steps through the door, it slams shut. This one-way door cannot be pushed open from this side. On a shelf in the corner is an opal brooch (800 gp) and a magic-user scroll with a *knock* spell that can open the door.

3. Room 17

A rumbling voice says, "Ah, dinner time!"
The speaker is a man with a bull's head.

DM: The speaker is Dmitri the Minotaur. At first, he tries to convince the PCs that he plans to serve dinner to them. When the PCs sit at the table, or once it becomes clear they will not sit, he attacks.

Dmitri's statistics are as follows: AC 6; HD 6 (12 hit points); Move 120' (40'); Att 1 gore/1 bite; Dmg 1d6/1d6; Save as Fighter 6; Morale 12; Al chaotic; XP value 275.

Dmitri has a bag of rubies (1,000 gp) and two *healing* potions.

4. Room 18

As the door creaks open, a blind man turns his head toward the sound. "You're not my master," he says.

DM: Help the PCs map this room. The blind man is Gorgo, Zanzer's valet, and he is kept prisoner by a magical silver chain attached to a golden ball. What happens from here depends on the PCs. If they talk to Gorgo, he explains that, 50 years ago, Zanzer chained him to a golden ball for trying to steal some treasure. He has been a prisoner ever since.

If a PC breaks the silver chain for Gorgo (an easy task for anyone but Gorgo), the old man produces a magic-user scroll with a *web* spell. Gorgo casts a *cure light wounds* spell on any two PCs who need healing, then he disappears.

If the PCs attack, Gorgo fights back. His statistics are as follows: AC 7; HD 4 (16 hit points); Move 120' (40'); Att swing golden ball; Dmg 1d8; Save as Cleric 4; Morale 10; Al lawful; XP value 125. Gorgo can cast one *hold person* spell.

There is a pearl necklace (500 gp) in this room. Gorgo's golden ball (500 gp) is cursed so that anybody carrying it for two rounds suddenly finds it attached to his leg by a silver chain. This reduces the Character's Dexterity by 1 point until somebody else breaks the chain.

5. Room 19

This room smells of rancid meat and rotting vegetables. It must be the kitchen.

DM: Four zombies wait here to attack. Any cleric may attempt to turn the undead. The zombies' statistics are as follows: AC 8; HD 2 (7 hit points each); Move 90' (30'); Att 1

claw; Dmg 1d8; Save as Fighter 1; Morale 12; Al chaotic; XP value 20 each.

In the pantry are two *healing* potions.

6. Room 20

The door from Zanzer's kitchen opens into a dark corridor. Lying on the ground in the middle of the corridor is a leather bag.

DM: As Zanzer was evacuating his house, he dropped the bag. Inside are 50 platinum pieces, sapphire earrings worth 700 gp, and a rough map of the dungeon (which is why the PCs can see the map sheet).

From this point forward, make Random Monster checks every other turn, as instructed in the Game Turn Checklist on Dragon Card #40. (Use the Wandering Monster Table you created with Dragon Card #44 or the one for Dungeon Level I in the back of the rule book.)

In Room 20, a crystal sphere makes a strange green glow. Any PC approaching it without making a successful Find Traps roll trips on an invisible cord encircling the ball (suffering 1 point of damage). This causes five sprites hiding in the room to laugh.

If the PCs ask the sprites about the dungeon, the winged people answer, "Dark and deep, who knows how to leave, so why not sleep?"

Should the PCs be foolish enough to attack, the sprites use their curse on the first person to attack. Every time the unfortunate victim breathes, a great snore rumbles out of his nose and throat. (In this case, check for wandering monsters every turn.)

The sprites' statistics are as follows: AC 1; HD 1/2 (2 hit points each); Move 60' (20'), flying 180' (60'); Att 1 spell; Dmg none; Save as Elf 1; Morale 7; Al neutral; XP value 6 each.

The crystal ball is worth 5 gp.

7. Room 21

This room is filled with shovels, picks, wheelbarrows, and other digging tools.

DM: Two gnolls are taking inventory. After their Surprise Checks, they set aside their task to attack. Their statistics are as follows: AC 5; HD 2 (8 hit points each); Move 90' (30'); Att 1 pickaxe; Dmg 1d6 + 1; Save as Fighter 2; Morale 8; Al chaotic; XP value 20 each.

Each gnoll has five sp, and one has a golden key (1 gp).

8. Room 22

Four small men work at a forge. None of them stands more than 2 feet high. They all have full beards and long, round noses.

DM: The gnomes are Zanzer's prisoners. They spend their days making tools for the salt mines. Their names are Willy, Billy, Gilly, and Zilly.

The gnomes are all shackled to the wall by a golden chain. The golden key that the PCs may have taken from a gnoll in Room 21 can open the shackles; Zanzer has magically charmed the chains to make them unbreakable.

The gnomes don't attack unless attacked first. Instead, they offer the PCs 100 gp each to free them. Assuming the PCs comply, the gnomes open a hidden trap door and remove four sacks filled with treasure. They give each PC the promised 100 gp. The fourth gnome offers the PCs the money or a *ring of fire resistance*.

In each sack is another 900 gp, but the gnomes won't willingly part with a single coin more than they promised. After being freed, the gnomes (and the remaining gold) disappear at the first opportunity.

The gnomes' statistics are as follows: AC 5; HD 1 (4 hit points each); Move 60' (20'); Att 1 hammer; Dmg 1d6; Save as Dwarf 1; Morale 8; Al lawful; XP value 10 each.

9. Room 23

This room contains eight cramped cells.

DM: Most of the cells are empty, for Zanzer keeps his prisoners working. However, there are three cells with items of interest.

Cell A is locked. Hanging inside in plain view are a silver sword, a silver dagger, and a bow with ten silver-tipped arrows.

Hidden in a pile of rags on the floor of Cell B are two *healing* potions.

Cell G's door is made of silver bars. Inside is a werewolf (see "lycanthrope" in the "Monster" section of the rule book). The werewolf is in human form. There is no way to tell his true nature, except that he has an elongated nose, slightly pointy ears, and yellowish eyes. He begs the PCs to let him out. If they ask, he claims not to know why his cage has silver bars, and he offers to give

the party the *elven boots* he is wearing (see "Treasure" in the rule book).

If the PCs let the werewolf out, he vanishes at the first opportunity. He returns in wolf form 1d4 rounds later and attacks.

The werewolf's statistics are: AC 5 (9 in human form); HD 4 (14 hit points); Move 180' (60'); Att 1 bite; Dmg 2d4; Save as Fighter 4; Morale 8; Al chaotic; XP value 125.

In wolf form, the werewolf is hit only by spells or silver or magical weapons. Use the fold-up counter labeled "prisoner" when he is in human form, and use the wolf counter when he is in wolf form.

10. Rooms 24 through 28

DM: Use the monsters and traps you created on Dragon Card #44.

11. Room 29

Five sets of leg-irons and five salt-crusted cloaks hang from pegs. There are more than a dozen pegs with nothing on them.

DM: When the guards take the prisoners to and from work, they stop here to shackle the prisoners' legs. Most prisoners also wear the cloaks to keep salt from rubbing into the cuts and scrapes they get while working in the salt mines.

12. Room 30

This room has been dug into salt. Four feeble men are using pickaxes to knock hunks of salt from the walls, while two more load the white chunks into wheelbarrows. A pair of fearsome, eight-foot-tall humanoids stand guard.

DM: If the PCs used the leg-irons and cloaks in Room 29 to disguise themselves, the ogre guards assume they are prisoners sent to dig salt. The ogres then suffer a -2 penalty to their Surprise Roll. Otherwise, the ogres attack at the first opportunity.

Though the prisoners in the room cheer the PCs on, they're too feeble to help. After the fight is over, the prisoners tell the PCs to avoid Room 32 because of the "jelly." The prisoners suggest the PCs go into Room 31, using wheelbarrows, leg-irons, and cloaks to disguise themselves.

The ogres' statistics are as follows: AC 5; HD 4 + 1 (13 hit points each); Move 90' (30'); Att 1 club; Dmg 1d6 + 2; Save as Fighter 4; Morale 10; Al chaotic; XP value 125.

Each ogre carries a sack of gems worth 1,000 gp, and two *healing* potions.

13. Room 31

Six dwarves stand along a conveyer belt, using huge mallets to smash salt chunks into grains. A pair of ogres guards them.

DM: If the PCs are disguised as prisoners with wheelbarrows of salt for the conveyer belt, the ogres suffer a -2 modifier to their Surprise Roll. Otherwise, the ogres attack.

The six dwarves cheer the PCs on. If an ogre steps next to a dwarf, the dwarf attacks him with a mallet. The dwarves cannot leave the positions along the conveyer belt because they're shackled in place.

After the battle, the dwarves join the PCs in their escape attempt if the PCs continue to Room 33 (but no place else). Run the dwarves as NPCs from this point forward.

The ogres' statistics are as follows: AC 5; HD 4 + 1 (17 hit points each); Move 90' (30'); Att 1 club; Dmg 1d6 + 2; Save as Fighter 4; Morale 10; AI chaotic; XP value 125.

One of the ogres has a magic-user scroll containing *light*, *sleep*, and *magic missile* spells. The other has a key that unlocks the dwarves' shackles.

The dwarves' statistics are: Dwarf 1; Str 12; Int 10; Wis 11; Dex 10; Con 11; Cha 11; AC 9; Hit Points 4 each; Dmg 1d6 (mallet).

14. Room 32

This room is empty and dark, save for the idle conveyer belt running down the center.

DM: After the first PC moves four spaces into this room, a green slime drops on him and anybody in the spaces right next to him. Read the description of green slime in the "Monster" section of the rule book.

This green slime's statistics are as follows: AC can always be hit; Hit Dice 2 (6 hit points); Move 3' (1'); Att 1; Dmg dissolve leather and cloth instantly, wood and metal in six rounds, turn victim into green slime in 6 + 1d4 rounds; Save as Fighter 1; Morale 7; AI neutral; XP value 5.

Lying in the rubble on the floor is a tube with one magic-user scroll and one clerical scroll. The magic-user scroll has a *web*, a *sleep*, and two *magic missile* spells (each doing 1d6 + 1 points of damage). The clerical scroll has three *cure light wounds* spells and one *light* spell.

15. Room 33

This room is dark.

DM: Not even torches can light this room, for Zanzer has magically darkened it. Only those PCs with infravision can see. If the PCs cast a *light* spell, they cancel Zanzer's *darkness* magic.

In the room are Zanzer and four bugbears. If the PCs do not have infravision or if they do not use a *light* spell to light the room, the PCs must make a Surprise Roll when they enter the room. In this case, the bugbears receive their surprise advantage. The PCs are surprised on a roll of 1-3 instead of 1-2.

If the dwarves from Room 31 are with the PCs, they warn of the bugbears' presence by attacking the bugbears. The trap door in the ceiling leads out of the dungeon.

Here are Zanzer's statistics: Magic-User 4; Str 11; Int 18; Wis 11; Dex 16; Con 11; Cha 10; AC 6; hit points 12; Dmg 1d4 or spells.

Zanzer has used his spells, but he has a magic-user scroll containing *web*, *shield*, and *magic missile* (1d6 + 1 dmg) spells. In addition to his native languages, Zanzer speaks hobgoblin, gnoll, and orc. Zanzer also has a *ring of animal control*, a golden crown worth 2,500 gp, and a sack of rubies worth 3,000 gp.

The bugbears' statistics are as follows: AC 5; HD 3 + 1 (12 hit points each); Move 90' (30'); Att 1 club; Dmg 1d6; Save as Fighter 3; Morale 9; AI chaotic; XP value 75 each.

16. Room 34

In the floor of this closet is a trap door. On the wall is an arrow pointing down and the message, "Danger—Stonefast!"

DM: The trap door leads to Stonefast. Once you have stocked it according to the instructions on Dragon Card #47, you're ready to start your next adventure!

After the Adventure

It's time to take stock of PC supplies, divide treasure, award experience points, adjust levels, heal, buy equipment, and take care of the other details explained in Dragon Cards #41-43.

After helping the PCs adjust their Character Record Sheets, set a date and time for them to explore Stonefast!

WEAPONS

Item	Cost in gp	Encumbrance/ Size	Damage
Axes			
Battle Axe (two-handed)	7	70/Large	1d8
Hand Axe	4	30/Small	1d6
Bows			
Crossbow (fires quarrels)	30	50/Medium	1d6
Case with 30 quarrels	10	**	
Long Bow	40	30/Large	1d6
Short Bow	25	20/Small	1d6
Quiver with 20 arrows	5	**	
1 silver-tipped arrow	5	**	
Daggers			
Normal Dagger	3	10/Small	1d4
Silver Dagger	30	10/Small	1d4
Swords			
Short Sword	7	30/Small	1d6
Sword (normal)	10	60/Medium	1d8
Two-handed Sword	15	100/Large	1d10
Other Weapons			
Mace*	5	30/Medium	1d6
Club*	3	50/Medium	1d4
Pole Arm (two-handed)	7	150/Large	1d10
Sling with 30 stones*	2	20/Small	1d4
Spear	3	30/Medium	1d6
War Hammer*	5	50/Medium	1d6

* these weapons may be used by a cleric.

** ammunition is included in encumbrance.

EQUIPMENT

Item	Cost in gp	Encumbrance
Backpack	5	20
Flask of Oil	2	10
Hammer (small)	2	10
Holy Symbol	25	1
Holy Water (1 vial)	25	1
Iron Spikes (12)	1	60 (5 each)
Lantern	10	30
Mirror (hand-sized, steel)	5	5
Rations		
Iron Rations (preserved food for 1 person/for 1 week)	15	100
Standard Rations (unpreserved food for 1 person/for 1 week)	5	70
Rope (50' length)	1	50
Mule	30	—
Sacks		
Small	1	1
Large	2	5
Thieves' Tools	25	10
Tinder Box (flint & steel)	3	5
Torches (6)	1	120 (20 each)
Water/Wine Skin	1	5
Wine (1 quart)	1	30
Wolfsbane (1 bunch)	10	1
Wooden Pole (10' long)	1	20

ARMOR

Item	AC	Cost	Encumbrance
Leather Armor	7	20	200
Chain Mail Armor	5	40	400
Plate Mail Armor	3	60	500
Shield	(-1)*	10	100

* deduct 1 from Armor Class number if shield is used.

ITEM WEIGHT TABLE

Potion	10 cns
Scroll	1 cn
Rod	20 cns
Staff	40 cns
Wand	10 cns
Coin (any)	1 cn
Gem (any)	1 cn
Jewelry (1 piece)	10 cns

FIGHTER EXP. TABLE

Level	Title	Exp. Pts.
1	Veteran	0
2	Warrior	2,000
3	Swordmaster	4,000
4	Hero	8,000
5	Swashbuckler	16,000

THIEF EXPERIENCE TABLE

Level	Title	Exp. Pts.
1	Apprentice	0
2	Footpad	1,200
3	Robber	2,400
4	Burglar	4,800
5	Cutpurse	9,600

HALFLING EXPERIENCE TABLE

Level	Title	Exp. Pts.
1	Halfling Veteran	0
2	Halfling Warrior	2,000
3	Halfling Swordmaster	4,000
4	Halfling Hero	8,000
5	Halfling Swashbuckler	16,000

PRIME REQUISITES TABLE

Fighter	Strength
Cleric	Wisdom
Magic-user	Intelligence
Thief	Dexterity
Elf	Strength and Intelligence
Halfling	Strength and Dexterity
Dwarf	Strength

PRIME REQUISITE

Score Adjustment to Experience Earned

3-5	-20% from earned experience points
6-8	-10% from earned experience points
9-12	No adjustment to experience points
13-15	+5% to earned experience points
16-18	+10% to earned experience points

Adjustments for classes with two prime requisites are explained in the class descriptions. Any adjustments to earned experience are used when the DM gives experience points at the end of an adventure.

STRENGTH

Strength Adjustments

3	-3 to hit, damage, and opening doors
4-5	-2 to hit, damage, and opening doors
6-8	-1 to hit, damage, and opening doors
9-12	No adjustments due to Strength
13-15	+1 to hit, damage, and opening doors
16-17	+2 to hit, damage, and opening doors
18	+3 to hit, damage, and opening doors

Regardless of adjustments, any successful hit will always do at least 1 point of damage. All Strength adjustments apply *only* to hand-to-hand combat and to opening doors. Missile fire combat is adjusted by Dexterity according to the chart hereafter.

INTELLIGENCE

Intelligence Use of Languages

3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Reads and writes native languages (usually 2)
13-15	Reads and writes native languages, +1 additional language
16-17	Reads and writes native languages, +2 additional languages
18	Reads and writes native languages, +3 additional languages

Humans know two native languages: the Common and Alignment languages. Demi-humans know a number of native languages, as explained in the class descriptions. Some other languages that characters may choose are bugbear, doppleganger, dragon, dwarf, elf, gargoyle, gnoll, gnome, goblin, halfling, harpy, hobgoblin, kobold, lizard man, medusa, minotaur, ogre, giant, orc, or other human tongues.

DEXTERITY

Dexterity	Missile Fire Adjustment	Armor Class Adjustment
3	-3 on "to hit" rolls	+3 penalty
4-5	-2 on "to hit" rolls	+2 penalty
6-8	-1 on "to hit" rolls	+1 penalty
9-12	No adjustment	No adjustment
13-15	+1 on "to hit" rolls	-1 bonus
16-17	+2 on "to hit" rolls	-2 bonus
18	+3 on "to hit" rolls	-3 bonus

Missile fire combat adjustments affect the chances to hit; they do *not* affect the amount of damage done. Dexterity may affect Armor Class, raising (penalizing) or lowering (improving) the Armor Class of the character.

WISDOM

Wisdom Saving Throw Adjustments

3	-3 on magic-based saving throws
4-5	-2 on magic-based saving throws
6-8	-1 on magic-based saving throws
9-12	Normal magic-based saving throws
13-15	+1 on magic-based saving throws
16-17	+2 on magic-based saving throws
18	+3 on magic-based saving throws

Adjustments to magic-based saving throws do not apply to saving throws vs. Dragon Breath. They might (or might not) affect saving throws vs. Death Ray or Poison, depending on whether the attack is magical. These adjustments do affect a saving throw vs. Turn to Stone, vs. Wands, and vs. Rod, Staff, or Spell.

CONSTITUTION

Constitution	Hit Point Adjustment
3	-3 points per hit die
4-5	-2 points per hit die
6-8	-1 point per hit die
9-12	No adjustment to hit points
13-15	+1 point per hit die
16-17	+2 points per hit die
18	+3 points per hit die

These adjustments are used whenever a player rolls to determine a character's hit points. No hit die roll may be adjusted below 1, regardless of adjustments.

CHARISMA

Charisma	Reaction Adjustment	Morale of Retainers
3	-3	4
4-5	-2	5
6-8	-1	6
9-12	None	7
13-15	+1	8
16-17	+2	9
18	+3	10

THIEVES' ABILITIES TABLE

Level	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide in Shadows	Pick Pockets	Hear Noise
1	15	10	10	87	20	10	20	30
2	20	15	15	88	25	15	25	35
3	25	20	20	89	30	20	30	40
4	30	25	25	90	35	24	35	45
5	35	30	30	91	40	28	40	50

TURNING UNDEAD TABLE

Undead	Cleric's Level				
	1	2	3	4	5
Skeleton	7	T	T	D	D
Zombie	9	7	T	T	D
Ghoul	11	9	7	T	T
Wight	-	11	9	7	T
Wraith	-	-	11	9	7
Mummy	-	-	-	11	9
Spectre	-	-	-	-	11

CHARACTER SAVING THROWS

Character Class/Level	Death Ray, Poison	Magic Wands	Paralysis, Turn to Stone	Dragon Breath	Rods, Staves, Spells
Cleric 1-4	11	12	14	16	15
Cleric 5	9	10	12	14	13
Fighter 1-3	12	13	14	15	16
Fighter 4-5	10	11	12	13	14
Magic-user 1-5	13	14	13	16	15
Thief 1-4	13	14	13	16	15
Thief 5	11	12	11	14	13
Dwarf 1-3	8	9	10	13	12
Dwarf 4-5	6	7	8	10	9
Elf 1-3	12	13	13	15	15
Elf 4-5	8	10	10	11	11
Halfling 1-3	8	9	10	13	12
Halfling 4-5	5	6	7	9	8
Normal Man	14	15	16	17	17

CLERIC SPELLS

FIRST LEVEL

1. Cure Light Wounds*
2. Detect Evil*
3. Detect Magic
4. Light*
5. Protection From Evil
6. Purify Food and Water
7. Remove Fear*
8. Resist Cold

SECOND LEVEL

1. Bless*
2. Find Traps
3. Hold Person*
4. Know Alignment*
5. Resist Fire
6. Silence 15' radius
7. Snake Charm
8. Speak with Animal

EXPERIENCE POINTS FOR MONSTERS

Monsters' Hit Dice	Base XP Value	Special Ability Bonus
up to 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
7+	550	475
8	650	550

MAGIC USER SPELLS

(* Spell may be cast with reverse effect.)

FIRST LEVEL

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

SECOND LEVEL

1. Continual Light
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

THIRD LEVEL

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste*
6. Hold Person*
7. Infravision
8. Invisibility 10' radius
9. Lightning Bolt
10. Protection from Evil 10' radius
11. Protection from Normal Missiles
12. Water Breathing

Dungeon Master's Screen

CHARACTER HIT ROLL TABLE

d20 roll by Class & Level	Armor Class Hit											
	9	8	7	6	5	4	3	2	1	0	-1	-2
Normal Man	11	12	13	14	15	16	17	18	19	20	20	20
Fighter, Elf, & Dwarf 1-3; Magic User 1-5; Cleric, Thief, & Halfling 1-4	10	11	12	13	14	15	16	17	18	19	20	20
Fighter, Elf, & Dwarf 4-5; Cleric, Thief, & Halfling 5	8	9	10	11	12	13	14	15	16	17	18	19

MONSTERS' HIT TABLE

Monster's Hit Dice	Defender's Armor Class														
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
7+ to 8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

MISSILE FIRE TABLE

Fired Weapons:	Ranges in Feet		
	Short (+1)	Medium (0)	Long (-1)
Long bow	6-70	71-140	141-210
Crossbow	6-60	61-120	121-180
Short bow	6-50	51-100	101-150
Sling	6-40	41-80	81-160
Thrown Weapons:			
Spear	6-20	21-40	41-60
Oil, Holy Water	6-10	11-30	31-50
Hand Axe	6-10	11-20	21-30
Dagger	6-10	11-20	21-30
Misc. object	6-10	11-20	21-30

ARMOR CLASS TABLE

Armor Type	Basic AC
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	(-1 from AC)

MONSTER REACTION CHART

Roll	Reaction
2-3	Monster attacks
4-6	Monster growls, roll again in one round, subtract four from the result
7-9	Monster cautious, roll again in one round
10-11	Monster friendly, roll again in one round, add four to the result
12+	Monster is friendly

SPEED AND ENCUMBRANCE TABLE

Encumbrance	Turn Move	Round Move
up to 400 cns	120'	40'
401-800 cns	90'	30'
801-1200 cns	60'	20'
1201-1600 cns	30'	10'
1601-2400 cns	15'	5'
2400+ cns	0'	0'
Mule		
up to 3000 cns	120'	40'
3001-6000 cns	60'	20'
6000+ cns	0'	0'

RETAINER MORALE

Charisma Score	Retainer Morale
3	4
4-5	5
6-8	6
9-12	7
13-15	8
16-17	9
18	10

GAME TURN CHECKLIST

1. *Wandering Monsters*: If the wandering monsters check at the end of the previous turn was positive, the monsters arrive now. They appear 2d6 x 10 feet away in a direction of the DM's choice.
2. *Actions*: The PCs describe what their characters are doing (listening at doors, moving, searching for secret doors, etc.).
3. *Results*: The DM describes what happens:
 - a. If PC actions result in discovering something unusual (secret door, trap, etc.) the DM tells them what they found.
 - b. If the PCs entered an unmapped section of dungeon, the DM describes the area.
 - c. If the PCs have an encounter, continue play with the encounter checklist.
4. *Wandering Monsters Check*: Every other turn, the DM rolls 1d6. On a result of one, the PCs encounter wandering monsters at the beginning of the next turn. Consult *Wandering Monsters* in the rulebook to determine what kind of monsters they meet.

ENCOUNTER CHECKLIST

1. *Game time*: Game time switches from 10-minute turns to 10-second rounds.
2. *Surprise*: Both sides make surprise rolls.
3. *Initiative*: Both sides make initiative rolls to see who moves, talks, or attacks first. If combat or magic begins, play proceeds from this point with the Combat Sequence.
4. *Reactions*: If he does not know how the monsters will react to the PCs, the DM makes reaction rolls to determine their initial attitudes.
5. *Results*:
 - a. If the PCs trigger a trap, the DM applies the consequences.
 - b. If both sides talk, role-play the conversation until agreement is reached, one side flees, or a fight begins.
 - c. If the PCs run away, make a morale check for the monster or NPC to see if it chases them. If so, use the *pursuit and evasion* rules in the rulebook to determine if they get away.
 - d. If one or both sides attack after the initial meeting, play proceeds with the Combat Sequence (start with step one and roll for initiative again).
6. *Encounter ends*: After the encounter ends, begin play with a new turn. Always assume that encounters take a full turn to resolve.

ROOM CONTENTS TABLE

Roll	Contents	Treasure
1-2	Empty	10% chance
3	Trap	35% chance
4-5	Monster	50% chance
6	Special	No treasure

MONEY CONVERSION CHART

1 gold piece = 100 copper pieces (cp)
 1 gold piece = 10 silver pieces (sp)
 1 gold piece = 2 electrum pieces (ep)
 5 gold pieces = 1 platinum piece (pp)

THE COMBAT SEQUENCE

- A. Each side rolls 1d6 to determine initiative.
- B. The side that wins initiative acts first:
 1. Monsters and NPCs make **Morale Checks**.
 2. Anybody who is **Moving** does so.
 3. Characters using **Missile Fire** attack:
 - a. They **Choose Targets**.
 - b. They make their **Hit Rolls**.
 - c. They **Roll Damage** for successful hits.
 4. Characters using **Magic** cast their spells:
 - a. They **Choose Targets**.
 - b. Targets make **Saving Throws**.
 - c. The DM **Applies the Results**.
 5. Characters fighting **Hand-to-Hand** attack:
 - a. They **Choose Targets**.
 - b. They make their **Hit Rolls**.
 - c. They **Roll Damage** for successful hits.
- C. The side that lost initiative completes all steps listed under "B."
- D. The DM declares the results.



Goblin

Kobold

Guard

Guard

Hobgoblin

Hobgoblin

Hobgoblin

Hobgoblin

Gnoll

Gnoll

Gnoll

Orc



Dwarf

Dwarf

Dwarf

Goblin

Slave

Slave

Slave

Slave

Slave

Slave

Hobgoblin



Jerf

Axel

Goblin

Goblin

Goblin

Dwarf

Dwarf

Dwarf

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Green Slime



Ogre



Ogre



Prisoner



Gnomes



Sprites



Rock Python



Kamro



Zombie



Zombie



Zombie



Zombie



Minotaur



Blind Man



Wolf



Adelle



Zanzer Tem



Bugbear



Bugbear



Bugbear



Bugbear



Orc

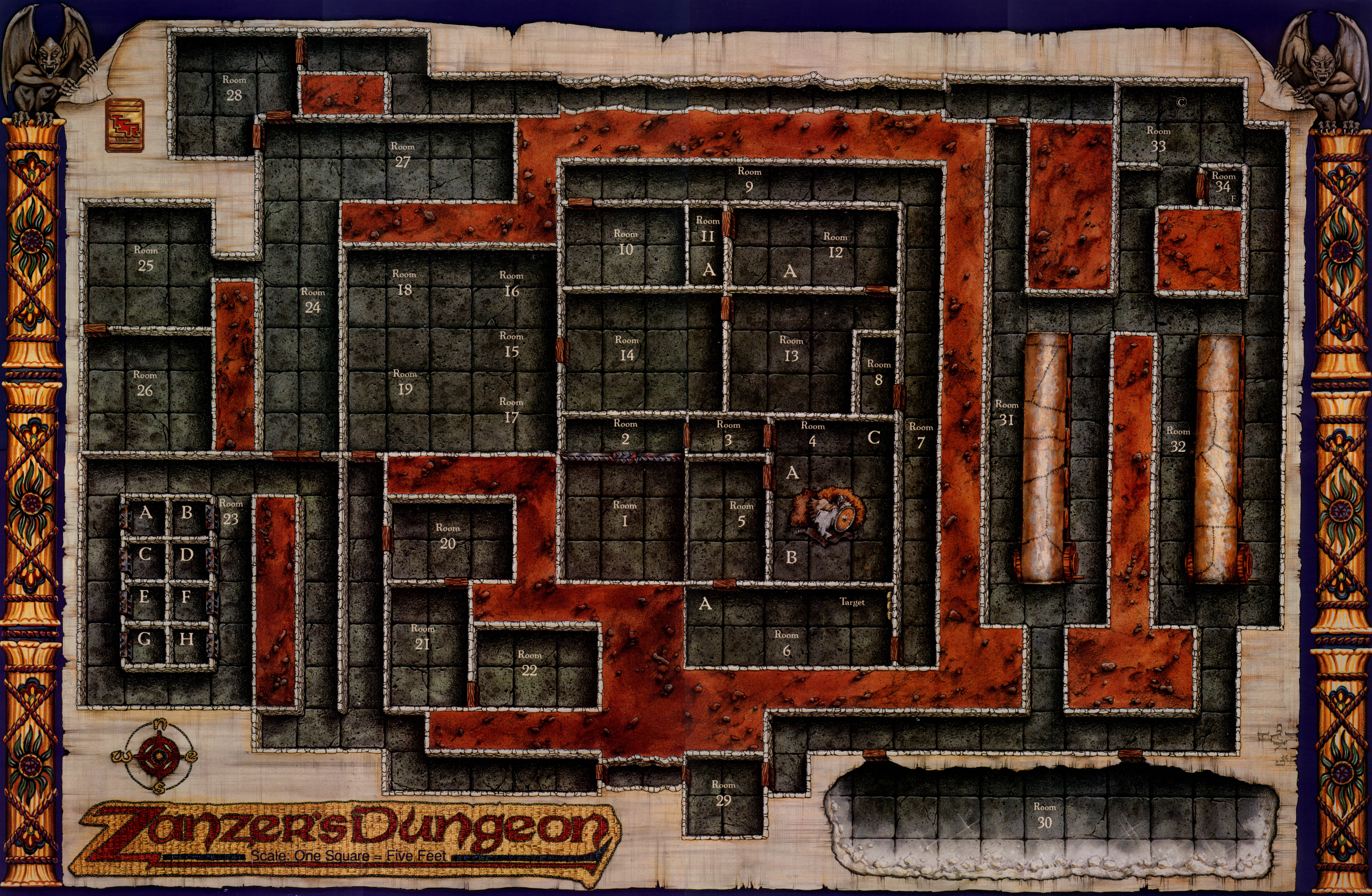


Orc



Orc

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